



# Training Webinar

## Shifting to Digital: 360VR for Immersive Learning

### Free Registration\*

To register follow the link:  
[www.askfood.eu/gamification-webinars-registration](http://www.askfood.eu/gamification-webinars-registration)

12th MAY 2021

9:00 am – 1:00 pm (CEST)

Platform: Zoom

### CONTENT AND BENEFITS

#### Introduction to Virtual Reality

- Virtual Reality Simulations with Oculus Go & Oculus Quest
- Virtual Reality 360 Videos with YouTube 360
- Unity Virtual Reality 360 Videos (Interactive)
- Virtual Reality with 360 Images Google Expedition

#### Pre Production

- Teaching and learning goals
- Equipment and software
- Storyboarding and multimedia

#### Post Production

- Using a 360 Camera
- Recording footage
- Create your own tour platform
- Importing footage and creating scenes

#### The Experience

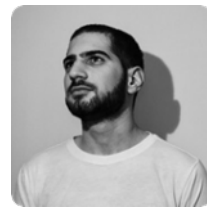
- Google Expeditions
- Sharing a VR experience and guiding other participants through it
- Debriefing and reflecting on the value of 360VR for teaching and learning

### Speakers



#### **Andri Ioannou**

Andri Ioannou is an Associate Professor and Head of the Department of Multimedia and Graphic Arts of the Cyprus University of Technology (CUT) and Director of the Cyprus Interaction Lab (CIL).



#### **Andreas Kitsi**

Andreas Kitsi is a graduate of the Cyprus University of Technology. He received a B.A. degree in Multimedia and Graphic Arts in 2021 with honours.



#### **Raluca Maxim**

She is passionate by mixing her multidisciplinary education, knowledge and expertise (cognitive psychology, marketing, interaction design, HCI, human factors, summative/formative research) in the UX Research field.

