

*Virtual Reality in Education: Exploring the Trend*

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This presentation will discuss the importance of tracking trends in the field of education using an Open Educational Resource. The purpose of The Trends in Instructional Design and Technology (IDT) Database is to examine various trends and share surveys on the integration and adoption of trends in K-12. It is important because it provides quantitative data to users showcasing the extent to which trends are being used in certain settings and attitudes being expressed by various groups.

As technology changes, so does the need to understand it. For example, when a new trend or technology comes along, administrators often jump on the technology bandwagon, attempting to implement the trend without carefully considering the value or consequences of doing so. The IDT Database attempts to answer questions concerning technology trends. Here are two sample questions that are used to demonstrate the value of this database, what is the usage of virtual reality in K-12, and what are the major benefits of using virtual reality in education. This database provides the tools necessary to see implementation of trends or attitudes, and by being aware of and using these tools, it will improve the learning experiences as well as a student's future professional practice.