



Virtual Reality

VIRTUAL REALITY EXPERIENCES

Virtual Reality Experiences (VRE) are intended to give the viewer a realistic experience inside a virtual world, using the technologies to influence the human brain into believing that what they are experiencing is real, allowing the impact of the VRE to be that of a seemingly real experience.

The Case for VR in Social Work

Colleges and universities across the U.S. are leveraging VR labs to explore the use of virtual worlds in a variety of fields including social work to bring VR learning to classrooms and social science settings. Subjects range from examining racism with VR to Empathy at Scale and Child Protection Simulations.^{1,2}

WHAT EQUIPMENT IS NEEDED?

Components of a VRE System



PC/Console/
Smartphone



Head-Mounted
Display (HMD)



Common HMD
Hardware

WHAT IS THE VALUE?

- Allows the user to access inaccessible environments.
- Provides the user with an experience that can effectively teach a skill and transfer knowledge.

HOW DOES IT DIFFER FROM SIMULATION?

- As an enhancement, e.g., a short burst learning experience to supplement and enhance an in person training.
- As a supplement to a core simulation, e.g., swapping out the door knock simulation for a door knock virtual experience.
- As a transfer of learning tool, e.g., to test skills learned in an in person class on safety or similar topic.

Partner With Us

PCWTA wants to partner with you to supplement your current training and increase transfer of learning using innovative VREs. To learn more, please visit our webpage at theacademy.sdsu.edu/programs/pcwta/virtual-reality or contact your County Consultant.

MORE INFORMATION

1. PCWTA Research Summary, *Virtual Reality*, 11/17

2. Child Protection Simulations. The Centre for Child Protection. University of Kent.