Virtual reality can be applied to a variety of subjects. According to teachers, 85% of teachers say that virtual reality would:...

- ...increase student motivation
- ...allow for greater collaboration in my classroom
- ...help students better understand learning concepts

**LEARNING OUTCOMES**

83% of teachers say that virtual reality would help improve learning outcomes in their classroom.

**IMPLEMENTATION**

1. Get the Gear
2. Watch Virtual Reality
3. Explore Your Classroom
4. Share with Your Colleagues

By Samsung

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*Source: GfK using the KnowledgePanel from May 20 – June 2, 2016. Margin of error for the nationally representative survey of 1,011 U.S. K-12 teachers, conducted by Samsung, is +/- 3.4 percentage points. Samsung Gear VR is not for use by children under 13. Watching videos or playing games with the Gear VR may affect the visual development of children. When children, age 13 or older, use the Gear VR, adults should limit their usage time and attention.*