

IS VIRTUAL REALITY READY FOR THE CLASSROOM?

THIS IS WHAT TEACHERS HAVE TO SAY...

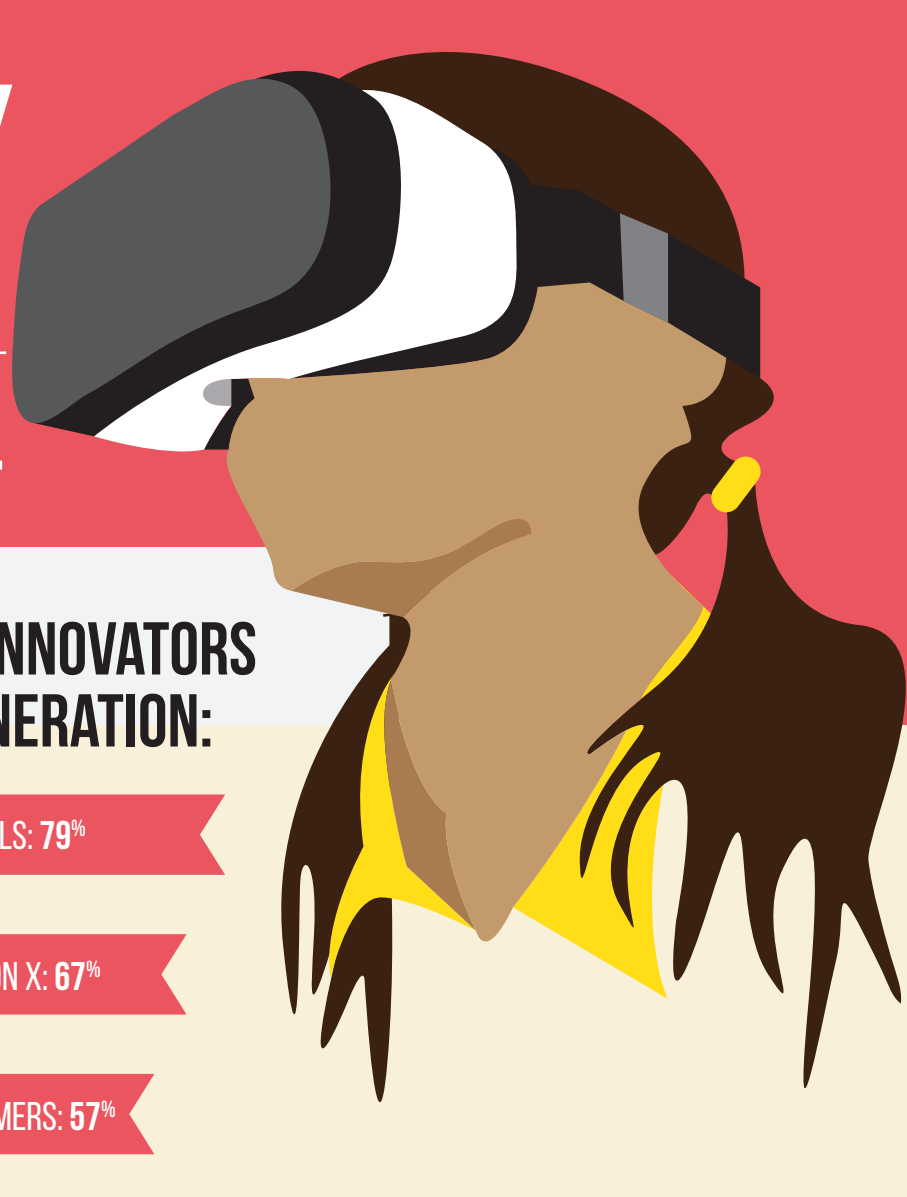
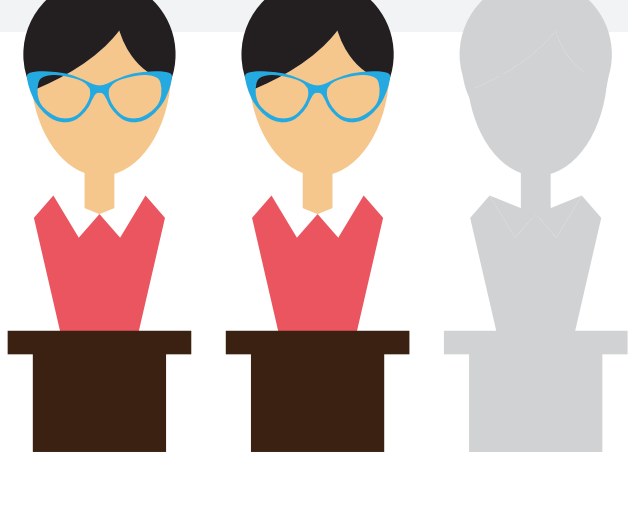
Because today's students are digital natives, today's teachers are becoming technology champions: **2 in 3 U.S. K-12 teachers describe themselves as innovators in the use of classroom**

TECH INNOVATORS BY GENERATION:

MILLENNIALS: 79%

GENERATION X: 67%

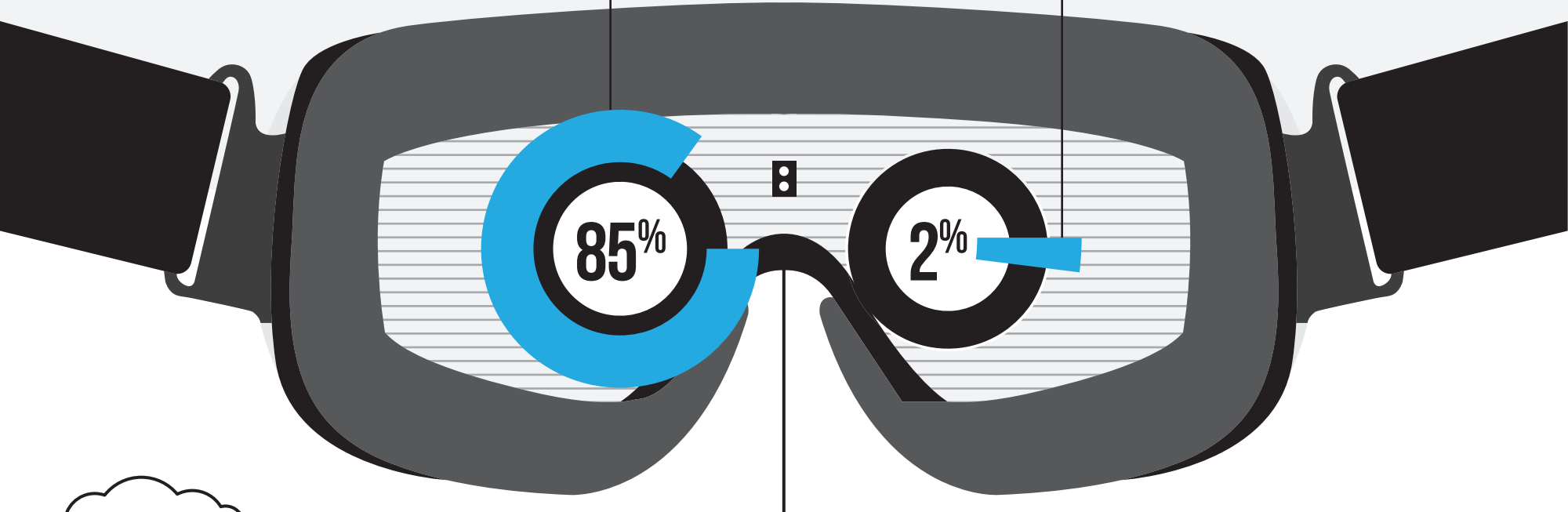
BABY BOOMERS: 57%



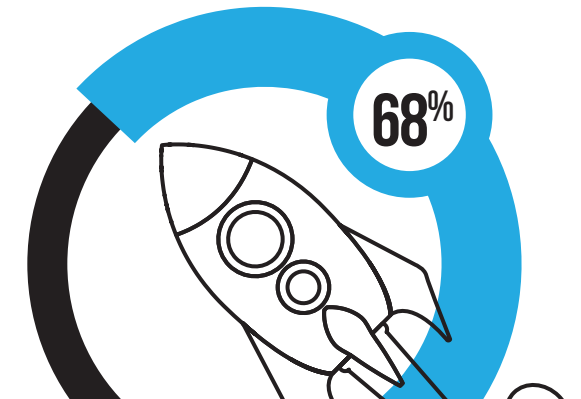
Teachers are constantly evaluating and experimenting with new technology. **A survey of more than 1,000 U.S. K-12 teachers explored one of the newest and most promising technologies: virtual reality.**

85% of teachers agree that virtual reality would have a **positive effect on their students.**

2% of teachers are **using virtual reality content** in their classrooms.



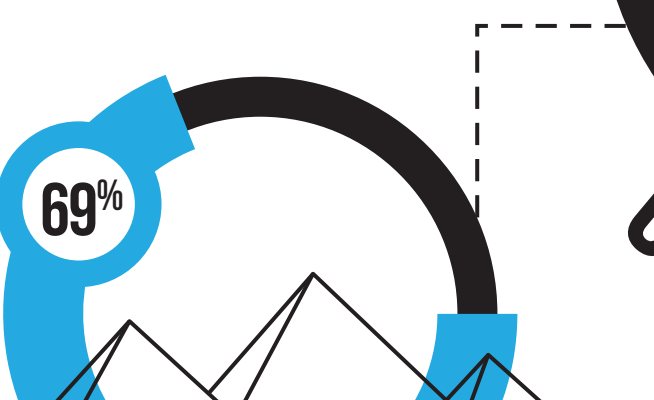
Simulate experiences relevant to course content like flying as the Wright Brothers did in 1903



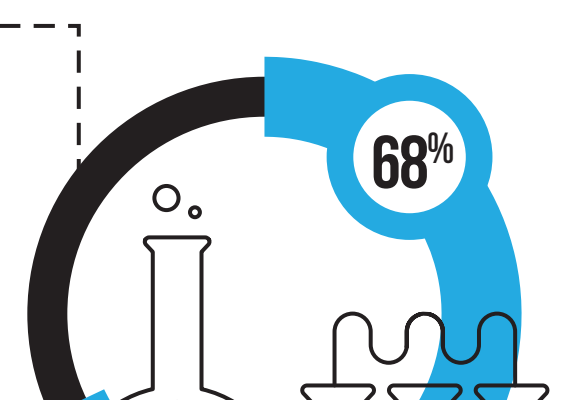
Explore otherwise inaccessible locations like outer space

LEARNING OPPORTUNITIES
From taking virtual field trips to the aquarium to diving to the bottom of the ocean floor, opportunities for virtual reality in education are endless.

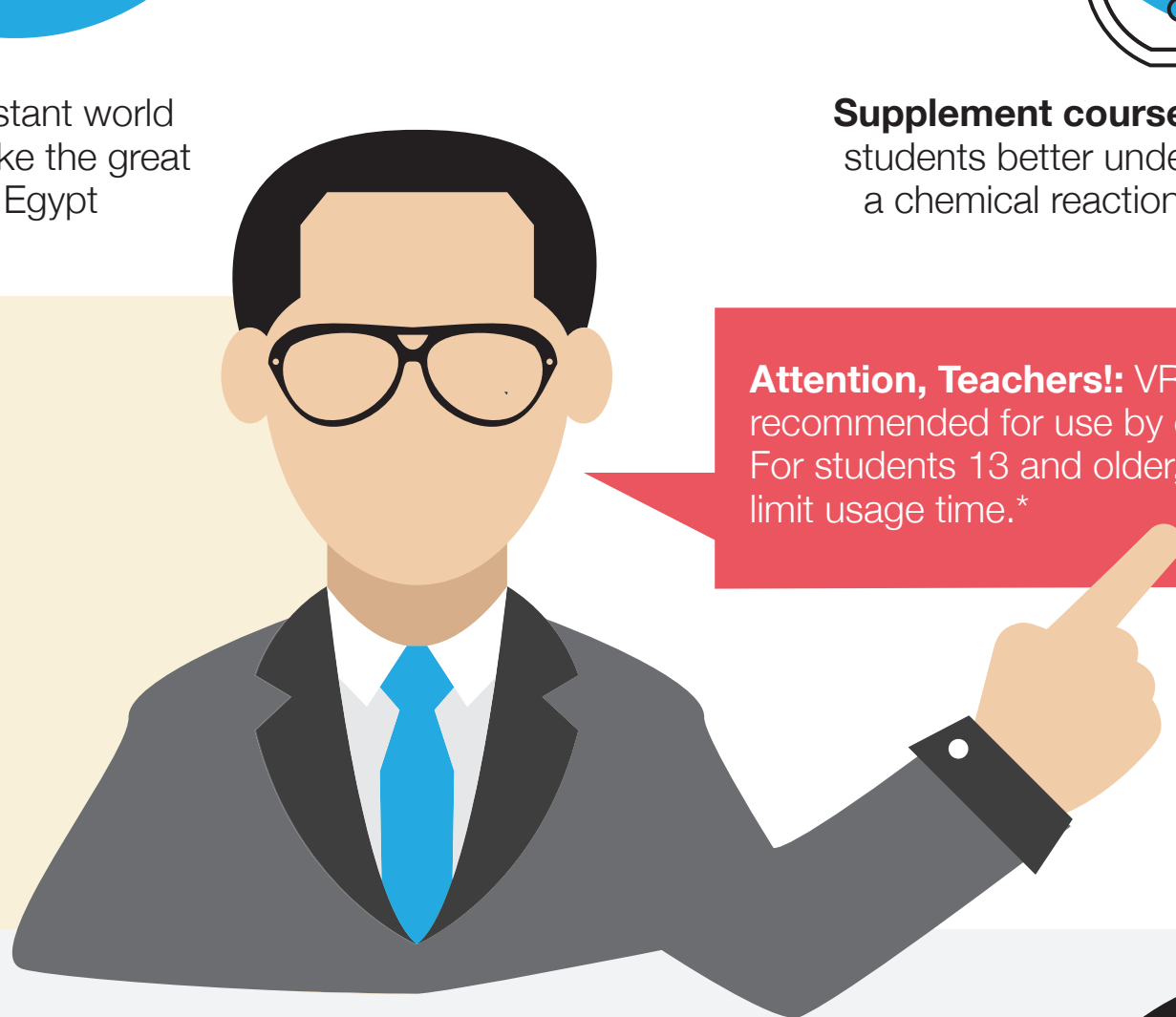
Teachers would like to use virtual reality to enable students to:



Travel to distant world landmarks like the great pyramids of Egypt



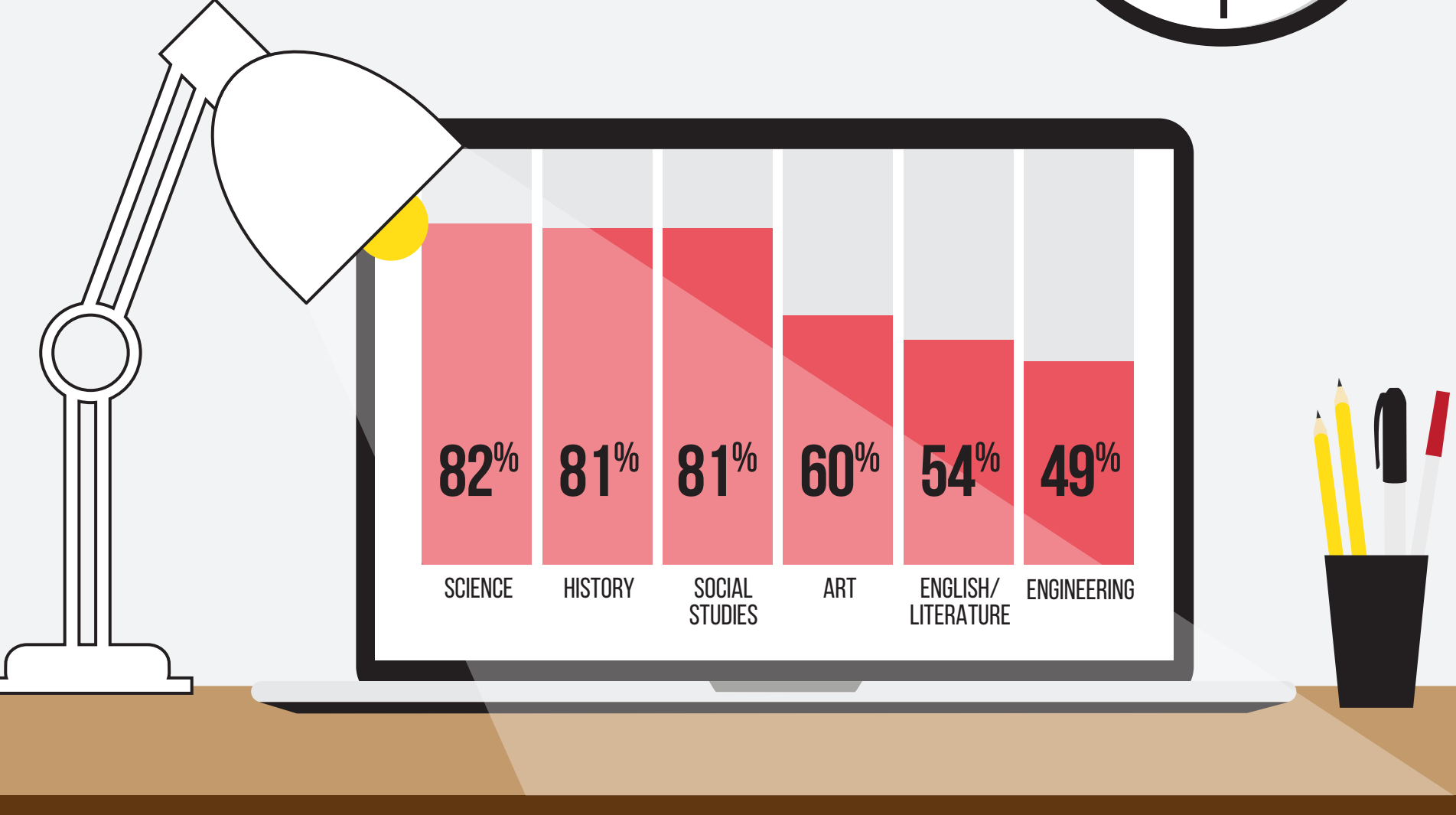
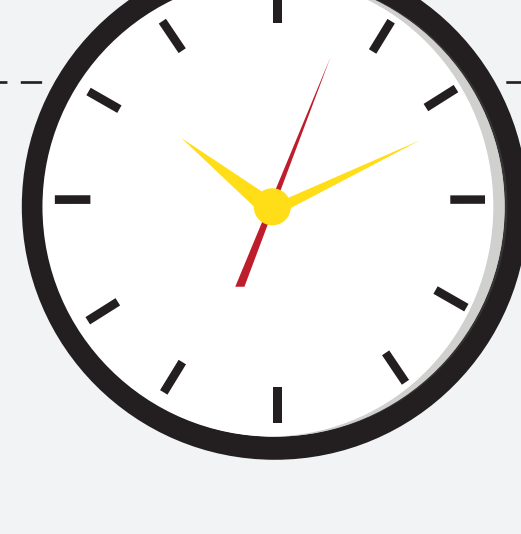
Supplement course curriculum to help students better understand concepts like a chemical reaction for a science lesson



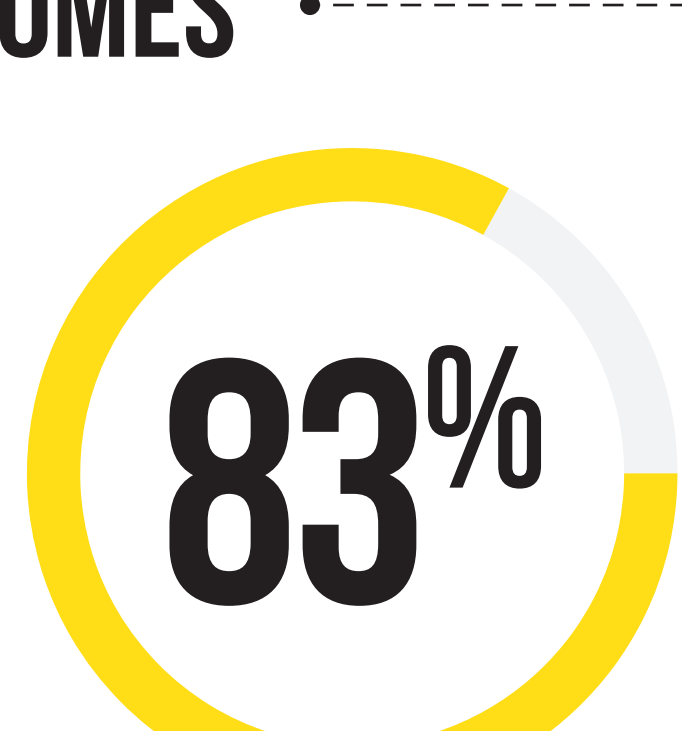
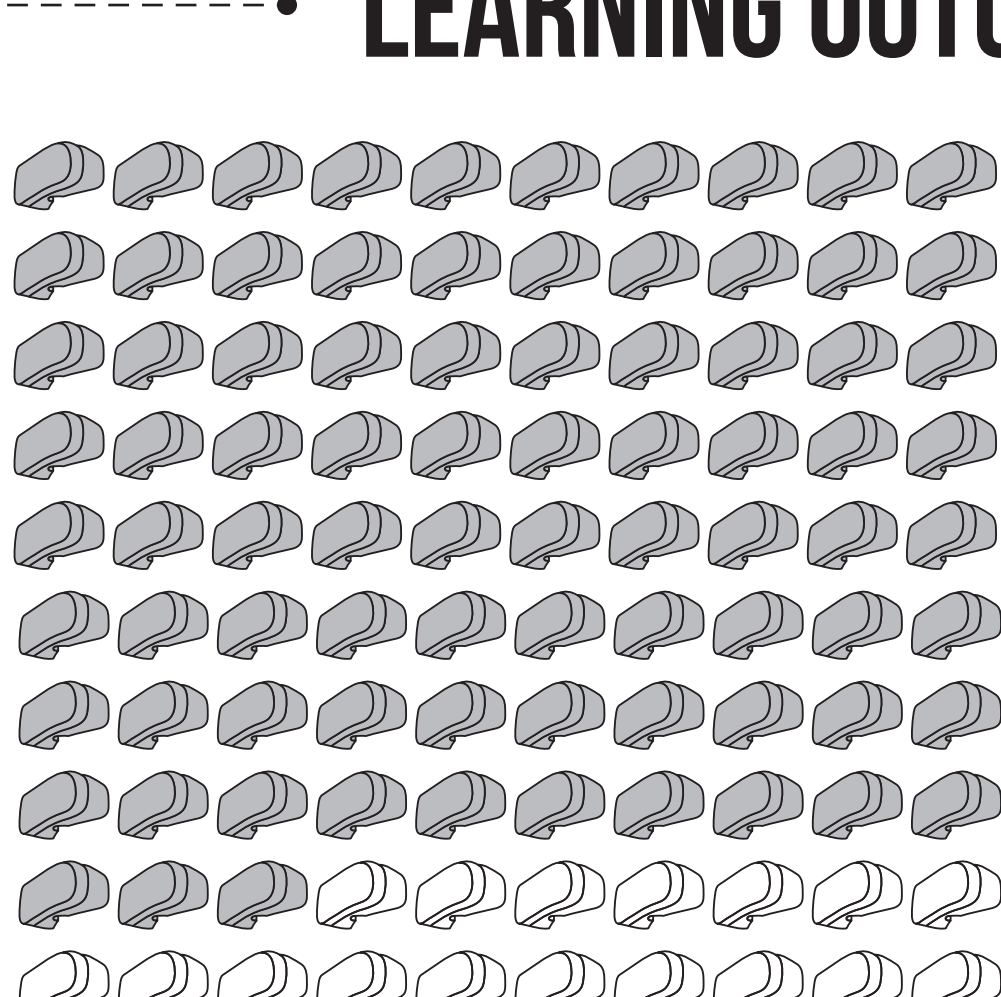
Attention, Teachers! VR headsets are not recommended for use by children under 13. For students 13 and older, teachers should limit usage time.*

TOP SUBJECTS FOR VR

Virtual reality can be applied to a variety of subjects. According to teachers, **subjects that would most benefit from virtual reality are:**



LEARNING OUTCOMES



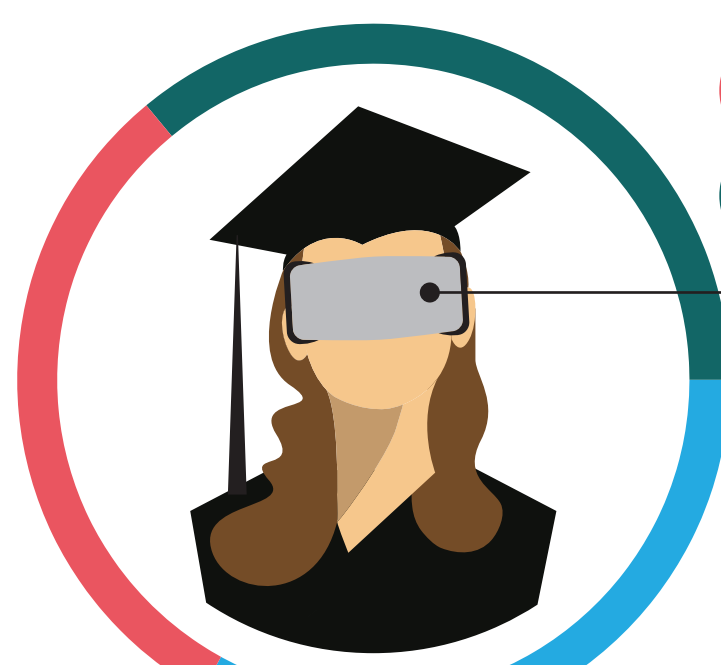
of teachers say that **virtual reality might help improve learning outcomes**

% OF TEACHERS SAY THAT VIRTUAL REALITY WOULD :

77% ...help students better understand learning concepts

71% ...allow for greater collaboration in my classroom

84% ...increase student motivation

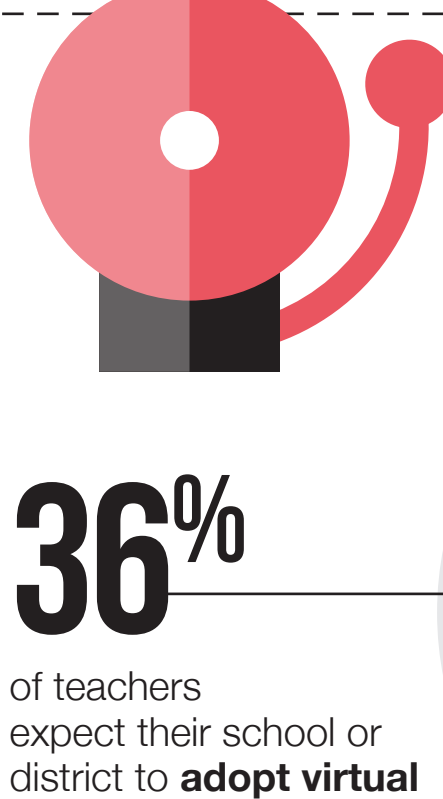


42%

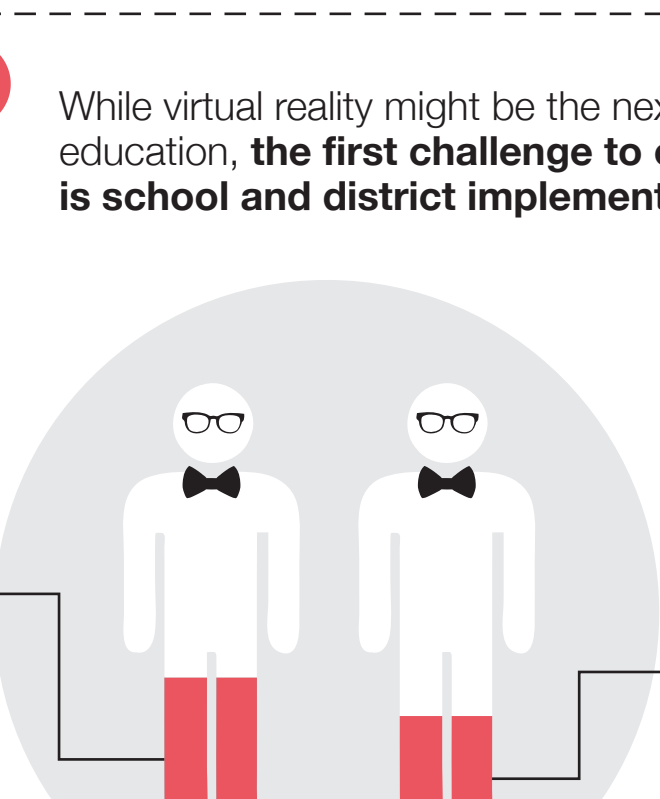
PREPARING FOR GRADUATION...

of high school teachers (grades 9-12) would like to use virtual reality to tour college campuses to encourage students to pursue higher education.

While virtual reality might be the next frontier in education, **the first challenge to overcome is school and district implementation.**



of teachers expect their school or district to **adopt virtual reality in less than 5 years.**



28%

of teachers **think it will never happen.**

IMPLEMENTATION

But virtual reality can be put to work in the classroom today. **Here are 4 easy steps to get started**

1

GET THE GEAR



Virtual reality headsets can be a cost-efficient and classroom friendly mobile VR solution to creating an immersive learning experience. Samsung Gear VR, powered by Oculus, is available for \$99 and compatible with Samsung's latest Galaxy smartphones.

2

WATCH VIRTUAL REALITY VIDEOS



There's a plethora of virtual learning content available at no cost. Samsung VR's library of 360° virtual reality videos is a great place to find inspiration.

3

EXPAND YOUR VIRTUAL HORIZONS



Explore advanced virtual reality applications like Labster, which simulates laboratory science experiments, or YouVisit, which enables students to explore university campuses around the world.

4

SHARE WITH YOUR COLLEAGUES



Nearly half of all teachers surveyed said they would use virtual reality in their classrooms on a weekly basis if it were available in their schools. Share your virtual reality experience with fellow teachers to expand learning opportunities for students!

As a pioneer in educational technology, Samsung is committed to helping schools identify the right technological and curriculum mix to drive learning outcomes, and supporting schools and teachers with the resources needed to successfully implement that technology.

VISIT SAMSUNG.COM/EDUCATION TO LEARN MORE

*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 ensure they take frequent breaks. Adults should monitor children closely after using the Gear VR if children feel discomfort.

Source: Nationally representative survey of 1,011 U.S. K-12 teachers, conducted by GfK using the KnowledgePanel from May 20 - June 2, 2016. Margin of error for the sample is +/- 3.4 percentage points.