

funded by



Virtual Reality Technology for Assessment In Further Education

“Tools that enable non-techy users to easily
create their own VR assessments that can be run
in a standard VLE”

John Casey

john.casey@cityofglasgowcollege.ac.uk

John Casey, Richard Bennet, Linus Reichenbach: **City of Glasgow College**

Tanya MacDonald, Andrew Rourke, Allan Maclean: **eCom Scotland**

Martyn Ware: **Scottish Qualification Authority**

License: [Creative Commons License Attribution 4.0 International](https://creativecommons.org/licenses/by/4.0/)

Project Partners, Aims & Tech

- eCom Scotland Ltd. (Lead Partner),
 - City of Glasgow College
 - Fife College
 - Scottish Qualifications Authority
- Easy To Use (Import, Create, Deploy) & Integrate
- Ecom [eNetAuthor](#) (cloud): [Scorm](#), [Experience API \(Tin Can API\)](#), [Learning Record Store](#) in an LMS / VLE, Analytics.

City of Glasgow College Perspective

- Action Research
 - Integration into a real college context - feedback
 - System design ideas – now and future
 - Implications for organisational and professional change
 - Builds on earlier Jisc [CITEA](#) project (systems approach)
 - VR as a continuum of tech: lo-fi to hi-fi
 - Using Learning Design Toolkit from UCL (ABC-LD)
 - Design Patterns (from [EU E-LEN Project](#))
 - Architecture & Software Engineering etc
 - VR / AR SIG with ALT

Demonstration & Discussion