

World school introduces virtual reality lab for students

GD Goenka World School announces the introduction of virtual reality, a three-dimensional (3D) computer generated environment that allows the user to interact with an environment, be it real or an imaginary one, in the school.

Is the experience similar to the children sitting in a 3D IMAX environment? The students will not only hear, see or read, but will also have live interaction experience while studying. The programme is mapped to the current curriculum followed at the school, and will be introduced initially from grades V to XII. They have collaborated with a US-based leading education company Victory VR to provide students state-of-the-art cutting edge technology to enhance their learning experiences.

Virtual reality labs will be a boon for students who have a keen interest in technology and science. However, the system is not just restricted to classroom learning. Students can virtually visit Mars and

drive a rover on the red planet. Not only this, students will be able to transport themselves around the solar system merely by staring at a planet. Some of these interactive expe-

India's first virtual reality lab at GD Goenka World School

periences will allow students to navigate through the human body, similar to cartoons previously seen on television. But unlike the cartoon, students can see all around them and drive themselves around, rather than being guided by an outside force.

Some of the units will include lessons presented as comic books, animations, journeys, movies and graphic sound worlds. Few of the virtual field trips will take students on a virtual journey of The Great Wall of China, The Redwood Forest in California and the magnificent Singapore Gardens.

"We at GDGWS, constantly strive towards innovation in education. The launch of VR lab has added a new dimension to our educational endeavour," said Dr Neeta Bali, Director-Principal.



A view of a Nasa rover on Mars