**Exploring Possibilities through Virtual Reality Tutoring**
Tallahassee Community College​
AFC Exemplary Practice: Technology Commission Submission

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Since January 2020, the TCC Learning Commons has partnered with Study Edge to pilot the use of virtual reality (using Oculus Quest 2 headsets) in learning centers. Virtual reality (VR) enables users to experience 3D rendered environments in both physical and virtual spaces. VR creates a sensory experience: sights, sounds, haptics, that allow the user to interact with alternate realities.

COVID-19 changed the landscape of education and student learning. Today’s college students have an increased interest in technology and experience challenges with motivation and persistence. The pandemic also caused the VR project at the TCC Learning Commons to pause until we could safely introduce the technology to our staff and students.

When the project resumed, challenges arose as we trained staff and students on VR headset set-up. However, one of our roles within higher education is to prepare students for the future of work. As VR gains momentum, the platform is used sectors such as gaming, entertainment, technology, industry, training, and education. VR offers several advantages to students. VR is a fun and motivating tool that helps create a realistic world for students to explore an artificial environment without real-world impacts.

We forged ahead to offer science (anatomy and physiology/chemistry) and math sessions in VR while partnering with Study Edge to recommend upgrades to the VREdu application.

In the last year, the TCC Learning Commons has ventured beyond the original scope of the VR project. A VR committee was formed in July 2022 with the purpose of expanding use and showcasing this emerging technology, offering VR success coaching, utilizing headsets in the humanities, and embedding VR technology within the classroom.

To date, hundreds of current and prospective students have used the VR headsets and considered its applications within the educational environment. Success coaches have utilized VR headsets to offer coaching sessions on a variety of topics including stress management, goal setting, mindset work, and motivational strategy.

Notably, the headsets were embedded into the final project in an Honors Seminar course. Feedback from instructor and students was extremely positive, with students reporting that it enhanced their research experience in an engaging and meaningful way. Final project grades ranged from 90% - 100% with an overall class average of 97.71%. The partnership has opened the doors to potential additional embedded opportunities in 2023-24.