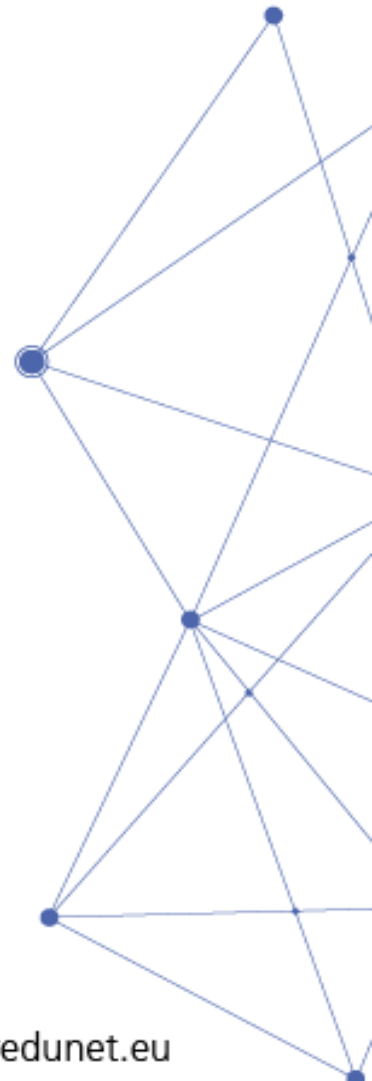
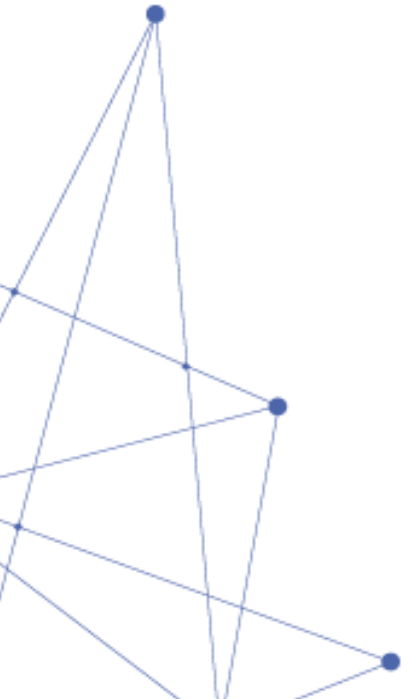


Tag 1

# Virtual Reality for Education Network

## Kursführer

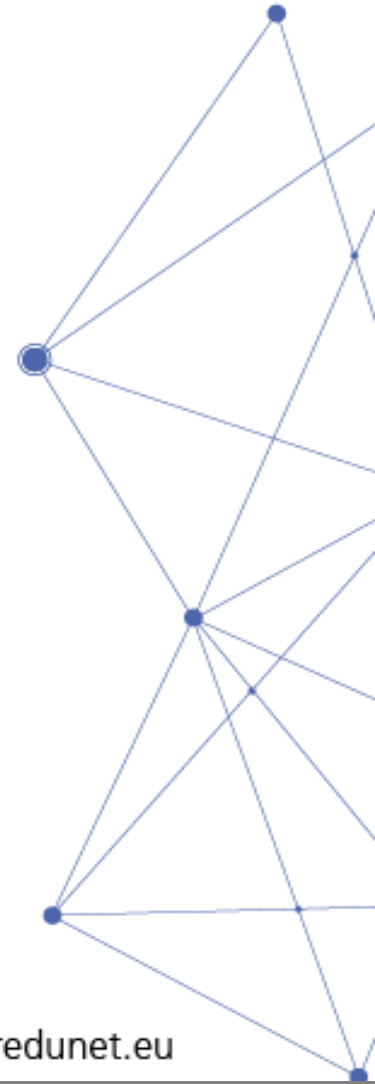
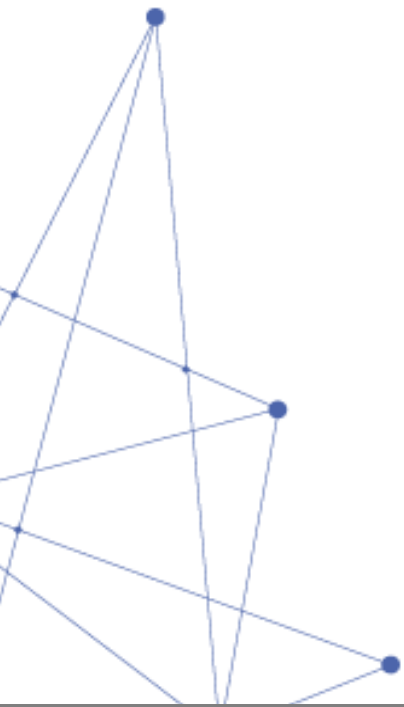


[www.vredunet.eu](http://www.vredunet.eu)

Tag 1

# Einleitung

Wer bist du?  
Was willst du lernen?  
Wie sind Ihre Erfahrungen mit VR?

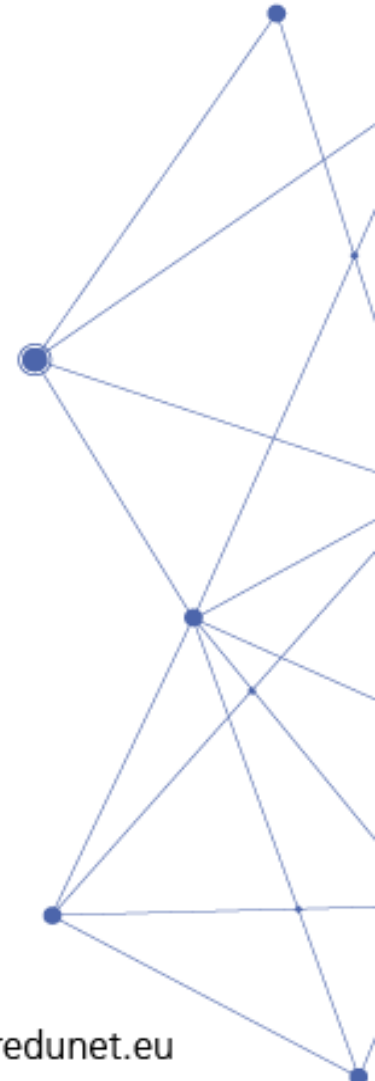
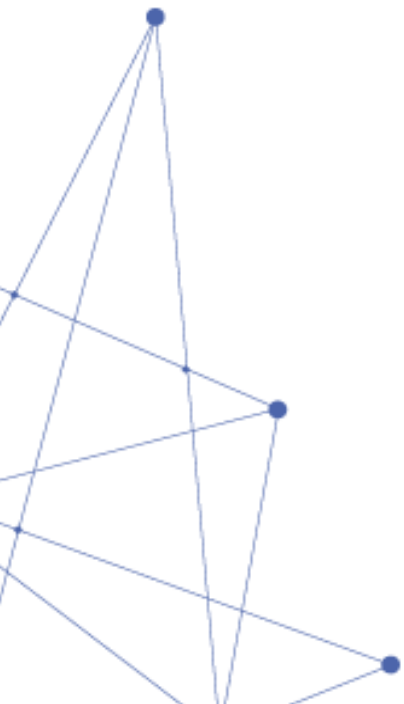


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Tag 1

# Grundlagen von VR

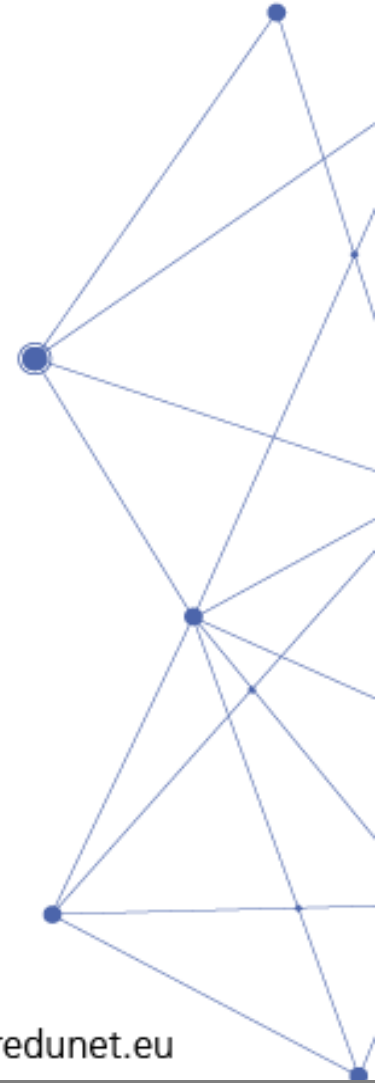
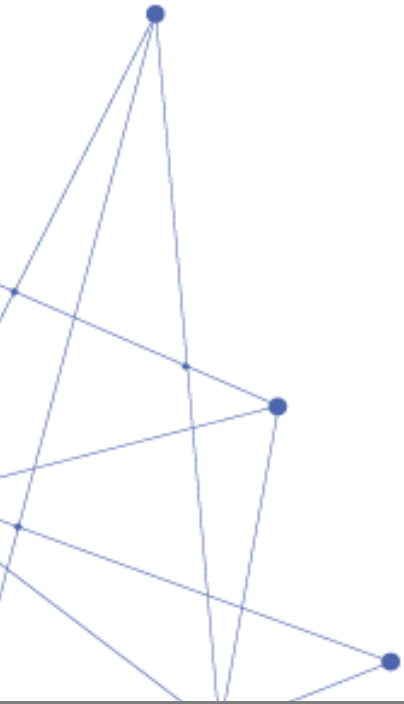
Was ist VR?  
Unterschiede VR/AR/MR  
Häufige Phrasen in VR



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# Geschichte von VR/AR

Tag 1

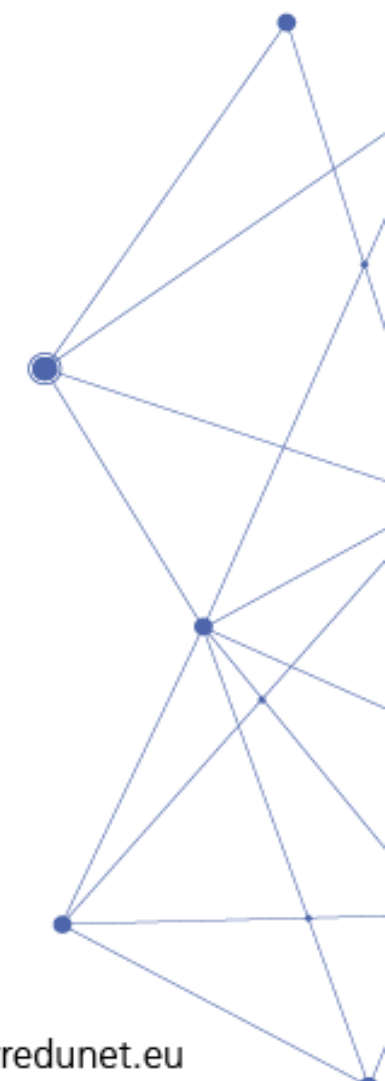


[www.vredunet.eu](http://www.vredunet.eu)

# Warum VR verwenden?

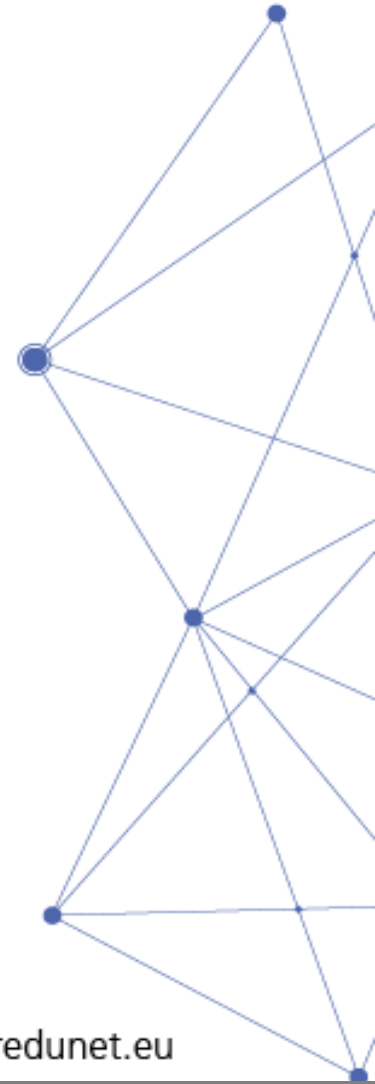
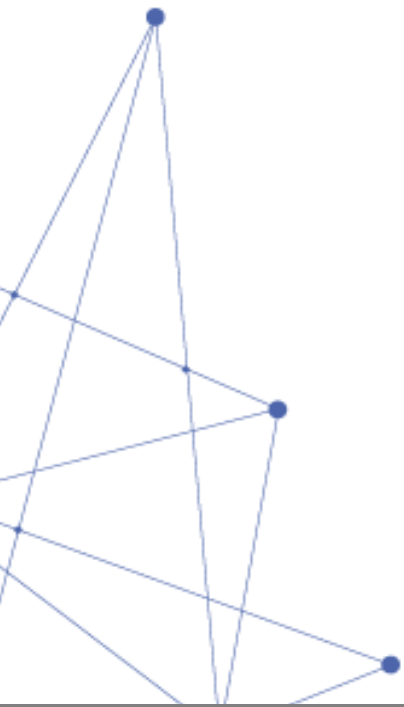
Tag 1

Wie funktioniert VR auf unser Gehirn? Warum gibt es Erfahrung in VR?



Tag 1

# Studien zu VR



[www.vredunet.eu](http://www.vredunet.eu)

Tag 1

# Gut zu wissen über VR

## Bewegungskrankheit

Wie mit normaler Brille verwenden?  
Wie wirkt es sich auf Ihre Augen aus?

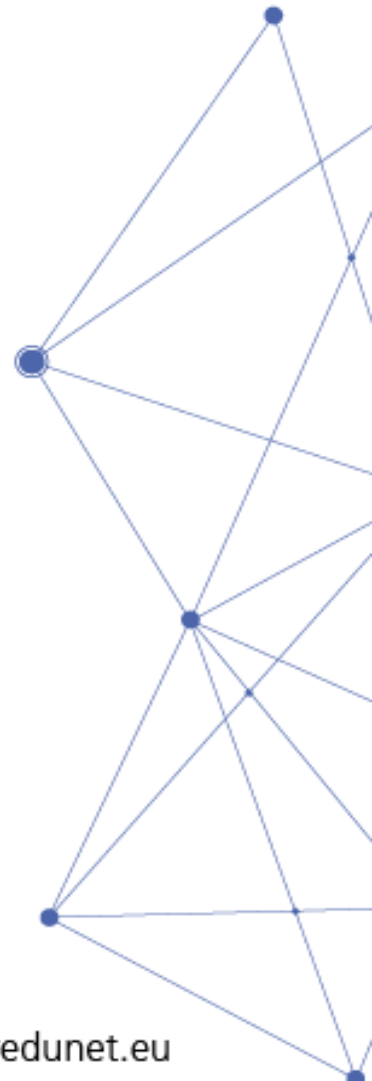
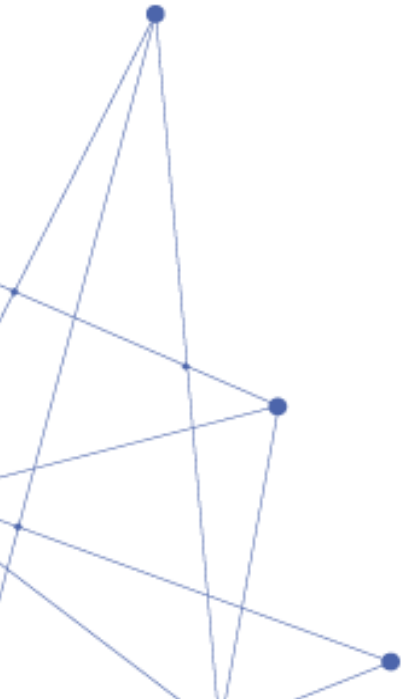
Hygiene

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Tag 1

# Hardware

## Oculus Quest 2 Wie setze ich das Headset auf?



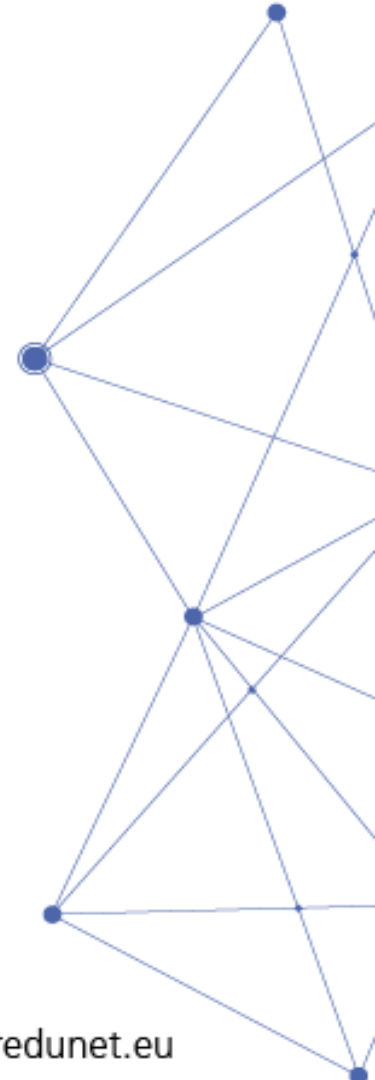
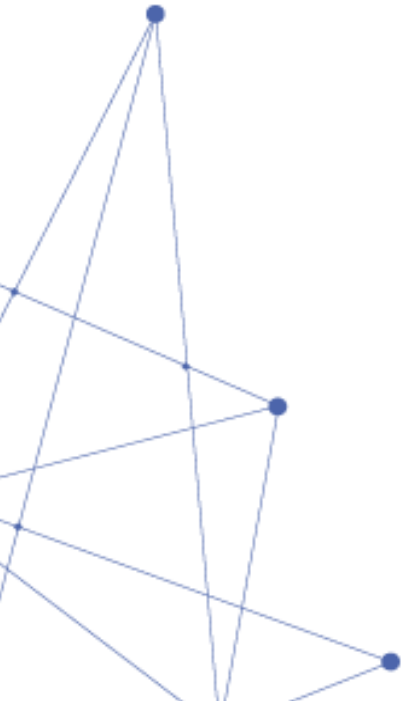
[www.vredunet.eu](http://www.vredunet.eu)



Tag 1

# Erste Schritte

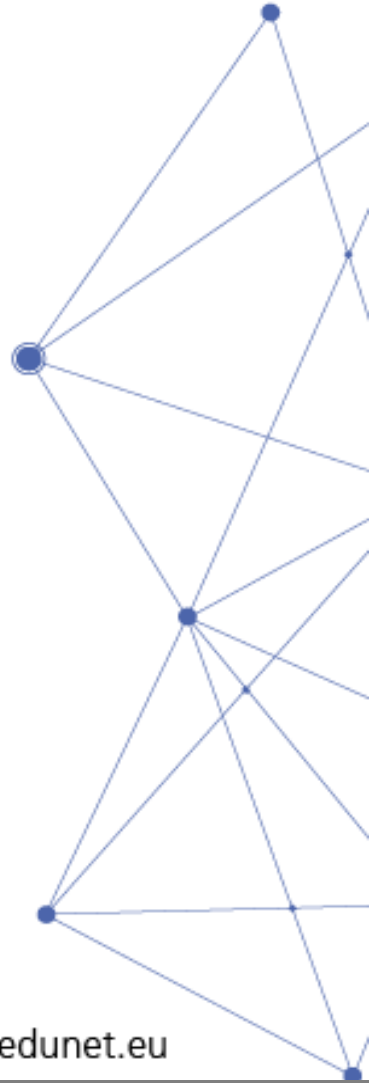
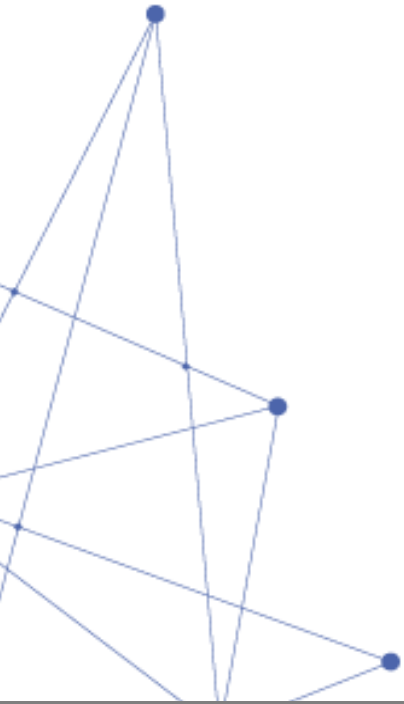
## Einrichtung eines Vormunds Erste-Schritte-App



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Tag 1

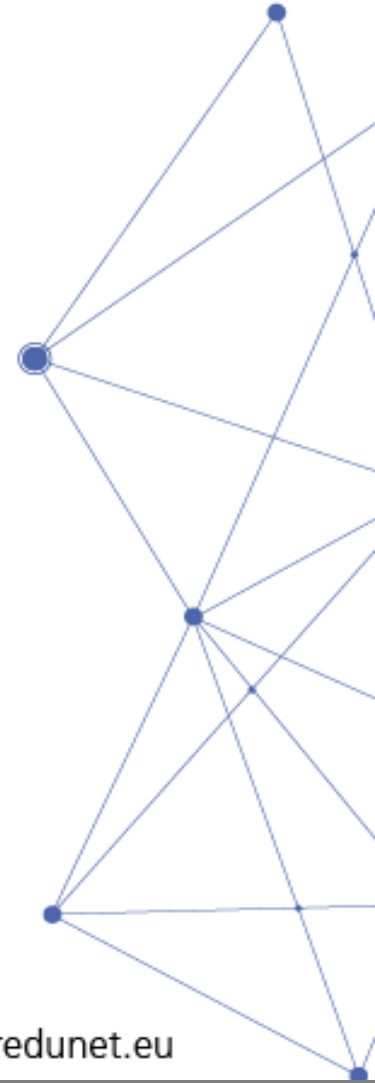
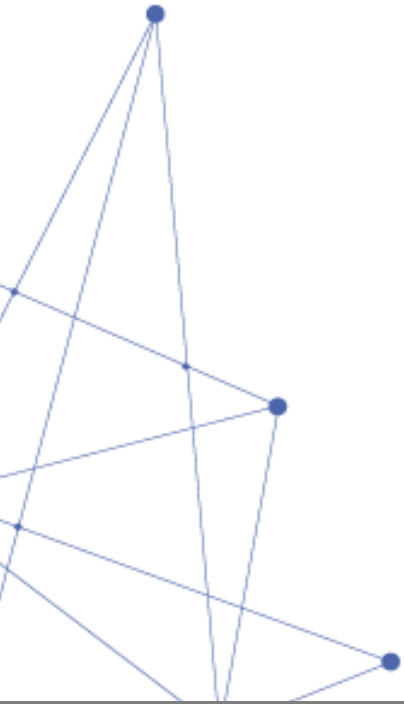
# VR Classroom Lustige Zeit



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Tag 1

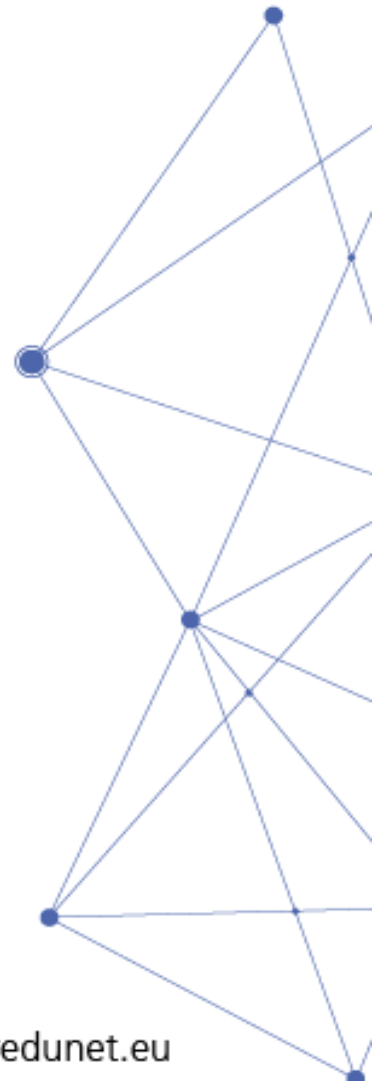
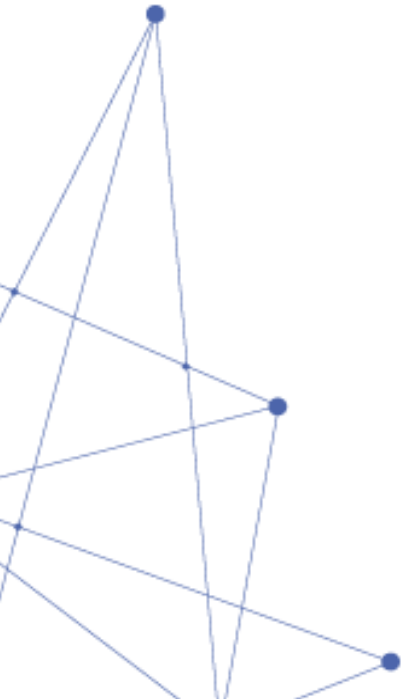
Fragen?



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# Virtual Reality for Education Network

Tag 2



[www.vredunet.eu](http://www.vredunet.eu)

Tag 2

# Reprise

Was waren Ihre Takeaways von Tag 1?  
3 nützliche Informationen oder  
Fähigkeiten, die Sie gelernt haben

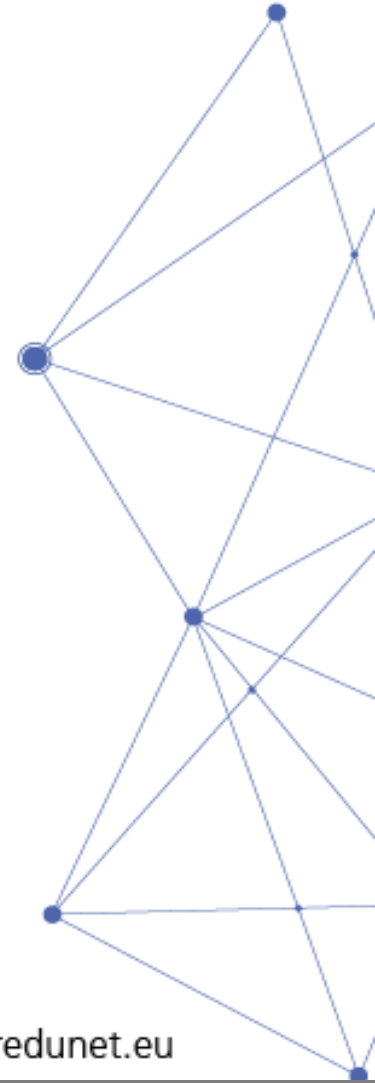
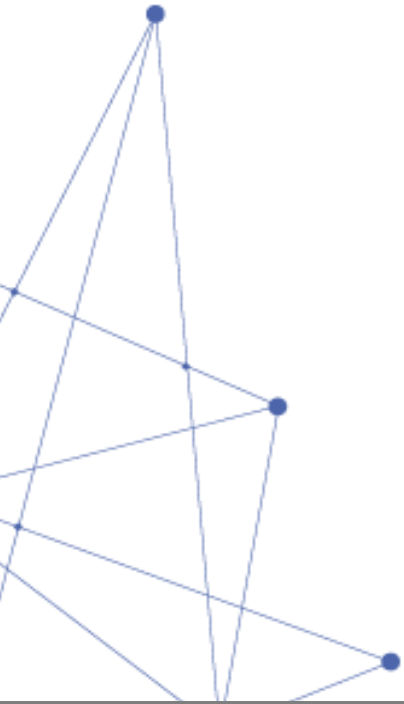
[www.vredunet.eu](http://www.vredunet.eu)

Tag 2

# VR/AR Hardware

## PC/StandAlone

### Inside-out tracking / Outside-in tracking



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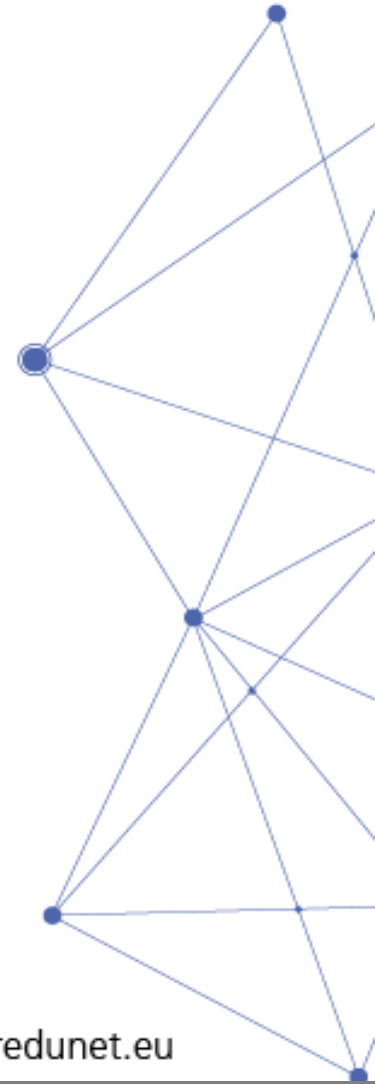
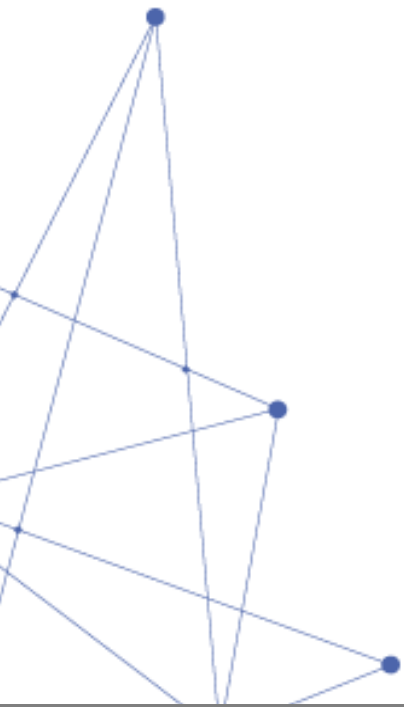
Tag 2

# VR/AR Hardware



Tag 2

# VR/AR Hardware

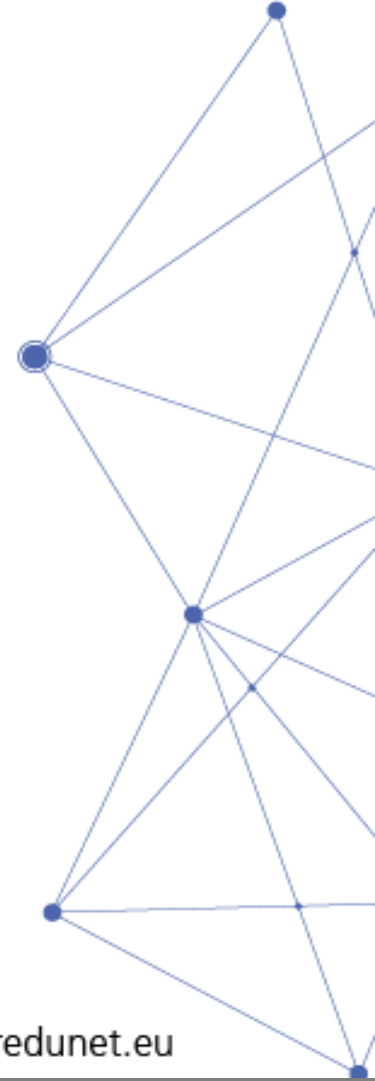
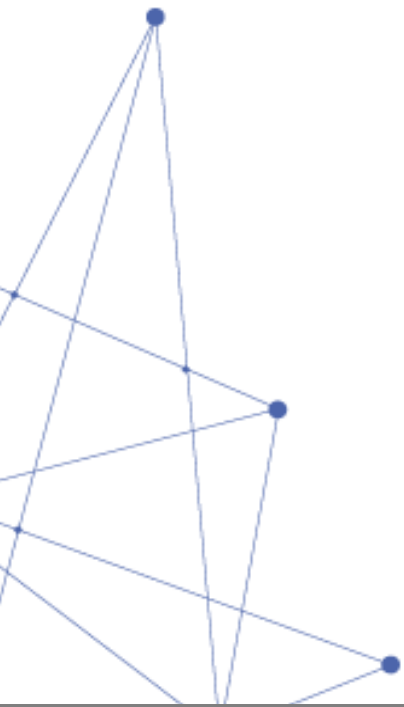


[www.vredunet.eu](http://www.vredunet.eu)



Tag 2

# VR/AR Hardware



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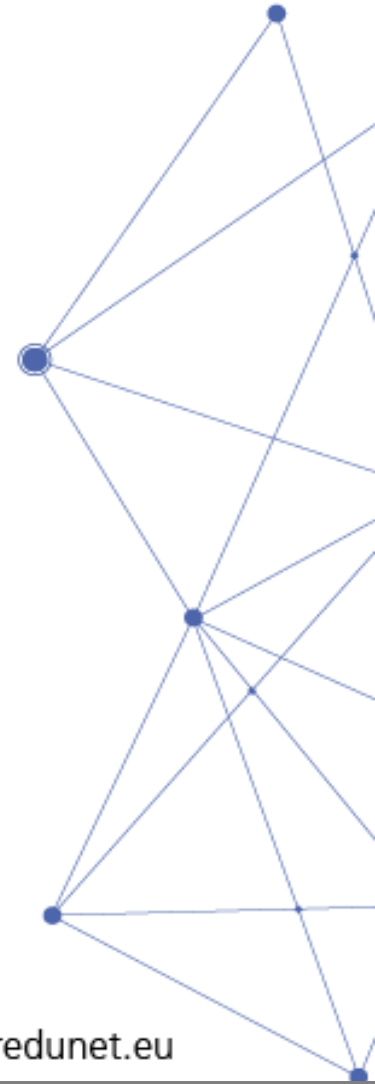
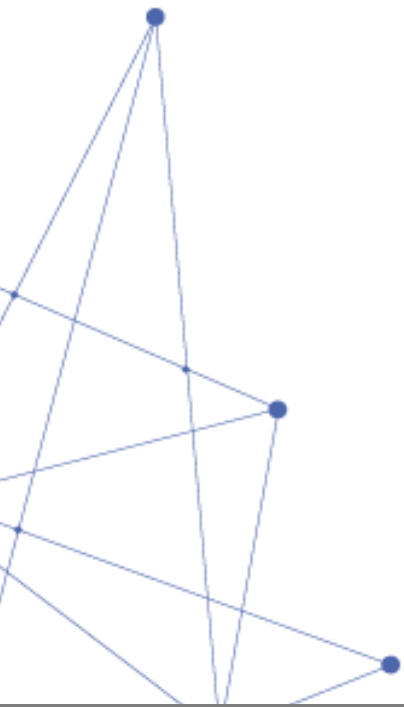
# VR/AR Hardware



[www.vredunet.eu](http://www.vredunet.eu)

Tag 2

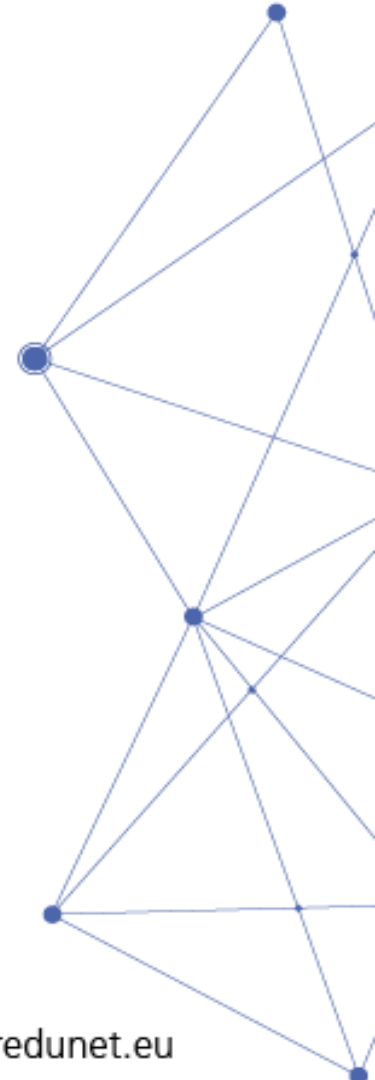
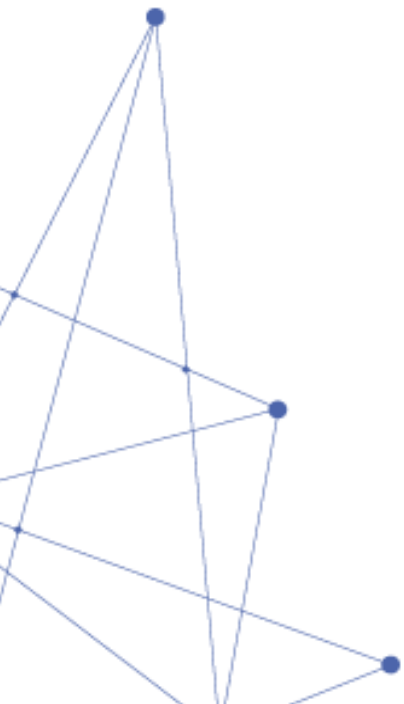
# VR/AR Hardware



[www.vredunet.eu](http://www.vredunet.eu)

Tag 2

# VR/AR Hardware



[www.vredunet.eu](http://www.vredunet.eu)

Tag 2

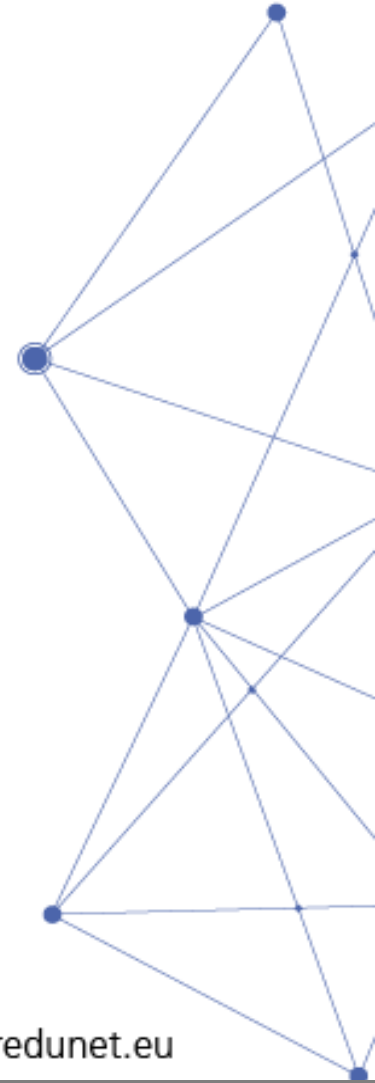
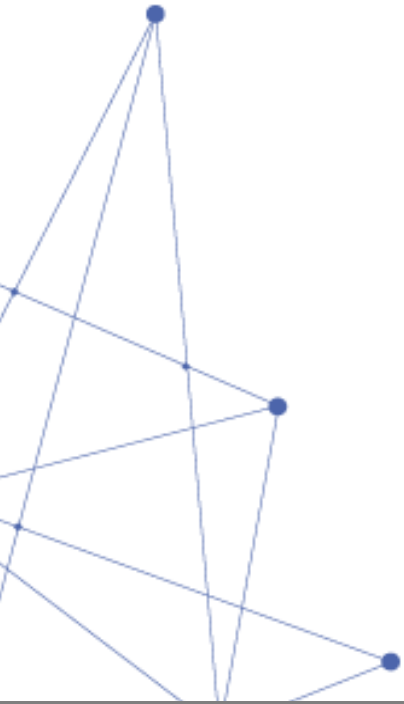
# VR/AR Hardware



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Tag 2

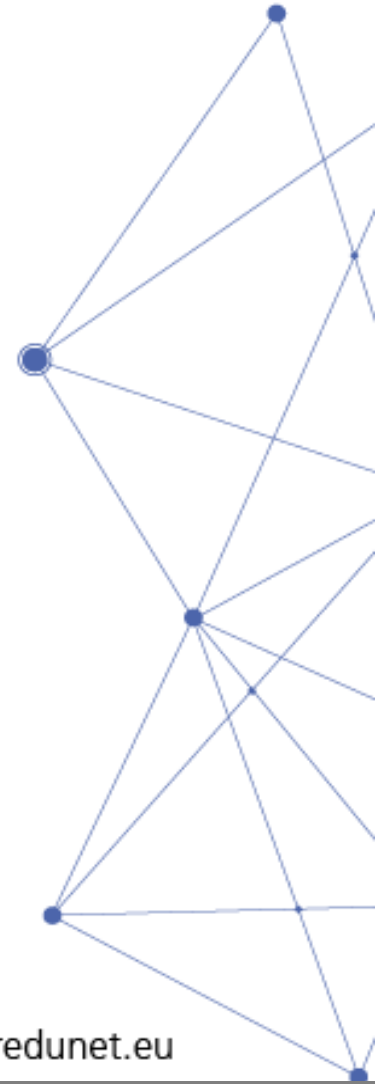
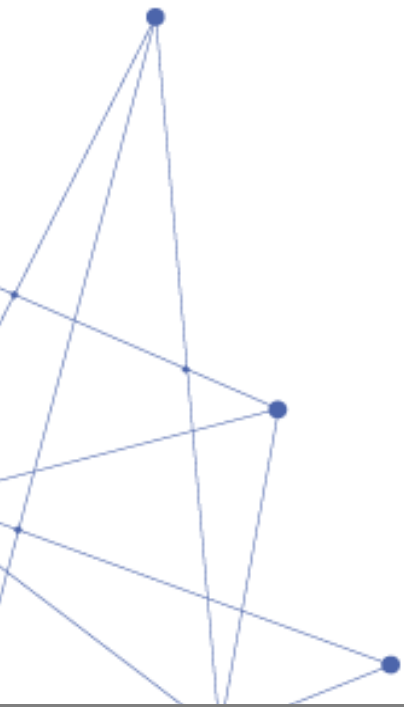
# VR/AR Hardware



[www.vredunet.eu](http://www.vredunet.eu)

Tag 2

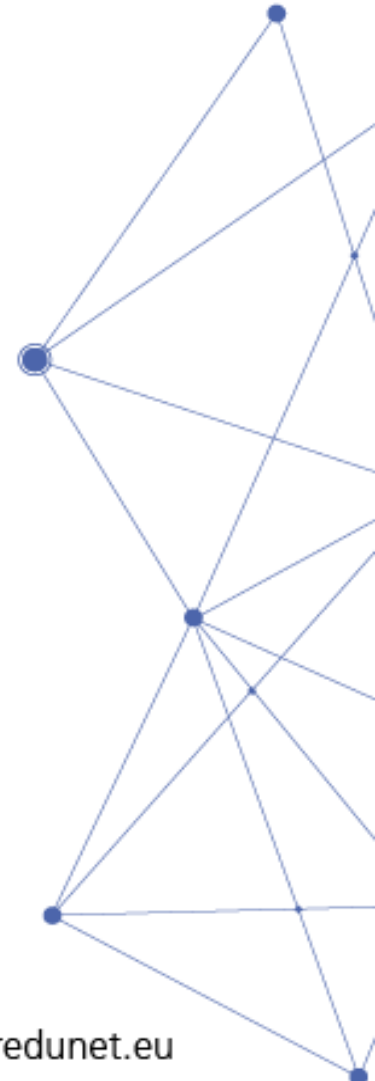
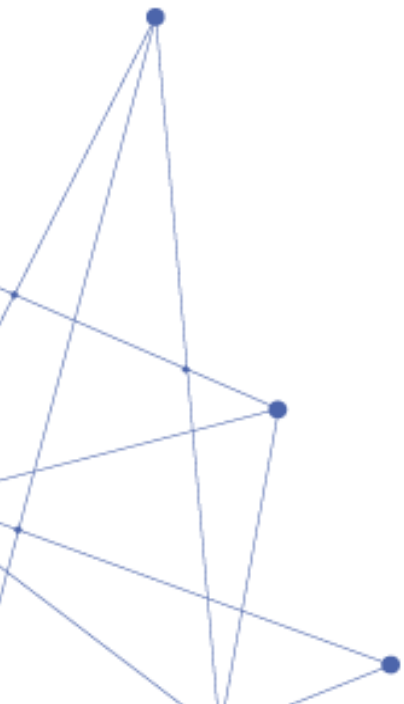
# VR/AR Hardware



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Tag 2

# VR/AR Hardware



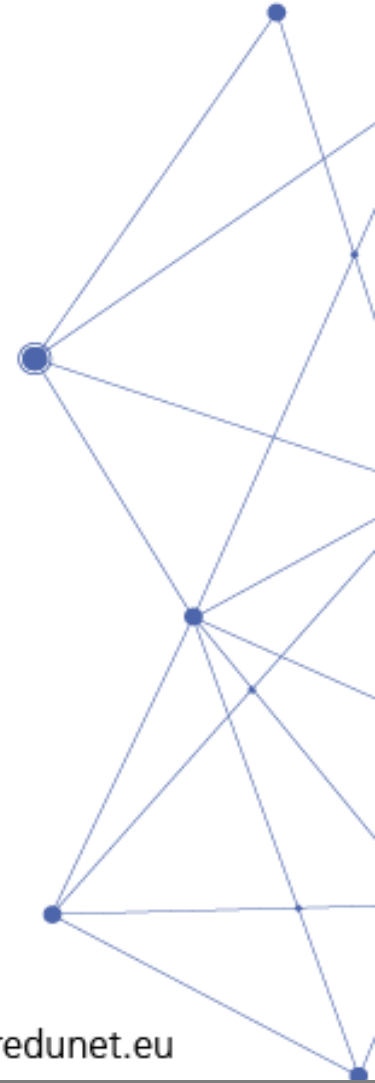
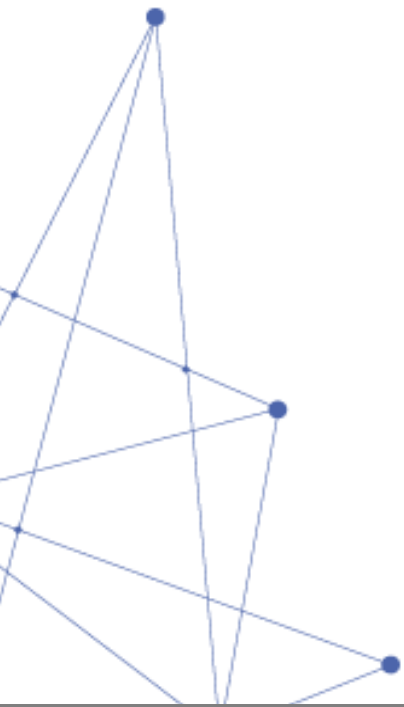
[www.vredunet.eu](http://www.vredunet.eu)



Tag 2

# Software für VR

Engine  
App  
Metaverse

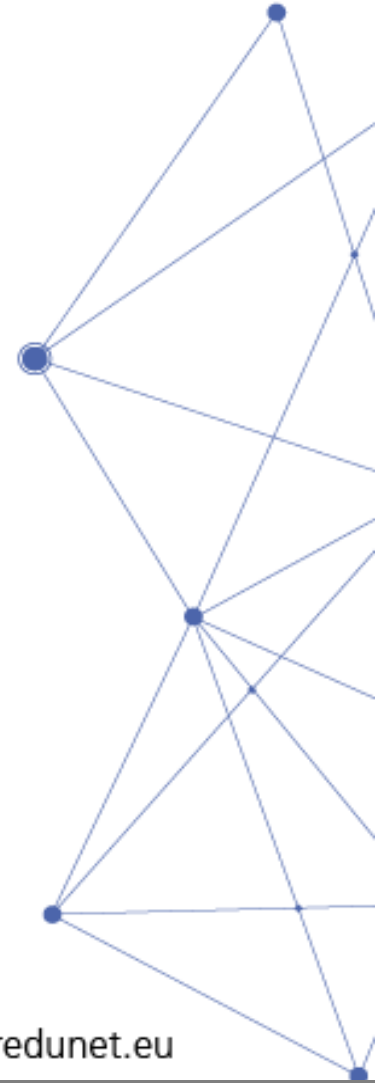
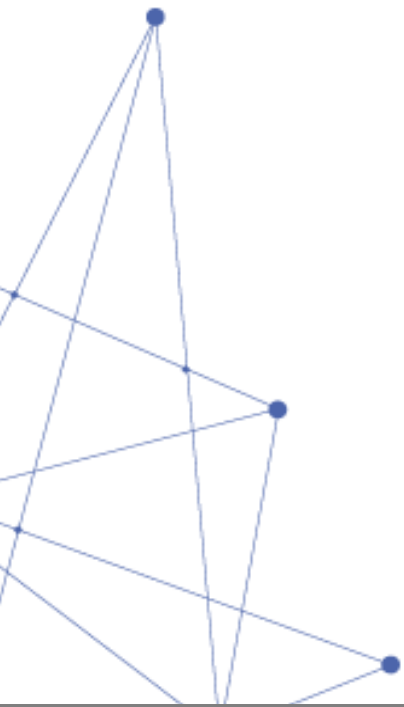


[www.vredunet.eu](http://www.vredunet.eu)

Tag 2

# Software für VR

Technische Voraussetzungen  
Dreiecke  
Bewertungen  
Entwickler



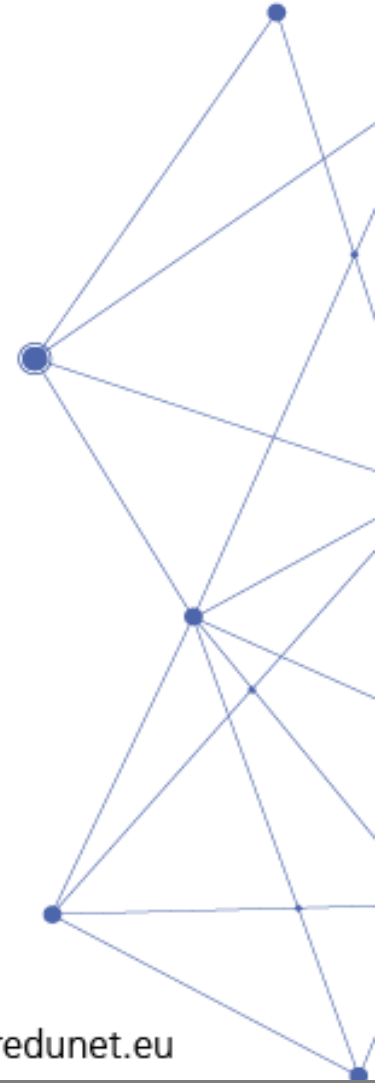
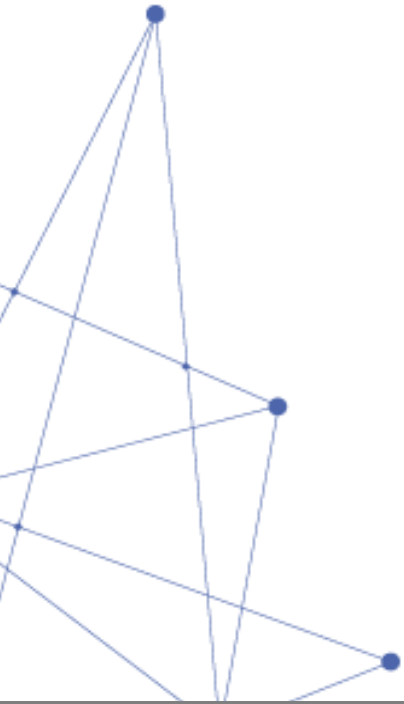
[www.vredunet.eu](http://www.vredunet.eu)

Tag 2

# Software für VR

## Lizenzen

Privat/Bildung/Kommerziell  
Einmalige Zahlung oder  
Abonnement



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# Wann es sinnvoll ist, mit VR anzufangen

Tag 2

Der erste Schritt ist, das Ziel festzulegen  
Kosten vergleichen  
Was ist der ideale Anwendungsfall?  
Wer wird der Benutzer sein?  
Quest / Pico

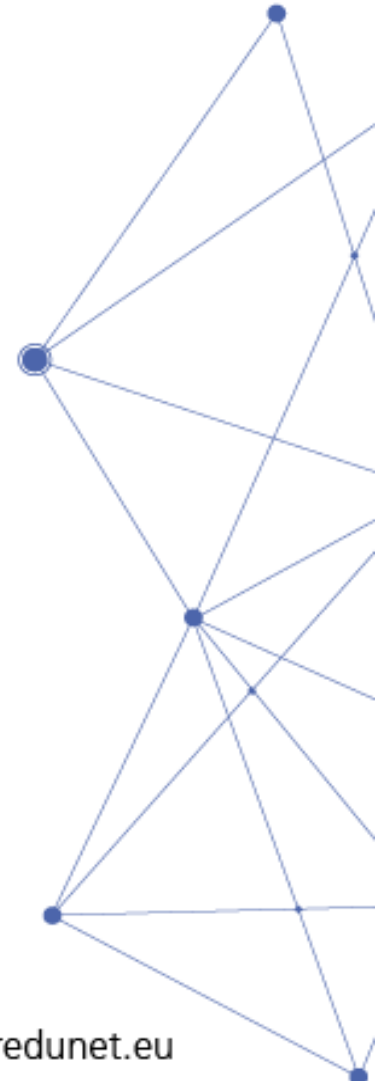
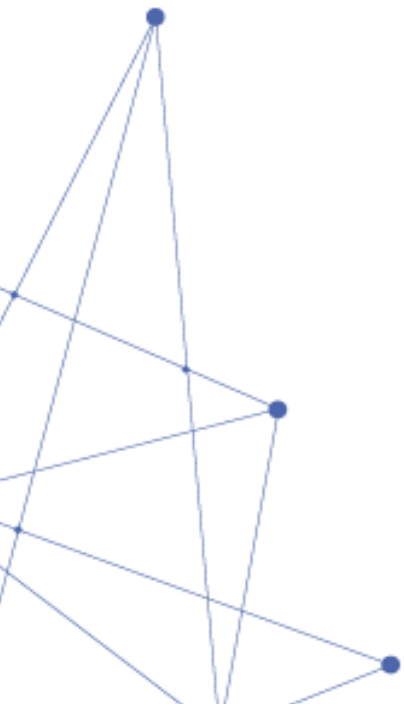
[www.vredunet.eu](http://www.vredunet.eu)

Tag 2

# VR in Schulfächern

Biologie  
VR-Training  
Erdkunde  
IrisVR

Meeting-Umgebung  
3D-Erstellung - Zeichnung



[www.vredunet.eu](http://www.vredunet.eu)

Tag 2

# So nutzen Sie VR verantwortungsvoll

Angst  
Brechreiz  
Überanstrengung der Augen  
Strahlungsbelastung

Tag 2

# Die häufigsten Fragen zu VR

Wie man es desinfiziert  
Wartung  
Wichtige Infos (FAQ's)

[www.vredunet.eu](http://www.vredunet.eu)

# Voraussetzungen für die Verwendung von VR

Tag 2

Kontorichtlinie (Meta/ andere)  
Anforderungen an die Headset-  
Verbindung  
App-Anforderungen



Tag 2

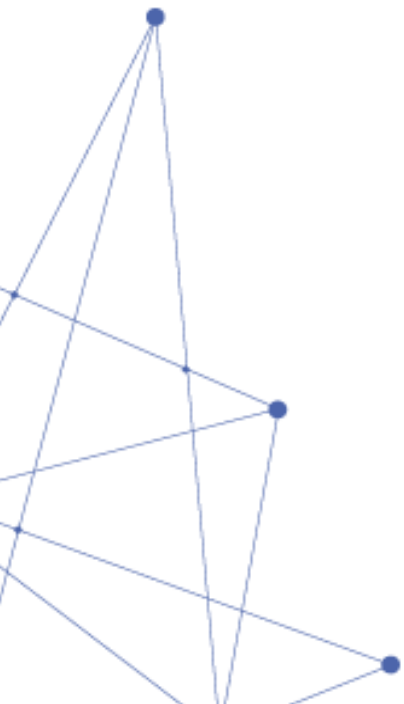
# Wo finde ich VR-Apps?

Offizieller Shop(Meta, Viveport)  
Steam  
SideQuest  
Entwickler

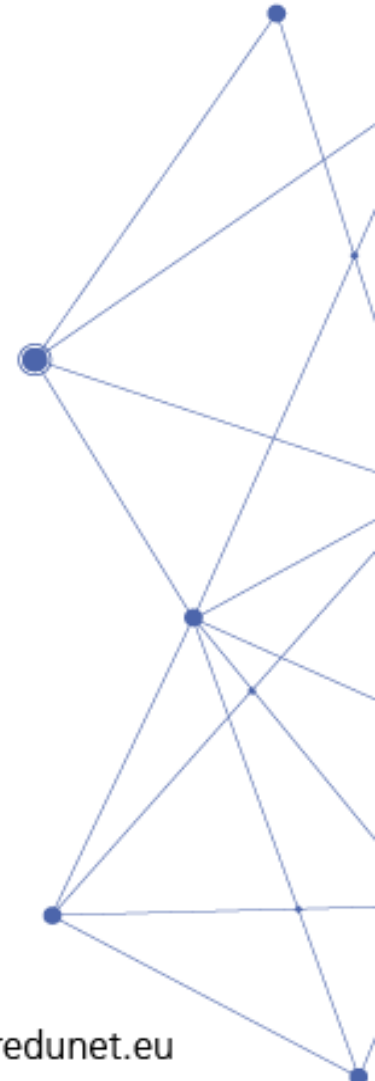
[www.vredunet.eu](http://www.vredunet.eu)

# Wie Sie VR erfolgreich implementieren

Tag 2



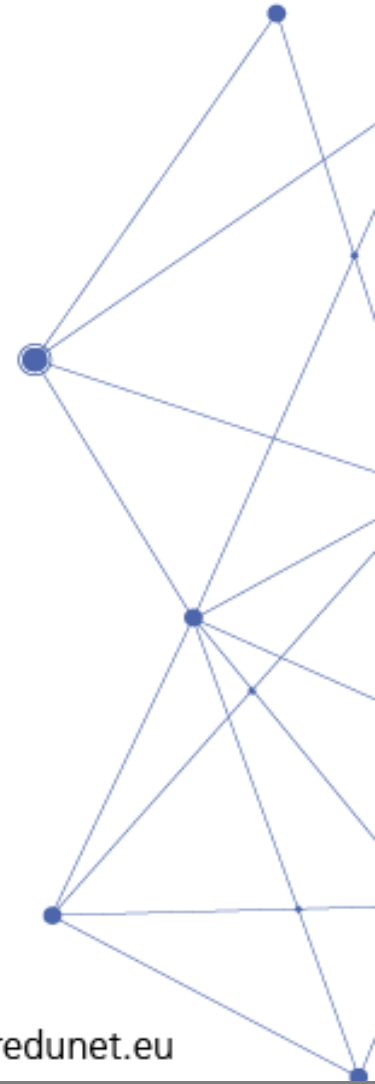
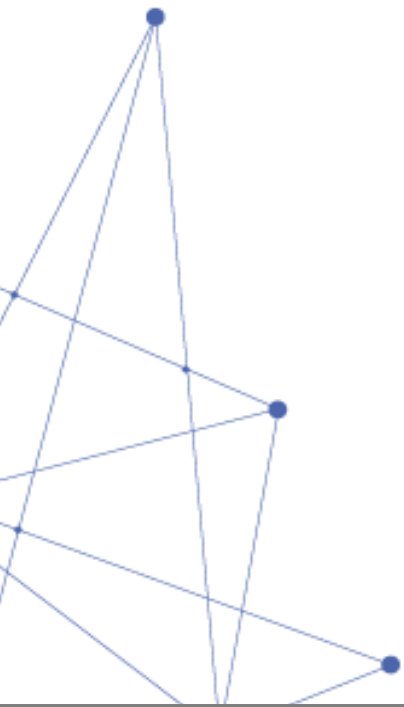
Ziel  
Geld  
Platz  
HW  
SW  
**PERSONEN!**



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Tag 2

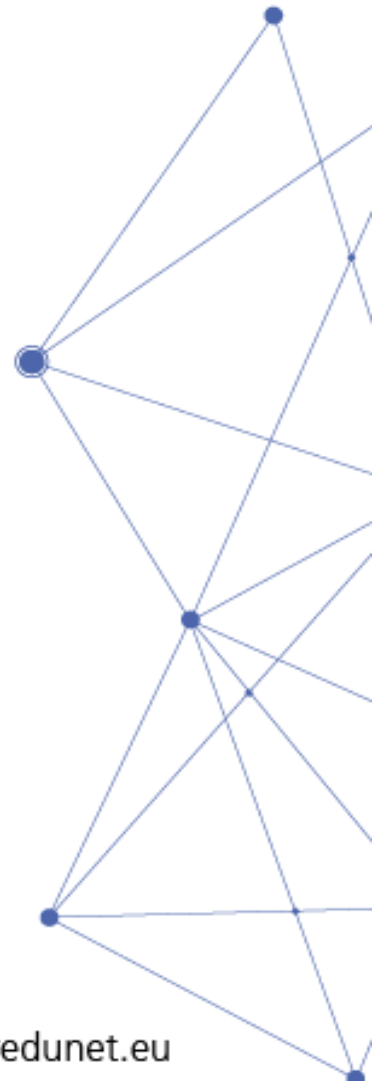
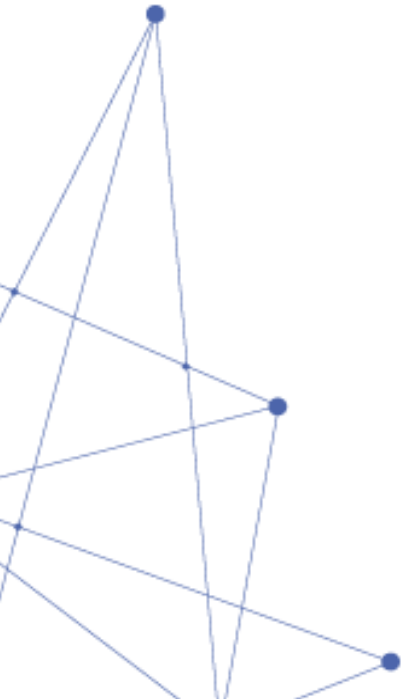
Fragen?



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# Virtual Reality for Education Network

Tag 3



Tag 3

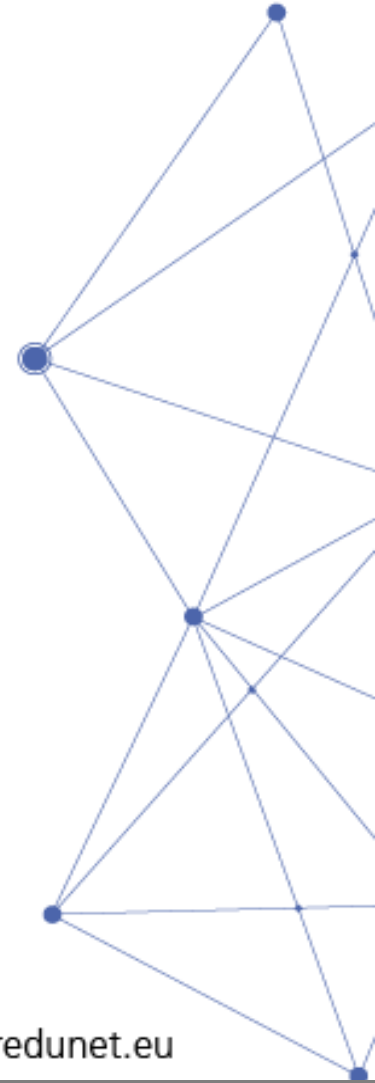
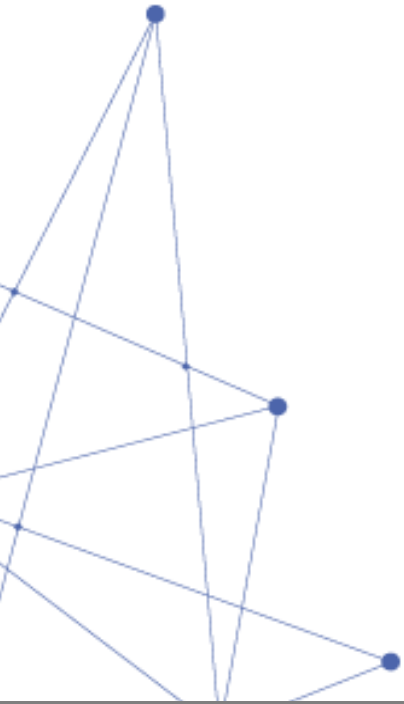
# Reprise

Was waren Ihre Takeaways von Tag 2?  
3 nützliche Informationen oder  
Fähigkeiten, die Sie gelernt haben

Tag 3

# VR mit dem PC verbinden

## Anforderungen und wie geht das?



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# Wie funktioniert die VR- Plattform?

Tag 3

## Was ist die Idee hinter VR Metaverse?

Tag 3

1 interessante Tatsache, die Sie heute  
Morgen gelernt haben

15min Pause

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# Wo finde ich 3D-Inhalte?

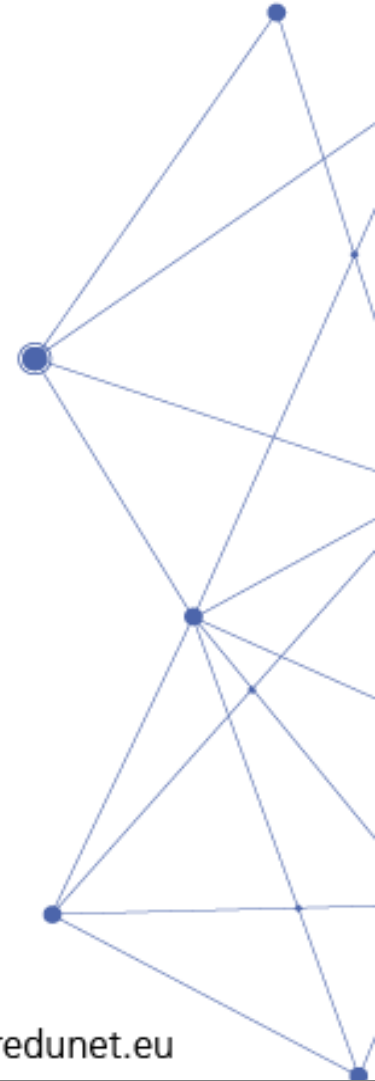
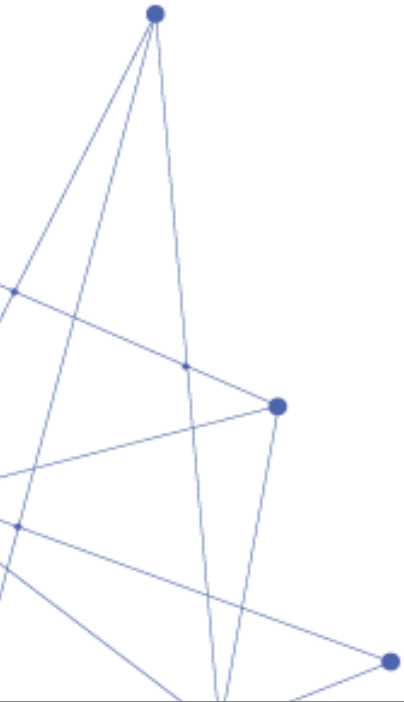
Tag 3

Mach es  
Lade es herunter  
3D-Scannen  
Erstellen Sie 360-Grad-Videos/Fotos

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Tag 3

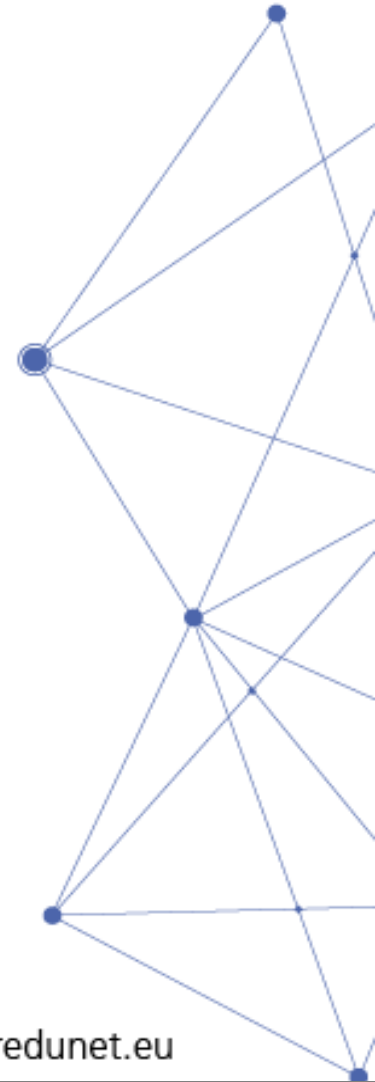
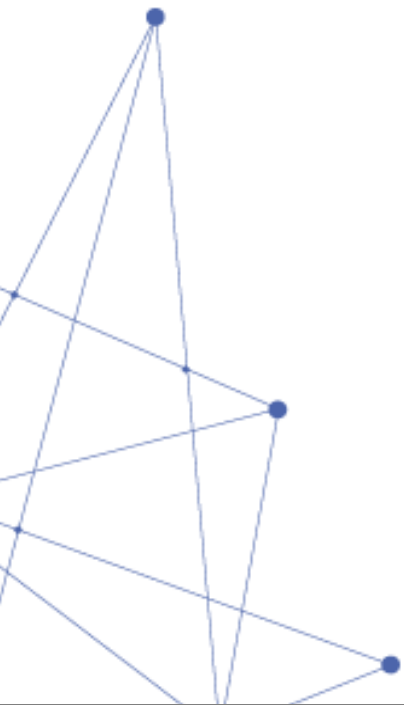
# Importieren von 3D- Inhalten in VR



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Tag 3

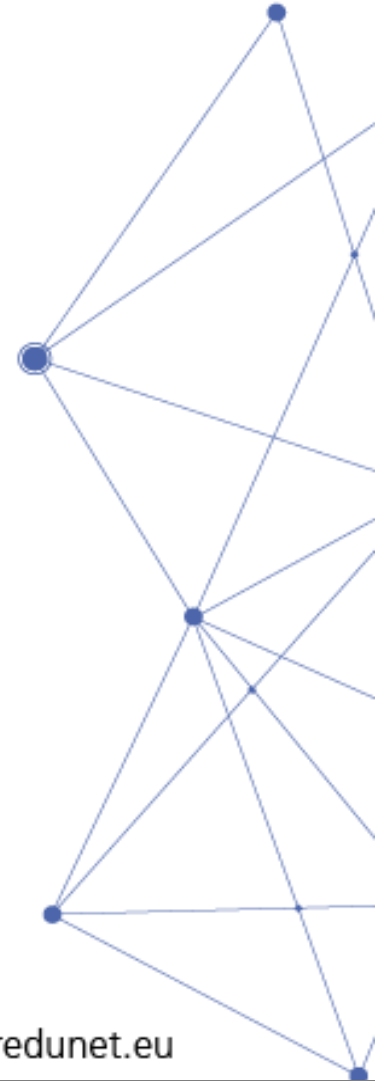
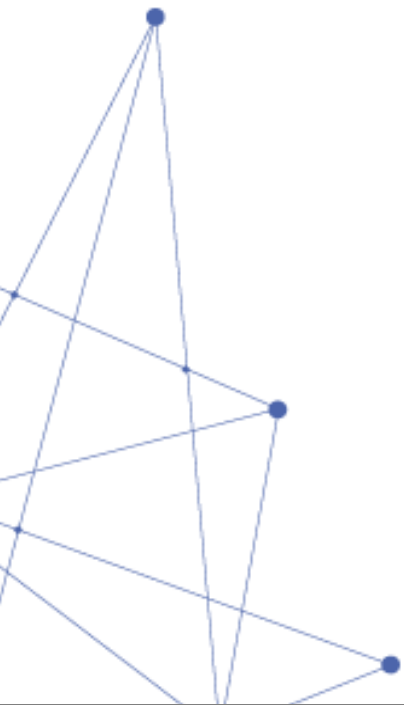
# Anpassen von 3D- Inhalten in VR



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Tag 3

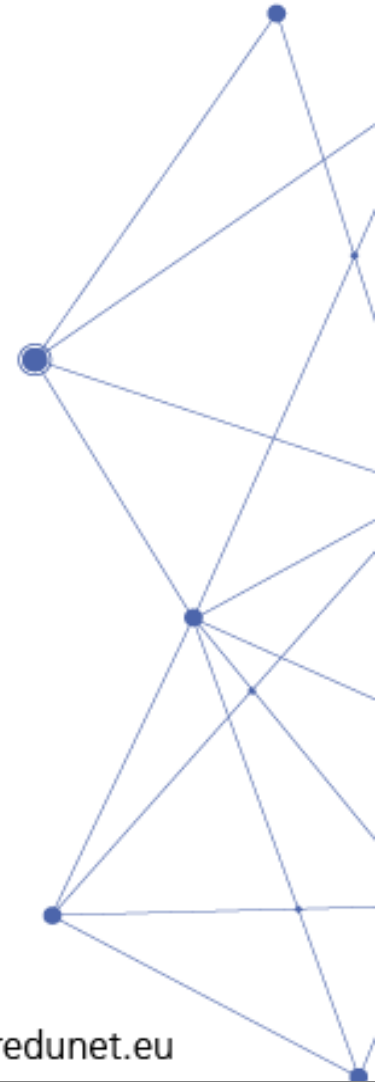
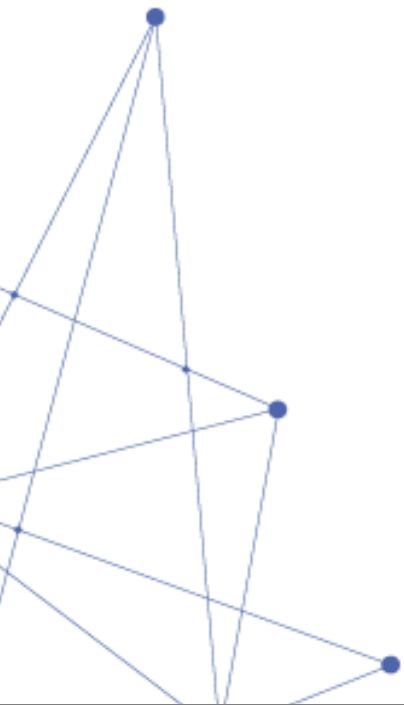
# So bereiten Sie Inhalte für das VR-Klassenzimmer vor



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Tag 3

# Bereiten Sie Ihre eigenen VR- Klassenzimmerinhalte vor

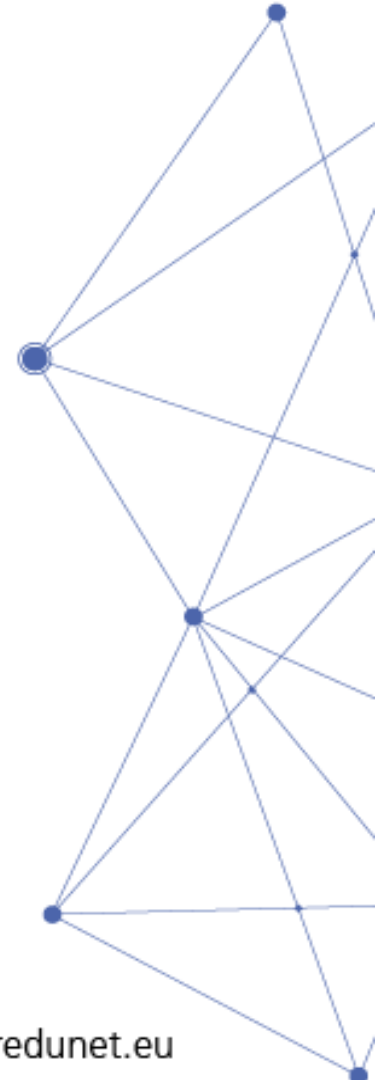
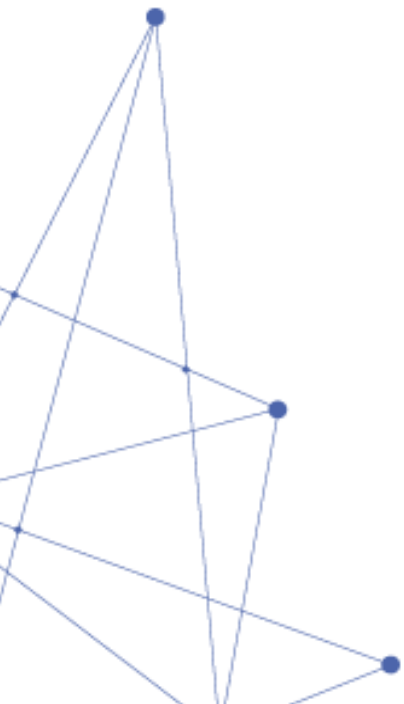


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Tag 3

# Moderieren Sie Ihre eigene VR-Klasse

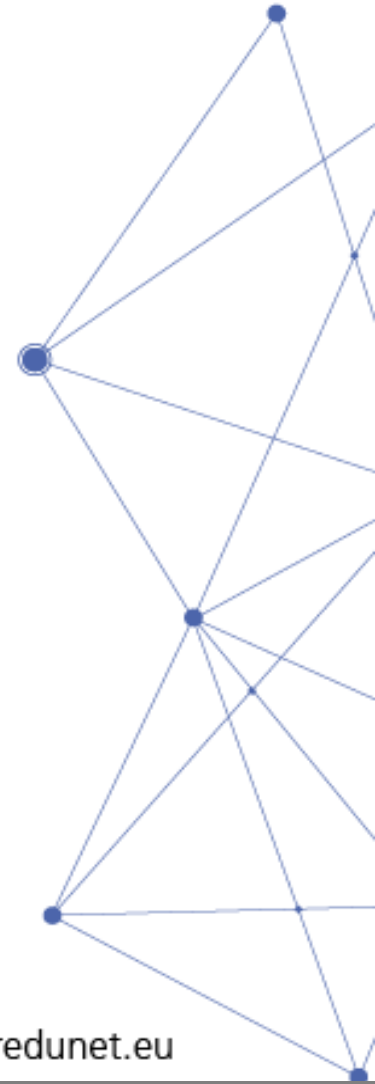
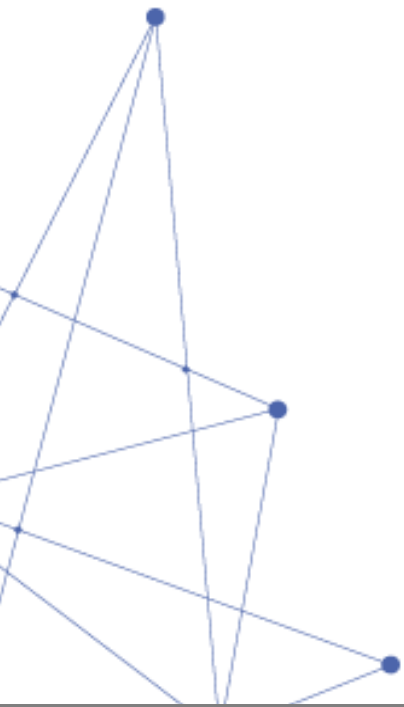
## Lustige Zeit



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Tag 3

Fragen?



[www.vredunet.eu](http://www.vredunet.eu)