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# Connecting Students to Support Services Through Virtual Reality

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# Would you like to travel?

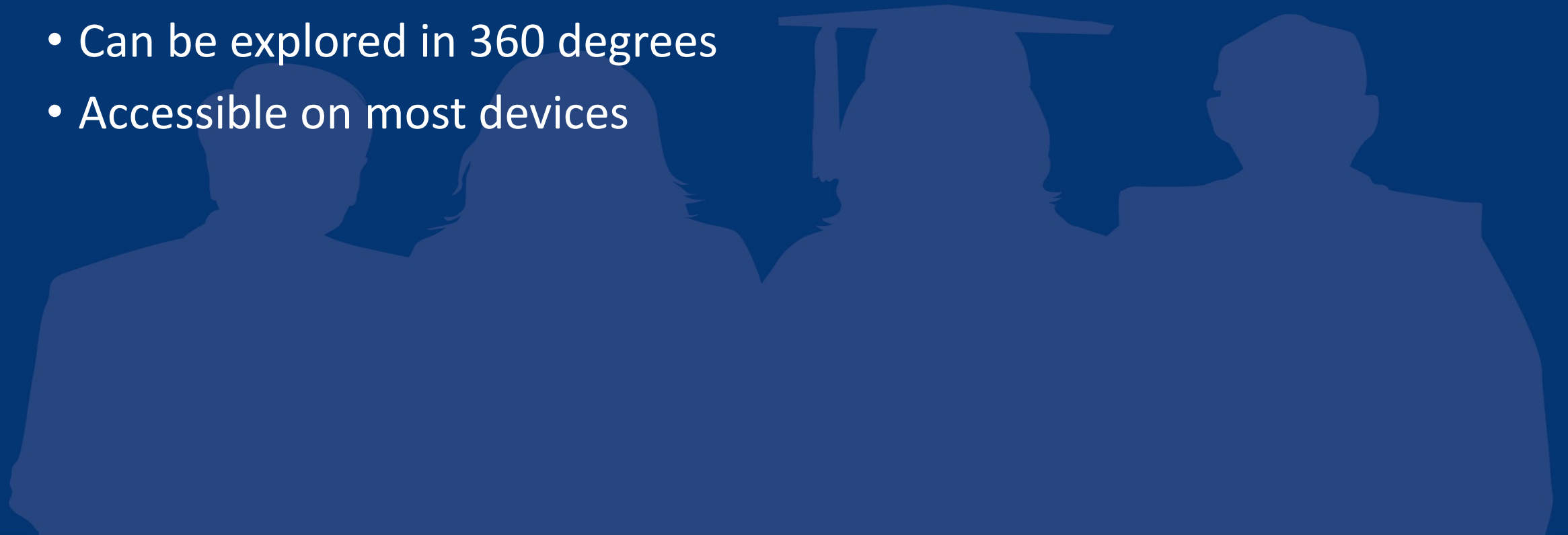
- Let's go to Hawaii!





## What is VR?

- Fully immersive, visual experience
- Can be explored in 360 degrees
- Accessible on most devices



# The problems

1. Students have post-COVID anxiety related to seeking social services
2. January COVID surge created a need for remote service learning options



# The solution

- Create Virtual Reality (VR) tours of social services in our community through student service learning projects



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## Tools used

- RICOH THETA SC2 camera & tripod
- Roundme website
- Zoom



*Roundme*



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# VR Tour Creation Process





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## Practiced with our own program first

- Learned how to connect the camera to our smartphones to take 360 pictures
- Created [a tour of the Adult Education office](#)







## Initiated social service collaboration

- Emailed 13 organizations
  - WIOA core partner
  - College strategic partners
  - Organizations serving immigrants
  - Organizations providing physical/mental healthcare
  - Organizations that help with basic needs (housing, food, etc.)
  - Organizations that work with children
- Heard back from 6 organizations who were willing and able to participate



## Assigned students to each organization.

- Partners/group of 3
- Balance of oral/written skills
- Tried to match students with interest and similar schedules
  - Example: Wednesday AM group

# Student Zoom interviews with organizations

- First interview: organization overview
- Second, third, and fourth interviews: learning about programs at the organization
- Students set these up through email and sent Zoom links
  - Worked best with one contact at the organization helping to coordinate with one student
  - Issues with getting responses via email



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## 360 images with the VR camera

- Students and staff got to tour the organizations and take photos to share in their VR tours

- <https://roundme.com/tour/839676/view/2643970>





## Next steps

- Compilation of information, photos, etc.
  - Multilingual
- Drafts will be shared with the organizations
- Once finalized, we will share with more students.
  - House all our VR tours in a site or app
  - Continue adding more tours as time allows



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## More ideas

- Connect students to college programs and careers via VR
- Update our new student orientation to make it a VR experience





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- Questions:

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