InMind VR

<u>Cost</u>: Free of charge.

<u>Publisher</u>: NIVAL, Inc.

<u>Platform</u>: Compatible with Android devices, as well as iOS devices such as an iPhone or iPad. This app can be used in Virtual Reality **or** through a regular app on iOS and Android devices, with a cardboard viewer you can make at home.

<u>Description (in own words)</u>: Using the Oculus Go, the Brain VR app "InMind" allows you to explore the real human brain, including the blood supply, cortex and nerve structure. This VR app allows players to understand how certain neurons can cause mental disorders. As the player, you are transitioned into a microscopic spec that is small enough to journey through the human body.

<u>Features</u>: Easy to use, story-based and has the opportunity for users to travel into the human body- a place not yet discovered by humans themselves.

<u>Grade Levels</u>: 3rd-12th

<u>Subject Area</u>: Anatomy

<u>Assessments</u>: No, this app does not record student performance.

<u>Strengths</u>: Allows for story-based learning through demonstration with the assistance of a virtual reality headset or a cardboard headset you can create at home. This is also a significantly different way to teach students about modern health care and some of the benefits that it can have. It is interactive, fun and educational.

<u>Weaknesses</u>: Once the user has finished the original game, downloading InMind 2 is necessary, rather than having continuous levels on the already downloaded 'InMind' app.

<u>Overall Impression</u>: The potential that this game has to help users understand the interconnections that the body has is worth experiencing. Although there aren't necessarily set levels for this game, the experience of learning about neurons and mental disorders, while acting as a fighting agent against the neurons that cause the disorders provides a lot of deeper understanding for the individuals who use this app.

<u>Connections to UDL Guidelines</u>:
Offers alternatives for visual information (1.3)
Highlight patterns, critical features, big ideas and relationships (3.2)