Masterworks VR

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

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

<u>Platform</u>: Oculus Go or Oculus Quest, Oculus Rift headsets.

<u>Description</u>: Travel with VR into three different countries and discover monuments that have been significant to history. Enjoy the explicit attention to detail as you travel to different locations around the world.

<u>Features</u>: Traveling up to four different places, users are able to understand the historical content that is pertinent to the area of exploration. For example, you may explore Mt. Rushmore and learn all of the interesting facts that makes this location so unique and pertinent to American history, etc. At the locations, there are different areas with buttons you can click to learn more about the significance and history.

<u>Grade Levels</u>: All

<u>Subject Area</u>: History

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

<u>Strengths</u>: The picture quality in this VR session is incomparable- it feels as though you are actually touring the monumental site of your choice. It is also very intuitive on how to use the app because it is tour-like and relaxing.

<u>Weaknesses</u>: Touring and learning more about the locations is the primary focus of this app. It is meant to provide a scene that users can easily learn from without it being extremely tech-forward. On the other hand, if you are viewing this from a teacher's perspective, you may not want to rely solely on this app to teach students everything they need to know. This is a fun activity to use, however, and can provide students with a broader, conceptual understanding.

<u>Overall Impression</u>: The graphics are so realistic and thoughtful, it is worth experiencing. There are many students who will not ever get to travel to these places, so this is a great tool worth utilizing. It is very helpful in bringing the bigger picture to the concepts that could be presented in history classes.

<u>Connection to UDL Guidelines</u>:
Illustrate through multiple media (2.5)