

National Geographic VR

Cost: Free of charge

Publisher: National Geographic, Inc.

Platform: Oculus Go or Oculus Quest, Oculus Rift headsets.

Description: Take on the role as explorer, pick where you want to travel, and complete the mission assigned to you. Find new creatures, geographic features and more! You may also travel to almost any part of the world. The choice is up to you at your home base.

Features: The virtual reality aspect of this app helps users feel as though they are truly the ones completing the travel expedition. In this, users can climb up glaciers, paddle their way through the most calm or intense of waters, and document new creatures they see, etc.

Grade Levels: 4th+

Subject Area: Geography/ Adventure

Assessments: No, this app does not record student performance. However, it does record the progressions of the assigned mission.

Strengths: This has the opportunity for students to understand different areas of the world that they may not have had the chance to travel to. By going on this exploration, it is possible for users to experience a new part of the universe that life would otherwise not allow. These adventure-driven quests provide a lot of exercise and concentration, too.

Weaknesses: It is uncertain whether or not the user is able to change the language to anything other than English.

Overall Impression: This is a wonderful way for students to experience the larger world around them. It would give them the opportunity to discover what kinds of adventures they like and where they may want to travel to in the future. It is a great way to also understand fears and how to conquer them in a safe, controlled environment.

Connection to UDL Guidelines:

Guide information processing and visualization (3.3)