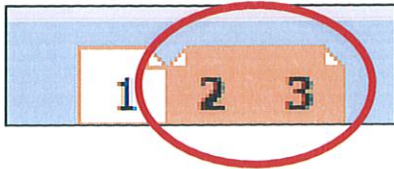


# Immersive (Virtual) Worlds

## Guidance notes:

You must use pages 2 and 3 below.



Page 2 - This page is where you have the instructions you need in order to complete the task in this lesson

Page 3 - This page is where you will complete your work on



# Worksheet Instructions

Immersive Worlds are a 3D virtual reality world in which people can communicate and interact with "virtual people" and places. People can create a virtual version of themselves and this is called an "Avatar".

This development is a new and exciting area of technology that has much scope and potential to grow. It is becoming widely used by students like yourselves to socialise, communicate, learn and play.

Immersive Worlds form part of your B063 Module and contributes towards the following learning modules of ICT systems:

- 2.3.1 ICT Systems
- 2.3.4 Project Planning
- 2.3.5 Exchanging Information
- 2.3.8 Legal, Social and Ethical Issues
- 2.3.10 Current and Emerging Technologies



In this lesson, your task is to create a one page newsletter spread about immersive worlds and technologies which will be included in the schools newsletter. The newsletter will be read by everyone at the school; Teachers and Pupils, as well as parents. Your aim is to increase awareness about immersive worlds and technologies within the school and at home. You must use the template opposite to guide (for which you can amend to how you want) but you must include the following information in your newsletter:

1. What are Immersive Worlds?
2. Give at least three examples of what pupils could use Immersive Worlds for
3. Give at least three examples of what businesses could use Immersive Worlds for
4. What are the benefits to pupils of using Immersive Worlds
5. What are the drawbacks / dangers to pupils of using Immersive Worlds



## \* EXTENSION \*

1. Give at least three pieces of advice to pupils about using Immersive Worlds
2. Give at least three pieces of advice to parents about their children using Immersive Worlds
1. Give one example each of Immersive Worlds and their relation to a legal, social and ethical issue

## \* TIPS \*

- Make sure your work is fit for purpose and relevant to your audience.
- Ensure you also add suitable images to your newsletter



## NEWSLETTER TITLE

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### WHAT ARE IMMERSIVE WORLDS?

Give at least 3 examples of what pupils could use Immersive Worlds for

Give at least 3 examples of what businesses could use Immersive Worlds for

What are the benefits to pupils of using Immersive Worlds

What are the drawbacks / dangers to pupils of using Immersive Worlds

### \*\*\* EXTENSION: IMMERSIVE WORLDS IN THE REAL WORLD \*\*\*

three pieces of advice to pupils about using Immersive Worlds

three pieces of advice to parents about their children using Immersive Worlds

Immersive Worlds and The Law

Immersive Worlds and Social Life

Immersive Worlds and Ethics