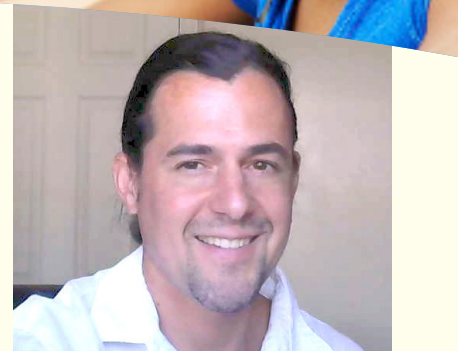


May 2019



A Whole New World

Virtual Reality is virtually limitless when it comes to in-depth learning experiences

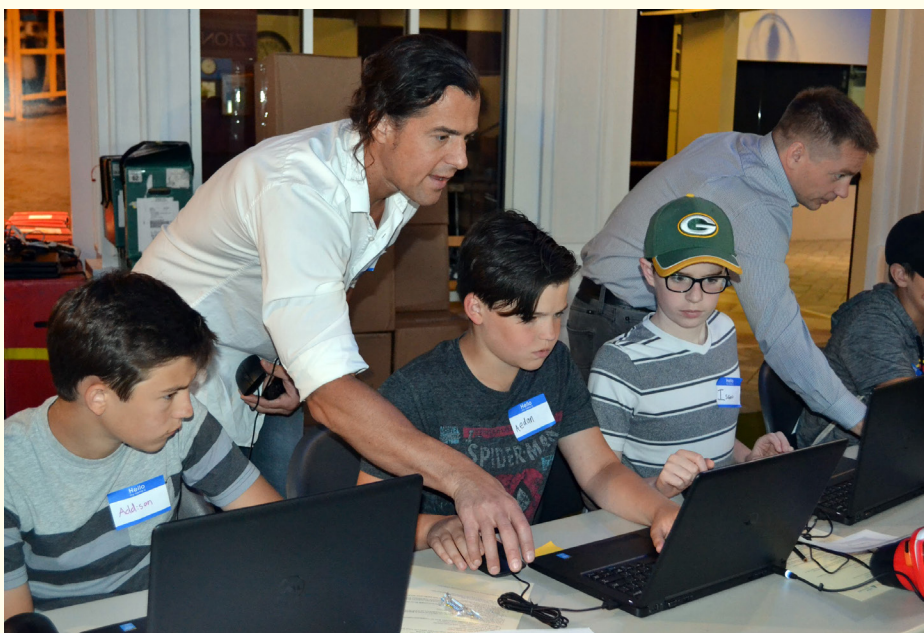


VR DEV KIDS » For Ryan Buchanan, Founder of VR Dev Kids, there are no limits to what virtual reality (VR) can do when it comes to taking learning to another level.

Ryan's passionate dedication to making VR an every-day education reality has taken him around the globe for more than 10 years. He has been teaching and speaking about integrating leading-edge technology into classrooms from China to Saudi Arabia, and is passionately dedicated to his personal mission of making Virtual Reality an education reality.

Ryan is driven and excited by the trend that VR experiences actually increase learners' curiosity & ability to retain what is learned.

"It's kind of bringing us the promise of interacting with our digital



Above» VR Dev Kids Founder Ryan Buchanan leads eager learners at Junior Achievement City during the VR Dev Kids Summer Camp in August 2018.

Right » Ryan demonstrates a Daydream headset at the VR Dev Kids Camp last summer.



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and physical worlds, like Tony Stark,” Ryan says of the immersive experience. “One of the wonderful things about VR is that it increases curiosity, if you think about being at the battle of Gettysburg or going down into a microscope, VR makes the learning experience extremely engaging.”

With the growing quality of VR content and virtual field trips, any school subjects that were previously too expensive, remote, dangerous (or even beyond imagination) to explore in-depth are becoming engaging & meaningful learning adventures.

Ryan’s goal and vision (and even self-proclaimed, single-minded obsession) for the next decade is to encourage and assist educators in adding VR to their teaching toolboxes.

To that end, VR Freedom Ventures is creating and introducing immersive learning experiences that will be engaging and exciting, as well as effective & efficient, for both learners & educators.

This mission includes a comprehensive instructional model for VR implementation, developed after two years of lab research and field testing at the University of Utah and in Utah schools.

“I don’t want teachers to be afraid of the paradigm shift [in learning via virtual reality] because it’s coming down the pipeline,” Buchanan explains.

Since returning from teaching abroad in 2016, Ryan has put VR headsets on thousands of kids (and



Ryan will be leading VR Dev Kids camps at various Weber State University locations this summer. For more information about this and other student camps/ programs in Utah, visit: stem.utah.gov/stemcamps/ to find several opportunities for extracurricular STEM fun!

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— RYAN BUCHANAN
FOUNDER, VR DEV KIDS

given away more than a hundred VR headsets!) in Utah & discovered that our educators & learners are even more excited to begin building their own VR worlds.

On the crest of that transformative epiphany, last summer Ryan founded VR Dev Kids for teaching Jr. VR design & development courses.

To date, more than one hundred kids, ages 6-18, have learned how to create immersive, 3D digital dioramas using Unity Game Engine. They have learned how to build their virtual worlds on an Android phone, and are able to explore and interact with their personalized cyberspace using a VR headset.

This summer, VR Dev Kids will engage hundreds more potential VR developers at Weber State University, Utah Valley University, Hill Air Force Base, Junior Achievement City, Weber County Libraries & several charter schools along the Wasatch Front.



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