360° VIDEO IMMERSION: TAKING GOOGLE CARDBOARD TO THE NEXT LEVEL

THE FOUNDATION

1. FOUNDATION
   Students and content creators need to first understand why and how 360 video can be beneficial to their learning. They need to conceptualize their content by brainstorming and outlining the video content from start to finish. Focus should be put on targeting key concepts and lessons that are to be taught, and thinking about how 360 video can be integrated with these concepts to aid in retention.

2. CONCEPTUALIZATION
   Content creators then need to conceptualize their content by brainstorming and outlining the video content from start to finish. Focus should be put on targeting key concepts and lessons that are to be taught, and thinking about how 360 video can be integrated with these concepts to aid in retention.

3. EXECUTION
   Content creators then must execute the creation process by creating the 360 videos based off of the concept. Content can be executed in a variety of ways. Content creators can include students in the process as a means to engage and help students understand what they are ultimately creating.

4. REFLECTION
   At this stage, content creators and participants reflect upon the success (or lack thereof) of the generated product. Assessing the effectiveness of the content will offer valuable feedback to the creators to see what worked and what did not.

THE EQUIPMENT

1. SMARTPHONE
   A smartphone may be necessary to capture, record, and edit footage on your 360 camera. The smartphone will act as the viewing instrument for your final 360 video project. Make sure that your device has gyroscopic capabilities!

2. 360 VIDEO VIEWER
   A 360 viewer is necessary to experience the video in 360 space. There are many types of viewers available ranging from budget, cardboard viewers to hard plastic viewers with remote accessories. VR Headsets renders holding better than cardboard viewers.

3. 360 CAMERA
   The 360 camera is used to capture your footage and is the most crucial part of the equation. Be mindful of the recording resolution of your camera. Examples: 360Fly, Black Theta, Nikon Keymission

4. TIP: Plastic viewers hold up better than cardboard variants!

THE PROCEDURE

1. CONCEPTUALIZE
   Identify concepts, themes, and curriculum that can make use of 360 video. Ask yourself if 360 video can help your students learn and retain the material.

2. STORYBOARD
   Generate the outline of the video. Envision yourself as a cinematographer and sketch out every shot you intend to include in the video.

3. RECORD
   Go out and record your 360 footage according to your storyboard. Remember to keep shots as steady as possible.

4. EDIT
   Use your editor of choice to stitch together the footage you created. Add title sequences and transitions where necessary.

5. PUBLISH
   Inject 360 metadata into your video, export, and upload to the appropriate viewing repository.

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