VIRTUAL REALITY CHECK
CREATING 360° VIDEO EXPERIENCES FROM START TO FINISH

THE FRAMEWORK

1. FOUNDATION
   - Students and content creators need to first understand why and how 360° video can be beneficial. The question needs to be asked: how can 360° video supplement and enrich learning?

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.

3. EXECUTION
   - Content creators must execute the creation process by creating the 360° videos based off of the brainstormed concept. Having your students involved in this process helps them to reflect on the concepts that need to be addressed.

4. REFLECTION
   - At this stage, content creators and participants reflect upon the success (or lack thereof) of the end product. Assessing the effectiveness of the content will allow individuals to fine-tune and gauge what was and was not effective.

THE MODEL

DAVID KOLB’S EXPERIENTIAL LEARNING MODEL

- CONCRETE EXPERIENCE
  - Accommodating Feeling & Doing
  - Diverging Feeling & Watching

- CONCEPTUALIZATION
  - Accommodating Thinking & Doing
  - Diverging Thinking & Watching

- REFLECTIVE OBSERVATION
  - Converging Feeling & Watching
  - Assimilating Thinking & Doing

THE EQUIPMENT

- 360° CAMERA
  - A 360° camera is a special type of camera with lenses on both sides. The footage is stitched together to create a 360° video. Be mindful of the recording resolution of your camera!

- SMARTPHONE
  - A smartphone will be required for viewing, editing, and reviewing your footage. Make sure that your phone has built-in gyroscopic capabilities!

- 360° VIEWER
  - A 360° viewer is needed to experience the video in 360°. There are many types of viewers available ranging from budget, cardboard viewers to plastic viewers with remote accessories.

- EDITING SOFTWARE/HARDWARE
  - Editing software is needed to cut and edit your raw footage. Options range from free mobile editing applications to fully paid, feature-packed desktop editing software.

- MONOPOD (OPTIONAL)
  - A monopod can assist by stabilizing and centering your footage. This will make your footage easier to edit, and ultimately improve the overall viewing experience for the end user.

THE PROCEDURE

- STEP 01
  - CONCEPTUALIZE
  - Identify concepts, themes, and curriculum that could benefit from the use of 360° video. Decide whether or not 360° video could be a useful supplement for your lesson.

- STEP 02
  - STORYBOARD
  - Generate the outline of the video. Start by planning out the video’s progression, and sketch every shot on a storyboard to help you keep track of what needs to be captured.

- STEP 03
  - RECORD
  - Recruit your 360° video footage according to the shots on your storyboard. Keep shots as steady as possible! Utilize a monopod/tripod to accomplish this.

- STEP 04
  - EDIT
  - Use your editor of choice to edit the footage you created. There are many free and paid options available on both desktop and mobile platforms.

- STEP 05
  - PUBLISH
  - Export your final 360° video project. Most editors will inject 360° metadata automatically when exporting. Upload to your repository of choice, and share with others to see!