

## Invitation to the Workshop on *Immersive teaching and learning with 360° videos in Higher Education* with Prof. Maria Ranieri, PhD (University of Florence)

on **December 12, 2023**, from **16:30 to 18:30** in Room No. **1W05**, Universitätsstr. 5-7, "Grauer Bär"

### Abstract

Over the last few years, among the latest generation of digital technologies, immersive environments, from Augmented Reality (AR) to Virtual Reality (VR), including 360-degree video, are gaining momentum in the education field. Indeed, according to recent literature (Rosendahl & Wagner, 2023), they positively influence students' learning both in terms of engagement and knowledge transfer (Ranieri et al., 2022). Focusing on 360 videos, they involve high levels of realism and sense of presence or embodiment, and they are also becoming increasingly affordable, enabling users to explore, experiment or practice dangerous or hard-to-reach environments, allowing learners to safely anticipate the experience and improving their capacity of knowledge transfer from familiar to unfamiliar context, the so-called "boundary crossing" process (Rupp et al., 2019).

Based on these premises, this seminar will focus on the pedagogical affordances of 360° videos for teaching and learning in higher education, highlighting the main benefits and challenges associated to their uses in the light of recent literature. Attention will also be paid to the design aspects in order to explain how an effective 360° educational video can be conceived and realized. The seminar will end by showing examples of 360° videos from different fields.

### References

- M. Ranieri, D. Luzzi, S. Cuomo, I. Bruni (2022). "If and How Do 360-degree Videos Fit Into Education Settings? Results From a Scoping Review of Empirical Research." *Journal of Computer Assisted Learning*. <https://doi.org/10.1111/jcal.12683>
- P. Rosendahl, & I. Wagner. (2023). "360° videos in education—A systematic literature review on application areas and future potentials". *Education and Information Technologies*, 1-37.
- M.A. Rupp, K.L. Odette, J. Kozachuk, J.R. Michaelis, J.A. Smither, D.S. McConnell (2019). "Investigating learning outcomes and subjective experiences in 360-degree videos," *Computers & Education*, 128, 256–268.

### Short CV



Maria Ranieri is Full Professor of Education and Technology at the Department of Education and Psychology, University of Florence, and the Rector's Delegate for Teaching Innovation. She is the Director of the Master programme "New digital competences: open education, social and mobile learning" (University of Florence). Maria has worked on and coordinated a number of European research projects on media, learning, and technology. She has published more than two hundred papers and chapters, and ten volumes. Her recent papers have appeared in *Computers & Education*, *Journal of Computer Assisted Learning*, *International Review of Research in Open and Distance Learning (IRRODL)*, *The Internet and Higher Education*. Her current research interests gravitate around digital literacy education, social network sites in education, and mobile learning.

**Important note:** Participation is free of charge.

Please register by formless email to <Medieninstitut@uibk.ac.at> by December 10, 2023.

We look forward to your participation.

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