



**SAMARA
POLYTECH**
Flagship University

Virtual reality as a means of learning foreign languages



The benefits of Virtual Reality



Virtual Reality brings a whole new dimension to education

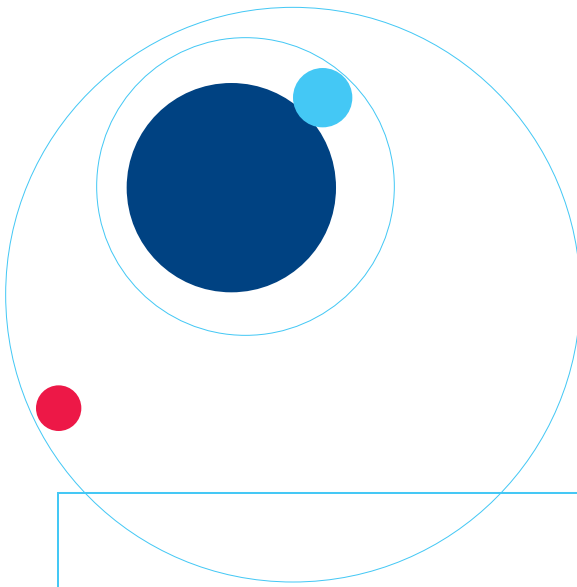
✓ Perfect learning environment

- Language immersion
- Motivation
- Time-saving activity
- Variety of situations

✓ Top list technology

- Demand
- Investment opportunities
- Flexibility





VR is an ideal learning environment, and the possibilities of its technologies for teaching and research have extremely high potential for application, such as



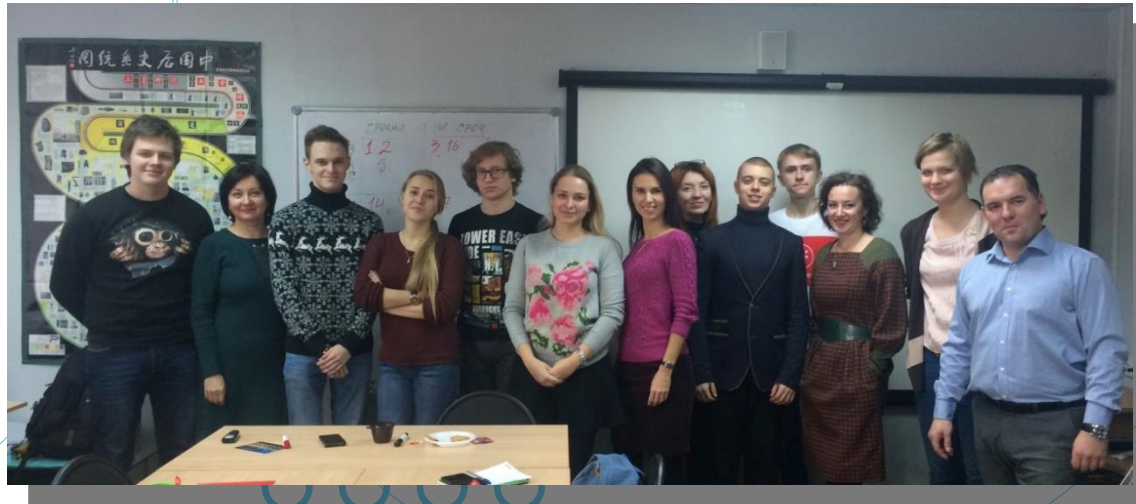
- ✓ Individual learning
- ✓ VR educational gaming
- ✓ Mobile phone & Ipad application
- ✓ Content library



••• Today we have



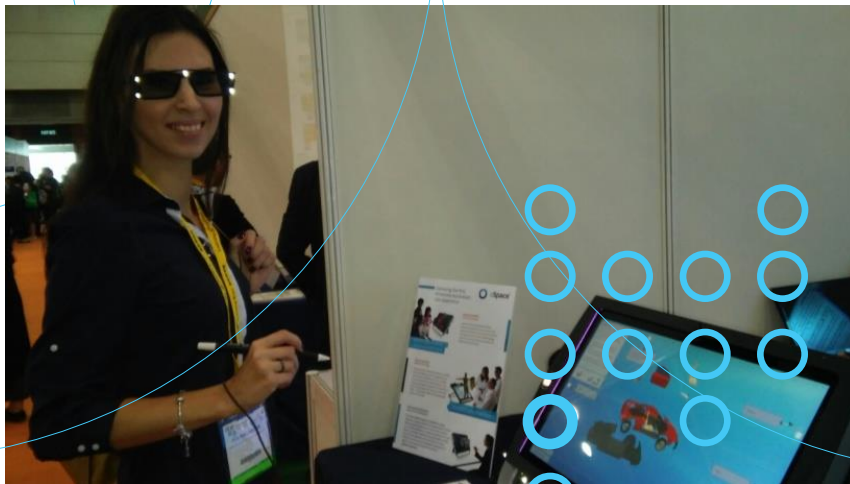
A group of teachers and students of Samara State Technical University that designed the new generation educational course of English based on the VR technology that creates a real situational interaction.



• • • Today we stay informed



To keep up-to-date we analyze the educational market of VR technology, participate in various seminars and start-ups that help us to gain new ideas and experience



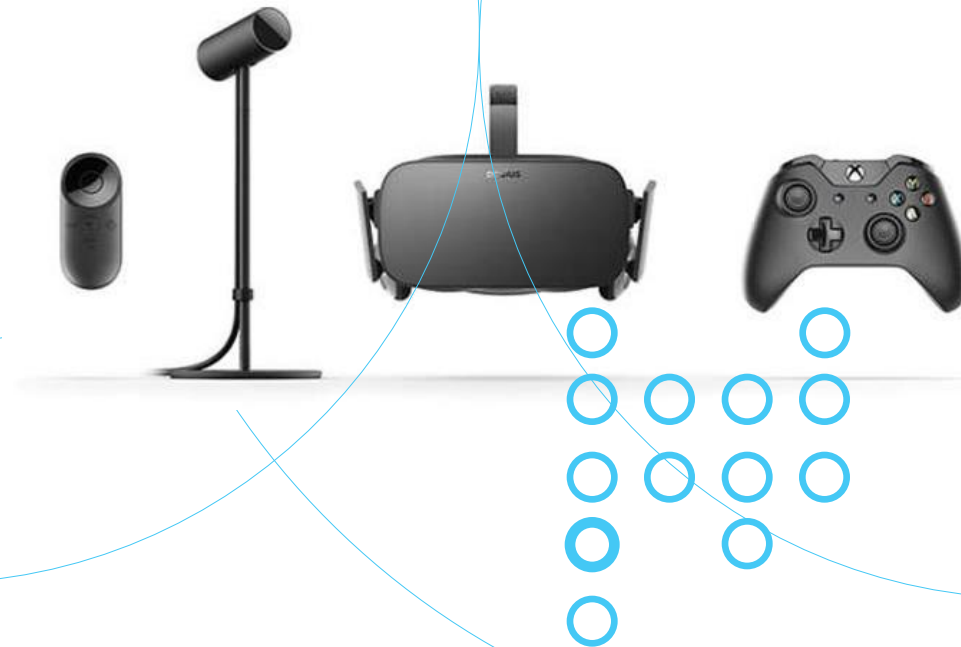
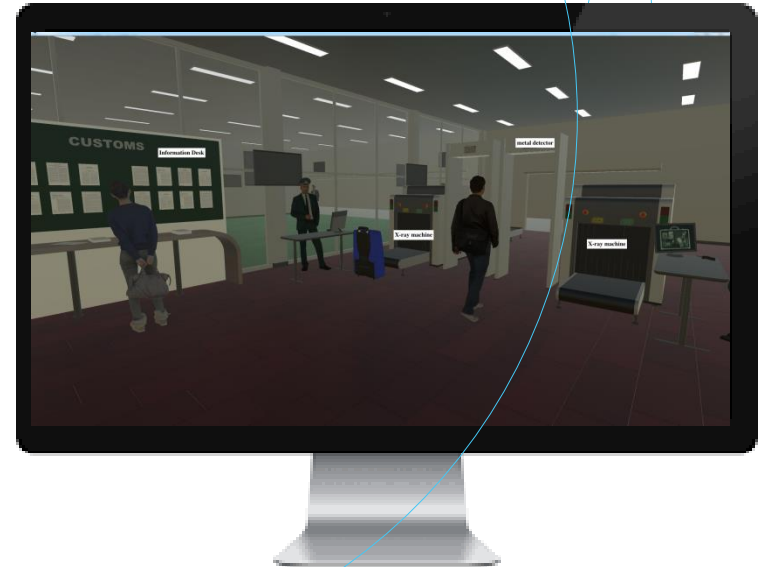
• • • • •
• • • • •
Today we have

• • • • •
**a specialized laboratory where
we meet to discuss our ideas and
to develop our software.**



••• Today we have

“Virtual Customs” program
is designed in Unity3D
environment with the help of
Oculus Rift VR glasses





“Virtual Customs” VR program

For the developing of a comprehensive training system in a foreign language using VR technologies "Virtual Customs", the concept of three-dimensional modeling of technical systems and processes using software development tools was used.

In our program, the trainee is in the customs zone of the international airport and gets the opportunity to navigate through it, entering into dialogues with the attendants and studying the inscriptions on the customs equipment and stands.

At the moment, there are two active halls, "Green Channel" and "Red Channel".

So it is an innovative method of teaching a foreign language with the use of the latest VR technologies.



Tomorrow we plan



1

TO CREATE

- Russian-Taiwan professional team of students and teaching staff
- Russian English Chinese language learning program
- Multilevel and multitopic program



2

TO PARTICIPATE IN

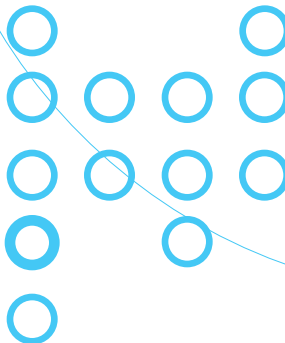
- Russian-Taiwan grant and research projects
- Russian-Taiwan students and teachers interchange



3

TO ATTRACT

- The users
- Investment companies
- Educational establishments

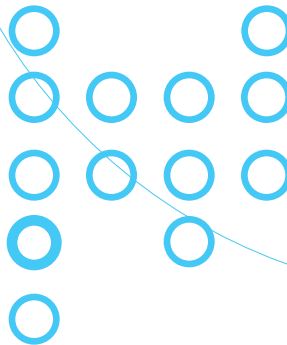
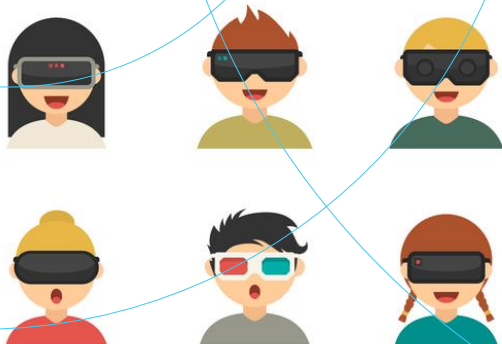


We invite



Taiwanese colleagues to collaborate in mutual development of VR software for teaching foreign languages (Chinese, English, Russian, etc.) in the direction of designing VR software and creating new methodology of teaching. The following ways of collaboration are possible:

1. To make Russian-Taiwanese research and development group for participation in joined grant programs on VR in teaching languages
2. To invest in collaborative VR program development
3. To promote in Taiwanese educational market programs designed by Russian-Taiwanese group
4. Others



The background features a large dark blue circle in the center. Surrounding it are several light blue concentric circles. Various mathematical symbols and geometric shapes are scattered around the central circle: a blue 'x' at the top left, a blue triangle at the top, a blue sine wave at the top right, a red circle with a white dot at the right, a blue circle with a white pi symbol at the bottom right, a blue tau symbol at the bottom right, a blue sine wave at the bottom, and a blue 'x' at the bottom left.

**Thank you for
your attention!**

Samara State Technical
University

<https://samgtu.ru/>

Contact information:

victoria_dob@mail.ru

liliandr@gmail.com