

**IITG Project Outcomes Form - Report Outcomes :
Entry # 756****Name of person reporting outcomes**

Tamera Gilmartin

Emailtgilmartin@sunymaritime.edu**IITG Project Title**

2018-Maritime-Ramnarais-VR Training... 360 Videos to create Immersive Learning

Have you applied for, or received additional funds? (choose all that apply):

- Have applied for additional IITG funds to extend this project
- Have applied for campus funds to support this project
- Have received campus funds to support this project

Access Keywords: Enrollment, Diversity, Capacity, Affordability

The main intention of exploring the use of VR Training Videos is to explore the creation of more affordable and more accessible experiential learning platforms. VR Training Videos are significantly less expensive than current experiential learning platforms including simulators and real-world platforms. All of the information and knowledge gained while creating the VR Training Videos as a part of SUNY Maritime's VR Training Video project can easily be translated to any program or subject matter, allowing teachers and professors to create their own VR educational materials for only a few hundred dollars.

Completion Keywords: Completion, Persistence, Transfer, Retention

One of the findings from the research conducted as a part of this project, was that the use of VR Training Videos is highly beneficial for the introductory levels of education. There were several indications that this increased the student's ability to make connections between the material discussed in a classroom and applied in a simulated or real-world platform. More research needs to be done, but there is a substantial amount of data indicating that VR Training Videos directly improve student achievement in a measurable way.

Success Keywords: Applied Learning, Student Supports, Financial Literacy, Career Success

The project was focused on not only developing VR Training Videos, but exploring their impact upon the experiential learning cycle which is often used heavily with programs focused on applied learning and utilize internships and hands-on application. One of the findings from the program was that VR Training Videos are very beneficial at the beginning of an experiential learning process, as it allows the student to see the application prior to them having to conduct it. This could be very beneficial if applied appropriately to better prepare students for applied learning, internships, and other hands on applications.

Inquiry Keywords: Scholarship, Discovery, Innovation, Mentoring

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This project substantially supported scholarship at SUNY Maritime College. The VR Training Videos which were created were used as a part of a study to assess their effectiveness as a training platform. The process conducted to create these videos, along with the results found from the study were presented at several conferences including the following conferences:

International Association of Maritime Universities Annual General Assembly in Tokyo, Japan (Nov. 2019) - Presented and Paper Published

SUNY FACT2 CIT Conference in Purchase, NY (May. 2019) - Presented

International Navigation Simulator Lecturers Conference in Auckland, New Zealand (Sept. 2018) - Presented and Paper Published

NYS STEM Collaborative in Alfred, NY (July 2018) - Presented

SUNY Maritime FSA: \$5,000

1st Choice:

Instructional Technologies

Instructional Technologies

- Immersive Environment (Virtual Reality)
- Video Production

2nd Choice:

Instructional Design

Instructional Design

- Student Engagement

3rd Choice:

No further selection

What recommendations would you make to scale-up or share your project more broadly (within an educational sector, or perhaps SUNY-wide)?

The biggest thing that is holding Virtual Reality back from becoming a staple for education, is the lack of material available. The biggest feedback I received from the students while implementing the VR Training Videos in the classroom was that they wanted more experiences. The more frequently this technology can be used in the classroom, the less it will seem like a novelty and the more it will become an integral part of our educational structure. This requires more materials to be made. In addition to SUNY Maritime College, other institutions could begin to create their own materials and integrate them into their own classroom, then it would become more common place, and would improve education across subjects and curriculum. I would love to work with another institution who might want to build their own VR Training Program with the knowledge I have gained through creating our own.

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If you would like to create a community of practice within the SUNY Learning Commons, please describe "members of your community" who would be most interested in your outcomes. Please be specific (e.g., math faculty, instructional designers, student services, registrars, administrators, accreditation or assessment specialists).

The outcomes of this project would be most interesting to faculty of all subjects and age groups along with instructional designers.

Do you intend to create an ongoing "Community of Practice" within the SUNY Learning Commons to continue work and dialog regarding this project?

Yes

Overall, how successful was IITG in meeting your project goals? (You may elaborate on your response in the final question if not addressed elsewhere.)

Extremely successful

All goals were achieved and indicated that VR Training Videos can be a highly beneficial addition to an experiential learning based lesson. However, more research and development surrounding this technology should be conducted.

Do you wish your current abstract to be used?

Yes

File One Upload and Brief Description

VR Training Videos: Using Immersive Technologies to support Experiential Learning Methods in Maritime Education

Paper Published by the International Association of Maritime Universities (IAMU)
Presented at the IAMU Annual General Assembly 20 in Tokyo, Japan (Nov. 2019)

Discusses findings from research conducted during implementation of VR Training Videos as a part of an experiential learning process at SUNY Maritime College.

File One

- [Full-Paper-VR-Training-Videos-Gilmartin.pdf](#)

File Two Upload and Brief Description

VR Training Videos - Poster Presentation

Poster Presentation which was presented at NYS STEM Collaborative in Alfred, NY (July 2018)

File Two

- [VR-Poster-Presentation.pdf](#)

Project Website Address (Hyperlink 1)

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<https://www.cadet360.org>

Any additional comments or resources you wish to share?

In addition to presenting findings through papers and presenting at conferences, I have also posted all of my work on my website so that others can learn from the findings from this project. This website hosts not only all of information related to the work conducted, but also provides access to all videos which have been created as a part of this project.

The website is www.cadet360.org

Consistent with the RFP, you must indicate which Creative Commons license you intend to use.

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