

Development of school tour experience by using VR (Virtual Reality technology)

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PROBLEM



Distance and disabilities make visits difficult for some families.



Scheduling visits can be challenging for busy families.



Tours may not cover all areas of interest.



Offer online VR tours for easier access from anywhere.



Allow visits anytime through virtual platforms.



Virtual tours can showcase all areas of the school in detail.

FINDING



1. Identified the need to capture 360-degree panoramic images of key school locations to create immersive virtual tours and reflect the school's unique characteristics.

2. System design involves structuring information flows, editing images with software, and organizing content layout to optimize user experience and engagement.

3. A feasibility study and system requirement analysis were conducted to ensure the system meets user needs and effectively integrates VR technology.

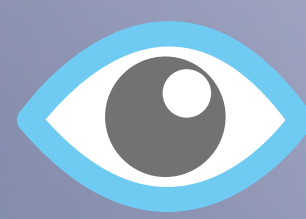
FRAMEWORK



VR removes travel and time barriers for tours.



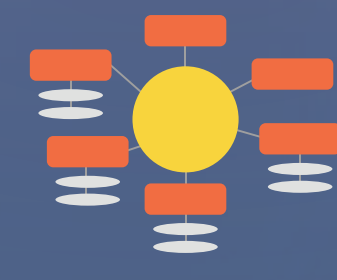
Schools are accessible anytime, anywhere via VR.



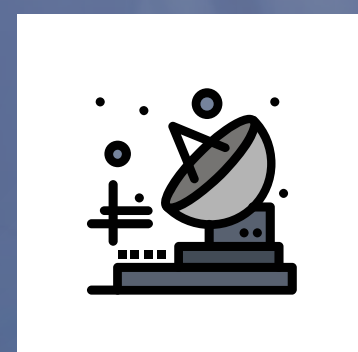
VR simulates real visits for a better experience.



Schools present key strengths effectively with VR.



VR aids families in making informed choices.



Encourages modern digital use in education.

INTERPRETATION AND CONCLUSION



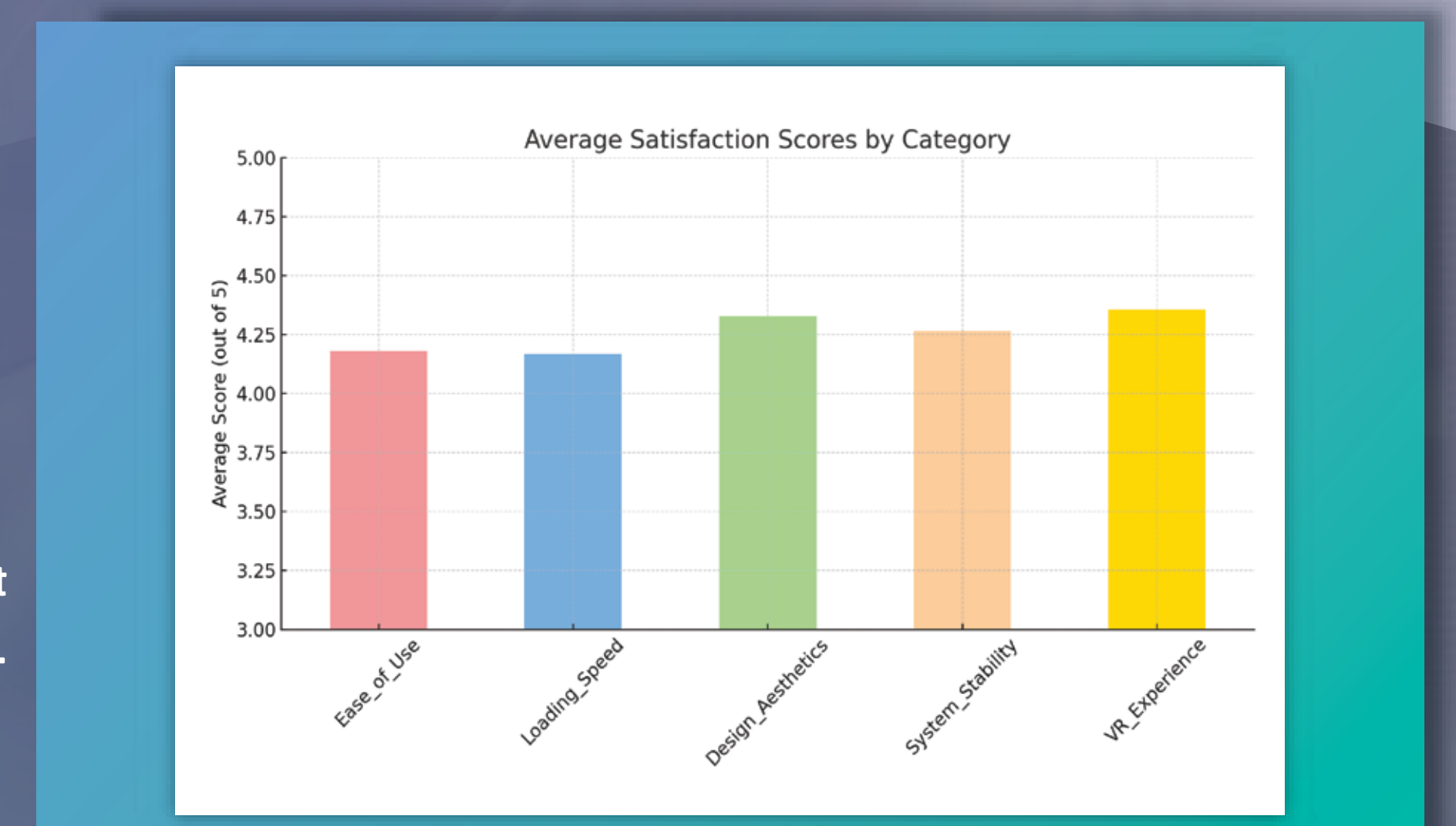
Website Performance Test Results

The development and testing of the website utilizing Virtual Reality (VR) technology for school tours with a sample group of 30 teachers and students revealed high levels of satisfaction in various areas.

Users were particularly satisfied with the quality of the VR experience and the website design, both of which effectively provided an immersive virtual school tour experience that met the users' needs.

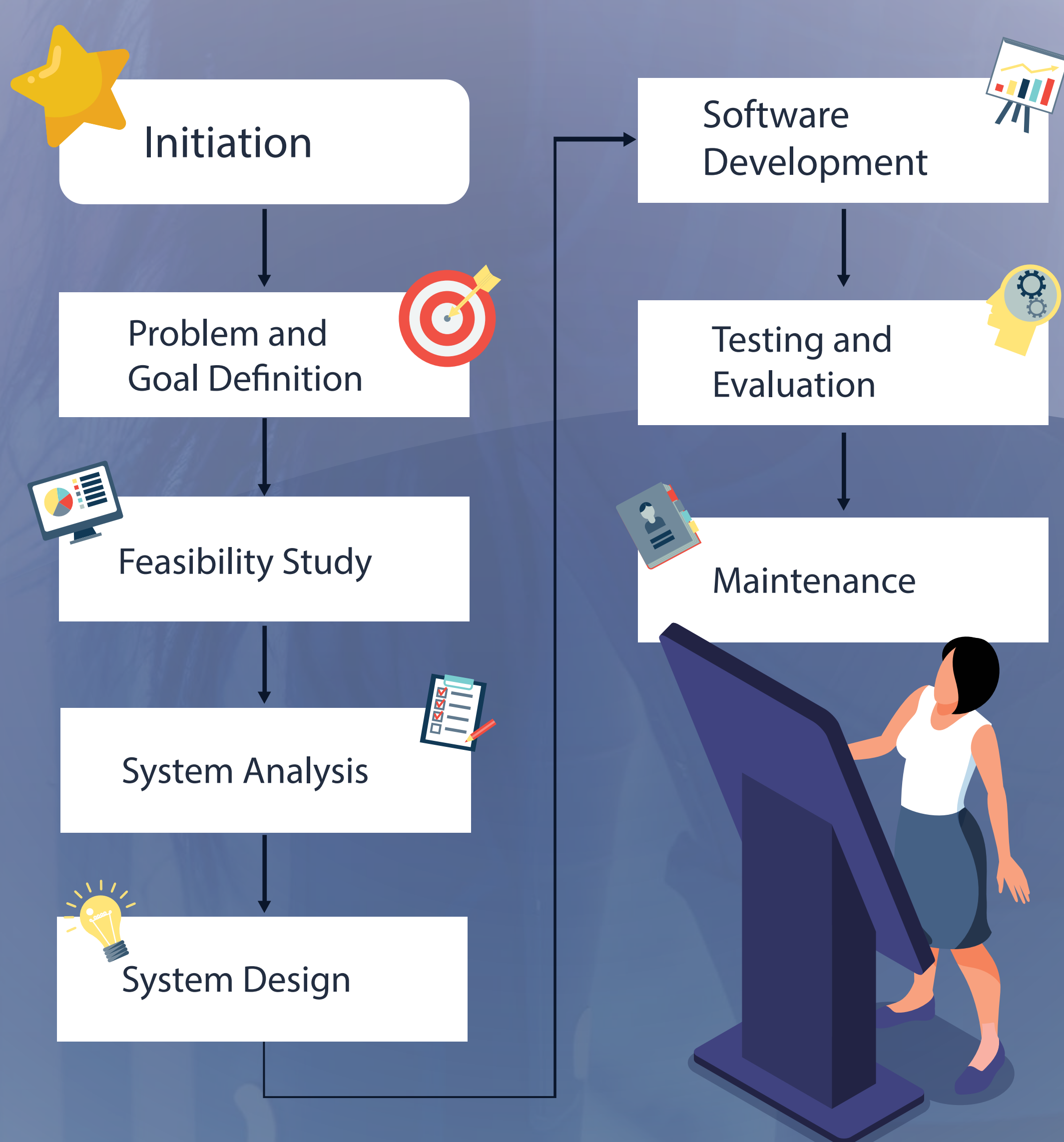
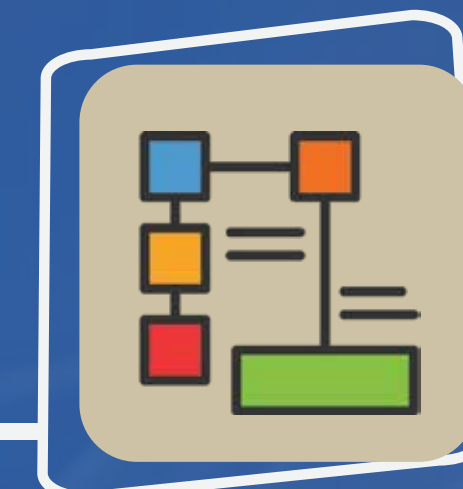
Technology for virtual school visits with a sample group of 30 teachers and students, it was found that users had a high level of satisfaction in several areas, particularly regarding the quality of the VR experience and the website design. The website was able to create an effective virtual school visit experience that met the users' needs.

The overall satisfaction rate of the website users was 85.17%, reflecting a very good level of satisfaction with the website and the virtual school visit experience using VR technology.



The developed website is ready to serve as a tool for virtual school visits, providing information and an experience similar to an actual visit. The results of the experiment indicate the potential for further development to maximize the benefits of using VR technology in education.

FLOWCHART



REFERENCE



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- [5] Smith, J. (2020). The Role of Virtual Reality in Modern Education. *Journal of Educational Technology*, 8(1).

