

Wickham VR Webinar for CTD  
**Useful Chatbox Content and Links**  
7/24/18

TYPES OF VR HEADSETS USED

Tracy Roux: yes - oculus. Google Maps, a few games,

John B - Maine: Does Second Life count?

Betsy Hawkins-Chernof: Google cardboard

Alice Wershing, Pellissippi State Community College: google cardboard

Veronica Alvarez: Never used

guest: I haven't but my son has with the Google headset

Linda Schleef: yes - google cardboard

Redwan Alqasemi: VR4VR

Sam J.: samsung gear

Lauren Servidio: yes with samsung headset

VR WITH VISUALLY IMPAIRED

Veronica Alvarez: Its the VR beeb used for a Vision Impaired?

Tracy Roux: Yes- I ahve questions about using VR with folks that have visual impairments such as blindness in one eye or eyes that don't converge, etc.

Andrea Orvik: sidebar: for anyone interested in first person perspective of a child with Autism, this video is also enlightening:<https://www.scottishautism.org/thejourney>

Rebecca Cagle: and Jordi by Enhanced Vision

Todd Fisk: <https://www.enhancedvision.com/low-vision-product-line/jordy.html>

Rebecca Cagle: some devices used by some w low vision Iris; Patriot (ViewPort) and Jordi.

Alice Wershing, Pellissippi State Community College: I found this from a google search

Alice Wershing, Pellissippi State Community College: <http://vator.tv/news/2017-08-23-virtual-reality-targeted-to-the-visually-impaired>

Alice Wershing, Pellissippi State Community College: There seems to be a lot of research going on related to individuals with vision impairments and blindness, most current is Microsoft Canetroller

Alice Wershing, Pellissippi State Community College:

<https://thenextweb.com/microsoft/2018/02/19/microsofts-new-canetroller-brings-vr-to-the-visually-impaired/>

### [AUTISM AND COLOR BLACK MOMENT](#)

Todd Fisk: Merge cube can be had for \$15

Todd Fisk: [https://www.target.com/p/merge-ar-cube/-/A-52981764?sid=1533S&ref=tgt\\_adv\\_XS000000&AFID=google\\_pla\\_df&CPNG=PLA\\_Electronics+Shopping\\_Local&adgroup=SC\\_Electronics&LID=700000001170770pgs&network=g&device=c&location=9061285&gclid=Cj0KCQjwnNvaBRCmARIsAOfZq-15S8XiP5CYq71qNkDOhgl1UjIJURr\\_jQFossokxInbvN5nUnBXSJkaAo\\_nEALw\\_wcB&gclsrc=aw.ds](https://www.target.com/p/merge-ar-cube/-/A-52981764?sid=1533S&ref=tgt_adv_XS000000&AFID=google_pla_df&CPNG=PLA_Electronics+Shopping_Local&adgroup=SC_Electronics&LID=700000001170770pgs&network=g&device=c&location=9061285&gclid=Cj0KCQjwnNvaBRCmARIsAOfZq-15S8XiP5CYq71qNkDOhgl1UjIJURr_jQFossokxInbvN5nUnBXSJkaAo_nEALw_wcB&gclsrc=aw.ds)

Todd Fisk: Great article! <https://medium.com/@wrenasmir/arkit-and-autism-new-futures-6e8e9749ccf7>

<http://colorblackmoment.com/>

### [ACCESSIBILITY STANDARDS FOR VR/AR?](#)

Alice Wershing, Pellissippi State Community College: Do you have any insight into upcoming accessibility standards for individuals with other disabilities related to VR and AR?

Andrea Orvik: from InnovatED / Napa Learns (NCOE) presentation of VR: MERGE Cube Getting Started Guide <http://bit.ly/2r8manq> MERGE Miniverse | VR & AR Apps & Experiences curated by MERGE <http://bit.ly/2r7cvxa> The 10 Best VR Apps for Classrooms Using MERGE VR's New MERGE Cube <http://bit.ly/2r80mIx> An Educator's Guide to Augment Learning with MERGE Cube <http://bit.ly/2r7visAR> Storycube Project <http://bit.ly/2reegJl>

Redwan Alqasemi: Thank you for the presentation Ana, very interesting. I have a VR system at USF (Virtual Reality for Vocational Rehabilitation - VR4VR) for assisting persons on the spectrum in their job-related skills. You can see the video on this link: [https://youtu.be/\\_EIV7iIKp1M](https://youtu.be/_EIV7iIKp1M)

Rebecca Cagle: possibly FCC gaming. the waiver ends Jan. 2019

Andrea Orvik: <https://venturebeat.com/2017/10/18/learning-to-design-virtual-reality-for-accessibility/>