VR ART INSTRUCTION:

Transformative Learning and Enhanced Creativity Through the Use of Virtual Realities

Fabio Montella

Assistant Professor of Library Services
Suffolk County Community College

montelf@sunysuffolk.edu

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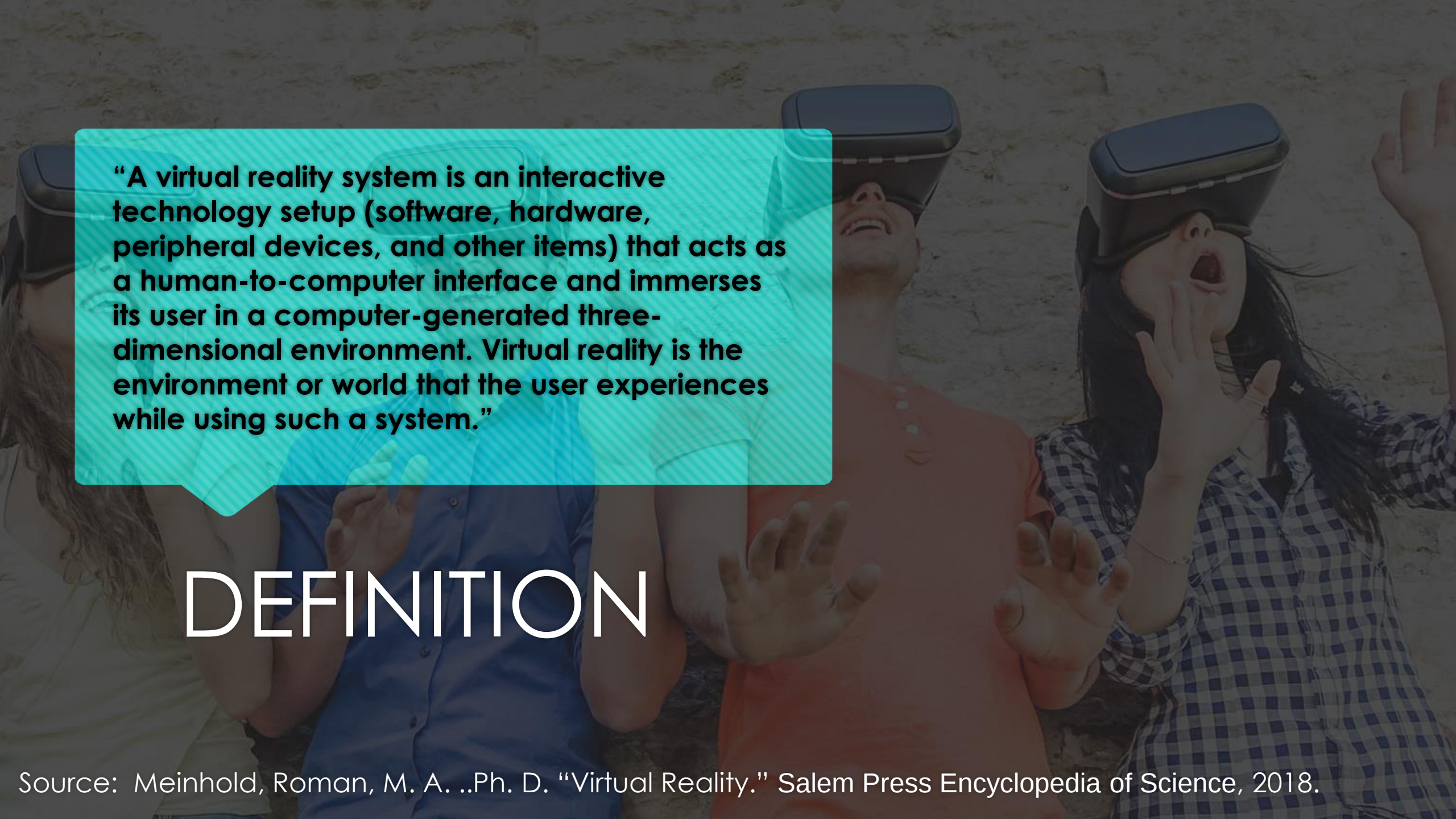
Virtual Reality and the MLRC Lab:

A SHORT INTRODUCTION



"A virtual reality system is an interactive technology setup (software, hardware, peripheral devices, and other items) that acts as a human-to-computer interface and immerses its user in a computer-generated three-dimensional environment. Virtual reality is the environment or world that the user experiences while using such a system."

DEFINITION

Source: Meinhold, Roman, M. A. ..Ph. D. "Virtual Reality." Salem Press Encyclopedia of Science, 2018.

MLRC's Virtual Reality Lab

- Began in Spring of 2018.
- Based on extensive research (Internal, SUNY, Literature).
- Evolves with technology.

2 HTC VIVE VR Systems

“Room scale" tracking technology

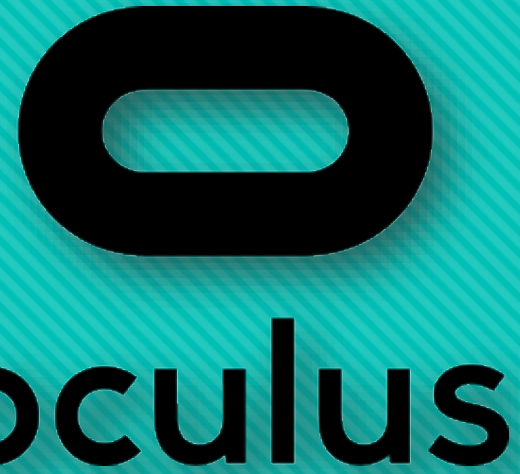
8 Spectra VR Goggles

No electronic components

1 Oculus Go

Stand alone

VR Lab Hardware

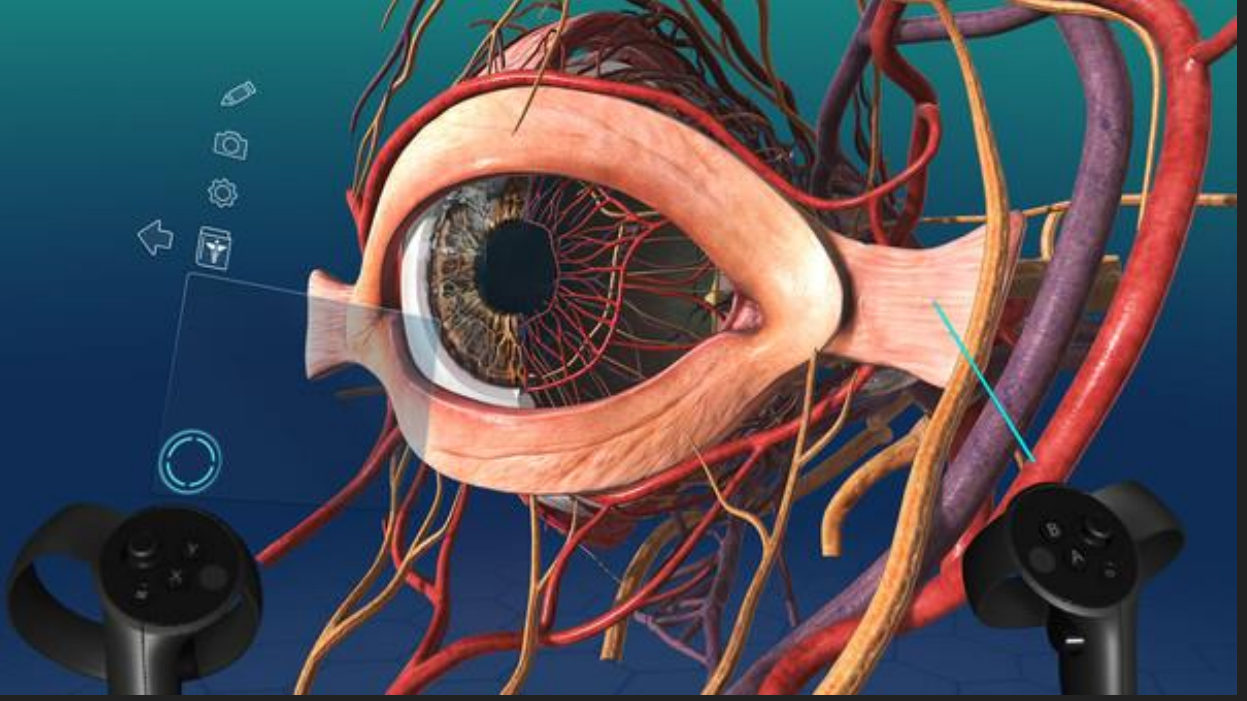


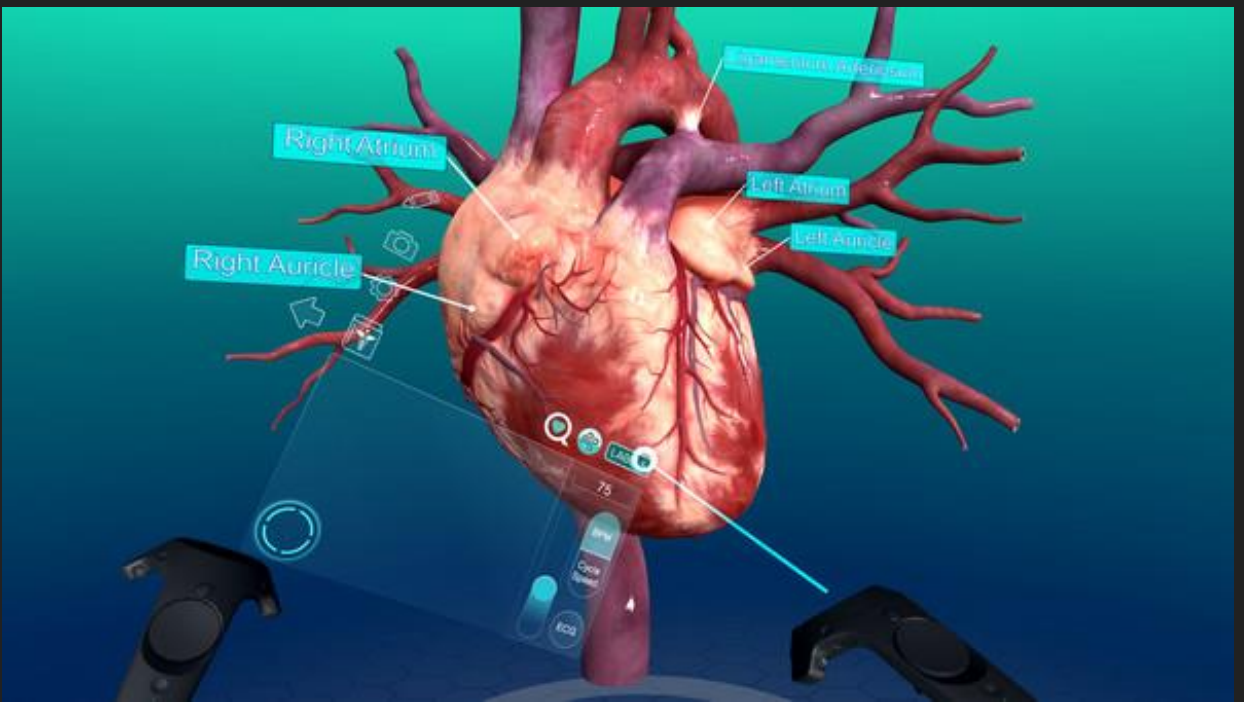
VIVEPORT

VR Digital Distribution Platforms

Virtual Reality and Curriculum

PRACTICAL EXAMPLES





Anatomy & Physiology

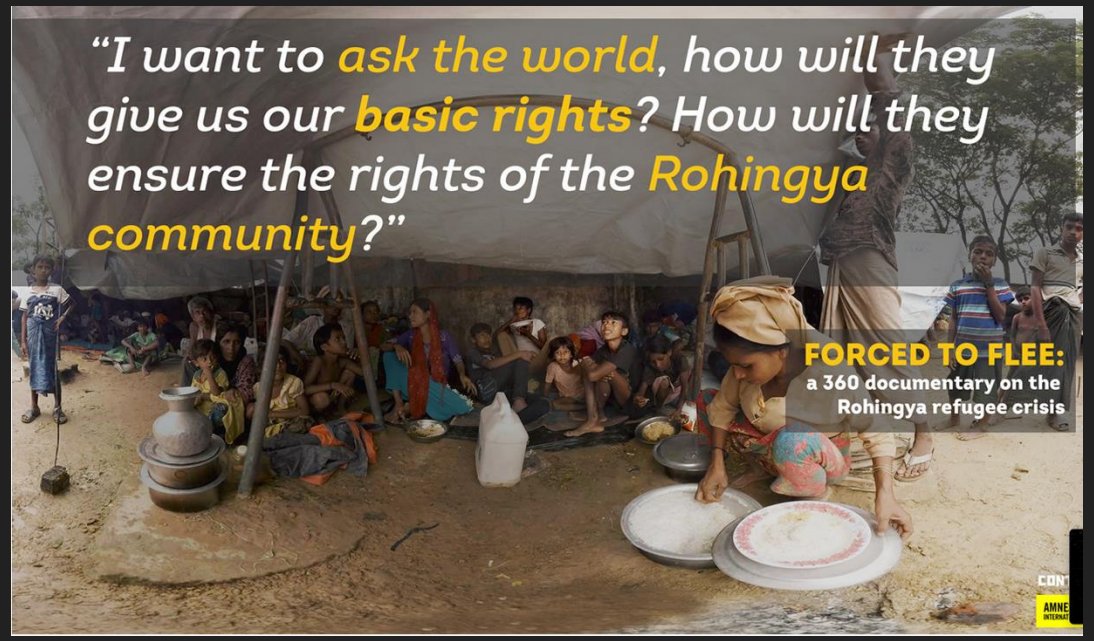
STEAM: SHARECARE VR

Source: https://store.steampowered.com/app/730360/Sharecare_VR/

Social Sciences

oculus

OCULUS GO: ANNE FRANK



Current Issues

oculus

OCULUS GO: SOLITARY CONFINEMENT

Faculty Collaborations:

ART 133 & ART 130

Faculty Collaborations

- Professor Meredith Starr
- Fall 2018 and Spring 2019
- Drawing I
- 2D Design

OBJECTIVE: COLLABORATIVE DRAWING IN A 3D SPACE

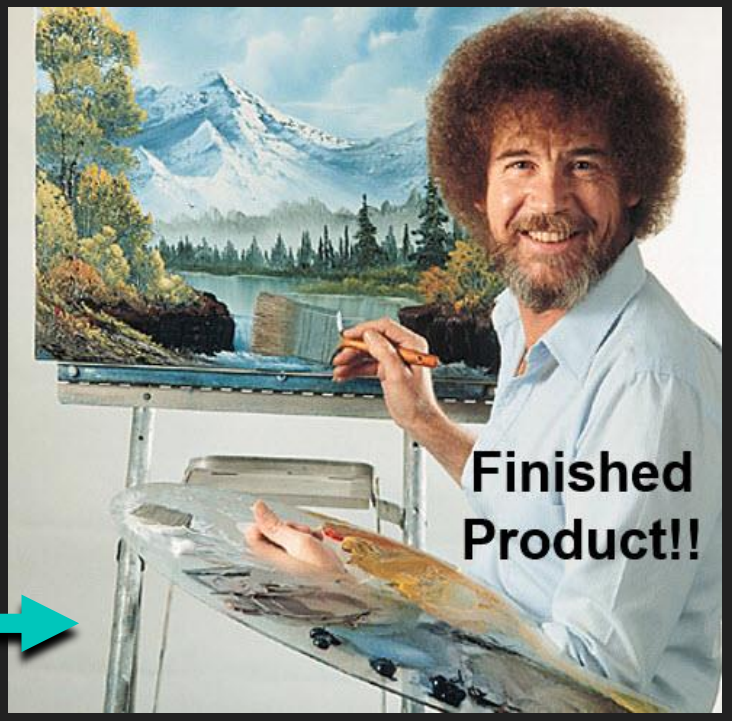
Tilt Brush

by Google

Hardware: HTC VIVE

Drawing I

Specifics



Tilt Brush
by Google
Tilt Brush
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Tilt Brush
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Tilt Brush
by Google

Results

OBJECTIVE: CREATING ARTWORK FOR SOCIAL COMMENTARY

- Application 1: Rachel Rosin: Man Mask
- Application 2: Ali Eslami: Death Tolls Experience

Hardware: Spectra VR Googles and HTC VIVE

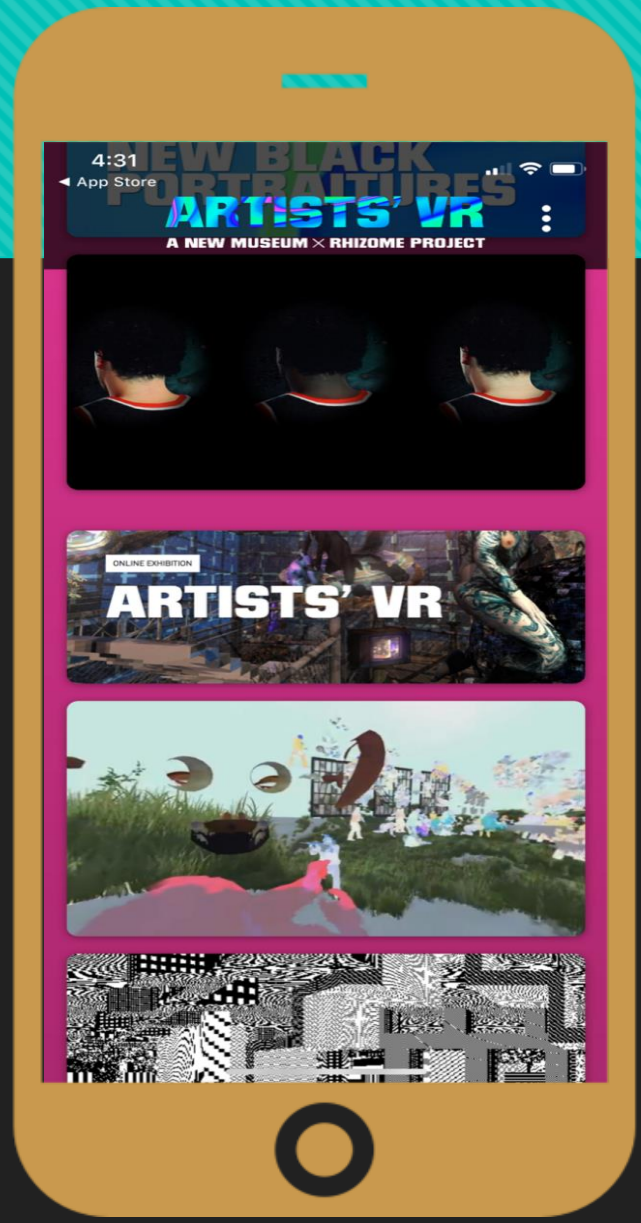
2D Design

APPLICATION 1

Rachel Rosin: Man Mask

Rhizome Art Organization:

"Rachel Rossin's 'Man Mask' is a guided meditation on happiness through a soldier-populated ethereal dream world" (Rhizome.org).



APPLICATION 2

Ali Eslami: Death Toll Experience

"With DeathTolls Experience, virtual reality artist Ali Eslami is seeking to resensitize the general public to the reality behind the abstract statistics on the hundreds of thousands of deaths in the Middle East" (Steam).

"At a community college it's our responsibility as educators to introduce and incorporate the idea of the global community. Having access to and the opportunity to work in Virtual Reality where we can expose students to artists who have created socially engaged artworks in this new media can be a transformative learning experience. Students can think about issues they might want to address in their own artwork and reflect on using not only traditional media but new media that would help them convey their message to a larger audience."

Source: Professor Meredith Starr

Student Quotes:

"Using VR allowed me to become a part of the artist's experience. Virtual Reality has a much greater impact on a person since they now get to "live" in the film."

"In the VR you can examine and feel almost all elements of the 5 senses. The sounds and interactiveness make it so much more personal."

"Seeing these socially engaged artworks in Virtual Reality gave me a much more realistic idea of the artist's message, than other forms of art that could have been presented."

Information Literacy for a Virtual World

HOW TO APPROACH THIS NEW MEDIUM

Information Literacy Instruction… Where do I Begin?

- View virtual environments as sources of information
- Adhere to the information literacy standards
- Frame your instruction around core concepts
- Essentially, your approach will remain the same

Social Commentary App:

Death Tolls Experience

Starting point (Death tolls in the Middle East)

- VR app is our research Starter (Inquiry)
- Raises awareness (very effectively)
- Needs to be expanded upon (conversation) (Authority)
- Citations (value of Eslami's work)

Social Commentary App

Inquiry: Death in the Middle East

Death Tolls	Islamic Nations (religions)	War crimes
Genocide	Arabs (Ethnicities)	Government Regimes
Suicide	Afghanistan (Nations)	Terrorism
Mass killings		Radicalism

Finding Alternate Sources

(Information Creation)

International Journal of Mental Health vol. 39, no. 4, Winter 2010–11, pp. 59–81.
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DOI 10.2753/IMH0020-7411390404

NATALIE WEDER, REBECA GARCÍA-NIETO, AND DAPHNA CANNETI-NISIM

Peace, Reconciliation and Tolerance in the Middle East

The Impact of People-to-People Peace Building Initiatives Among Israeli Jews and Palestinians Who Lost a First-Degree Family Member Due to the Conflict: A Pilot Study

The New York Times

Israeli Convicted in Murder of Palestinian Teenager

Jens Stoltenberg ✓
@jensstoltenberg

I support the actions by the US, UK and France against the #Syrian regime's chemical weapons facilities and capabilities. #NATO considers the use of chemical weapons unacceptable. Those responsible must be held accountable. nato.int/cps/en/natohq/…

2:12 AM - Apr 14, 2018

Ask Students…

- What is being said (conversation)
- Who's saying it (authority)
- How are they delivering it (information creation as a process).
- Relate this to Eslami's work. What similarities or differences do you see?

Similarities

- “Social awareness”
- ”Freedom of expression”
- “Select or limited audience”

Differences

- “Access”
- ”Creation”
- “Impact on audience (good or bad)”

“Research is showing that VR can be a powerful tool for impacting people's perceptions and actions in the real world.”

STEPHANIE MOFFET
Spokesperson
FEMA

Thank you!

Questions? Contact me!

Email: montelf@sunysuffolk.edu