

Explorations in VR for HigherEd

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Disclaimer: The following list of off-the-shelf applications that may be of interest to educators who want to explore VR for student learning. It is not a complete list and is not intended as a ranking system. The following list does not reflect the views of the author or of Georgian College.

VR applications for experiential learning

1. Acupuncture: [MAI AcuMap](#)
2. Agriculture: [Farming](#),
3. Architecture: [Agile Lens](#)
4. Architecture: [EyeCAD](#)
5. Architecture: [IrisVR](#)
6. Architecture: [Origami](#)
7. Architecture: [Resolve](#)
8. Architecture: [Revit](#) + [Enscape](#) + [Iris](#)
9. Architecture: [Sentio VR](#) (Quest 2)
10. Architecture: [The Wild](#) collaborative space
11. Art: [A-Painter](#) WebXR
12. Art: [Art Studio VR](#)
13. Art: [BrushWork](#) WebXR
14. Art: [Gesture VR](#)
15. Art: [Gravity Sketch](#)
16. Art: [Kingspray](#) graffiti
17. Art: [Tilt Brush](#) [copyright video](#), [Math in TB](#), [fashion](#), [Fashion video](#)
18. Art: [Pottery VR](#)
19. Art: [Quill VR](#) for artists and animators
20. Art: [ShapeLab](#)
21. Art: [The Museum of Other Realities](#) (PCVR)
22. Art: [MasterpieceVR](#) - Animation on PC for VR
23. Art: [Vermillion](#)
24. Astronomy: [VR Spacewalk](#)
25. Astronomy: [Buzz Aldrin: Cycling Pathways to Mars](#)
26. Astronomy: [HOME](#)
27. Astronomy: [SpaceVR](#)
28. Bartending: [Bartender VR Simulator video](#)
29. Biology: [Nanome article](#), [video](#),
30. Business: [AMP Creative](#)
31. Business: [Bodyswap](#)

32. Business: [InStage](#) soft skills
33. Business: [Mursion](#) soft skills
34. Business: [OvationVR](#) public speaking [video](#)
35. Business: [Portico](#) soft skills
36. Business: [pwc](#) soft skills
37. Business: [Quytech](#)
38. Business: [Serious Factory VTS](#) - soft skills
39. Business: [STRIVR](#) business training solutions
40. Business: [Talespin](#) soft skills, [article](#), [article](#)
41. Business: [The Glimpse Group](#)
42. Business: [Vantage Point](#) Soft skills
43. Business: [Vectre Perspectives](#)
44. Business: [Virsemi](#)
45. Business: [Virtual Bodyworks](#)
46. Business: [Virtual Humans](#)
47. Business: [Virtual Speech](#)
48. Career: [CareerLabsVR](#)
49. Career: [TRANSFR VR](#), [video](#)
50. Child & Youth Care: [Accenture](#) [video](#)
51. Coffee Barista: [Sentireal](#) AR to train baristas
52. Collaboration: [Matrix](#) (mostly for science collaboration)
53. Communications: [In-Stage](#) public speaking
54. Communications: [911 Operator](#)
55. Communications: [Keep Talking and Nobody Explodes](#).
56. Communications: [Star Trek: Bridge Crew](#) for team building
57. Correction Services: [GTL](#) prisoner rehab and training. [Article](#), [video](#), [video](#), [article](#), [article](#),
58. Culinary: [Lost Recipes](#)
59. Data Analytics: [Virtualitics](#), [Quest compatibility](#),
60. Data Analytics: [BadVR](#)
61. Data Analytics: [versabi](#)
62. Data Analytics: [Komorebi](#)
63. Data Analytics: [3data](#) Also called Virtual Command
64. Data Analytics: [Ulysses](#)
65. Dental:
66. Design: [Mindesk](#) for CAD collaboration
67. Design (Interior): [VRTisan](#), [video](#),
68. Disaster Management: [Adv Disaster Management](#)
69. Disaster Management: [Environmental Tectonics Corporation](#) Simulation Training Sys
70. Driving: [LogiTech G27 & HTC Vive Driver Sim](#)
71. Driving: [VRmotion](#) - [video](#)
72. Emergency Preparedness: [GTI](#)
73. Emergency Services: [Fire Safety Lab](#)
74. Emergency Services: Fire [FLAIM Trainer site](#), [FLAIM Training video](#), [Haptics to simulate heat](#), [Webinar](#)

75. Emergency Services: Fire [Guardian Airwaves](#)
76. Emergency Services: Fire [Mammoth XR](#), [P.A.S.S. training](#),
77. Emergency Services: Fire [One Bonsai](#) fire extinguisher training. [Video](#),
78. Emergency Services: Fire [Pixo VR](#) [video](#),
79. Emergency Services: Fire [NEXTGEN Interactions](#)
80. Emergency Services: Fire [RelyOn Nutec](#) (XVR uses the Teslasuit)
81. Emergency Services: Fire [RiVR](#) Arson investigation, [video](#),
82. Emergency Services: Fire [SmartFireFighter](#)
83. Emergency Services: Fire [Vobling](#)
84. Emergency Services: Fire & Police [XVR](#) (incident command)
85. Emergency Services: Police: [Apex Officer](#)
86. Emergency Services: Police: [Axon VR](#)
87. Emergency Services: Police: BCIT [BCIT Forensic Investigator Simulator](#)
88. Emergency Services: Police: [Black Marble Ltd](#) [article](#),
89. Emergency Services: Police: [Fight training](#)
90. Emergency Services: Police: [Jigsaw](#) deescalation training. Article re “[Trainer](#)”, [article](#)
91. Emergency Services: Police: [LEVRS](#) 360 video
92. Emergency Services: Police: [MobiC](#)
93. Emergency Services: Police: [NSEN](#) de-escalation
94. Emergency Services: Police: Crime scene investigation - [article](#)
95. Emergency Services: Police: Wrap around video virtual training - [article & video](#)
96. Emergency Services: Police: [Milo Range](#) (cave style simulation)
97. Emergency Services: Police: [Police Enforcement](#)
98. Emergency Services: Police: [Refense](#)
99. Emergency Services: Police: [RCMP training](#), [article/video](#)
100. Emergency Services: Police: [Street Smarts VR](#)
101. Emergency Services: Police: [surviVR](#)
102. Emergency Services: Police: [Tactical AR](#)
103. Emergency Services: Police: [V-Armed](#) [article/video](#)
104. Emergency Services: Police: [VR Police](#) crime scene investigation
105. Engineering - Civil: [Civil Virtual Reality Laboratory](#)
106. Environmental: [Beyond the Diorama: Caribou World](#) PCVR on Steam
107. Environmental: [Ocean Acidification](#) [article](#) [article2](#) - Stanford University
108. Environmental: [ecoMUVE](#)
109. Environmental: This is Climate Change - [article](#)
110. Environmental: [Pollinator Park](#) (website with link to webxr)
111. Environmental: [Tree](#)
112. Environmental: [The Crystal Reef](#)
113. Environmental: [The Stanford Ocean Acidification Experiment](#)
114. Environmental: [Being Coral and climate change](#)
115. Environmental: [Tree](#)
116. Fitness: [Beat Saber](#)
117. Fitness: [BoxVR](#)
118. Fitness: [Creed: Rise to Glory](#)

119. Fitness: [Dance Central](#)
 120. Fitness: [Ohshape](#)
 121. Fitness: [RenderFit](#)
 122. Fitness: [Supernatural](#)
 123. Fitness: [Synth Riders](#)
 124. Fitness: [Thrill of the fight](#)
 125. Flight Services: [AVIAR](#)
 126. Flight Services: [Avietra video](#), [video](#)
 127. Flight Services: [TF](#) cabin crew training
 128. Flight Service: [The New Real](#) Lufthansa
 129. Flight Services: Flight Attendant [Training using Engage](#)
 130. Flight Training: [Visionary Training Resources](#)
 131. General: [3lbXR](#). Trades, medical...
 132. General: [Motive](#) Medical, First Responder, Trades
 133. General: [Serious VR](#) trades
 134. General: [The Glimpse Group](#)
 135. General: [XRdigitech](#)
 136. General: [Universive](#) for Gear VR, Oculus and Vive - [video](#)
 137. General: [VEATIVE](#)
 138. General: [VictoryXR](#)
 139. Health & Safety: [Digital Engineering and Magic video](#),
 140. Health & Safety: [Elite VR](#)
 141. Health & Safety: [3M](#), [video](#),
 142. Health & Safety: [Mindglow](#) - Active shooter safety training. [video](#)
 143. History: Hiroshima - [article](#)
 144. History: [Lithodomos](#) VR & AR
 145. Hospitality: [Passport To Success Myanmar](#) (360 video hotel training)
 146. HR: [One Bonsai fire extinguisher training](#). [Evacuation](#)
 147. Indigenous: [Cut Off](#) 360 degree video
 148. Indigenous: [IM4 Media Lab](#)
 149. Indigenous: [Ogoki VR Museum](#). Language Learning apps. [Native America App](#)
- (VR)
150. Indigenous: [Never Alone](#) - "an atmospheric puzzle platformer [Video](#)
 151. Interior Design: [Chief Architecture](#) (Rift or Vive)
 152. Interior Design: [IrisVR](#)
 153. Interior Design: [Chief Architect](#) - [app](#)
 154. Interior Design: [Oneiros](#)
 155. Interior Design: [Spacecard](#) - cardboard solution
 156. Interior Design: [Studios](#)
 157. Language: [Gaeltech](#) Irish
 158. Language: [Handy English](#)
 159. Language: [Immerse](#)
 160. Language: [ImmerseME](#) (browser based)
 161. Language: [LanguageLab](#)

162. Language: [Mondly Languages](#)
163. Language: [Witly](#) - learn from native speakers from around the world
164. Language: [Wonda VR Spaces](#) [Specs video](#) [French Harvard Experience](#)
165. Language: [Virtro](#)
166. Language: [VRnacular](#)
167. Liberal Arts: [Within](#) 360 video collection
168. Liberal Arts: [Allumette](#) (storytelling)
169. Liberal Arts: [Collose](#) (storytelling)
170. Liberal Arts: Public Speaking - [Virtual Orator](#)
171. Liberal Arts: Public Speaking - [Ovation](#), [video](#) \$250 USD/month unlimited accounts
172. Liberal Arts: [Emblematic](#) - storytelling in VR
173. Library: [Virtual Community Library](#)
174. Marine: [CTRL Reality video](#)
175. Marine: [Kilo](#)
176. Marine: [Kongsberg K-Sim Navigation video](#)
177. Marine: [Marine Pilots](#)
178. Marine: [Morild Navigator](#) PCVR (multiplayer)
179. Marine: [SQLearn](#)
180. Marine: [Waartsila Voyage](#), [simulators](#), [video](#)
181. Marine: [Virtual Marine study](#)
182. Medical: Anatomy: [Biodigital](#)
183. Medical: Anatomy: [BodyMap](#) for Quest2 or Vive
184. Medical: Anatomy: [Sharecare YOU](#) (free)
185. Medical: Anatomy: [3D Organon](#) [YouTube channel](#)
186. Medical: Anatomy: [EducationXR](#)
187. Medical: Anatomy: [Virtual Medicine](#) [Human Anatomy VR](#)
188. Medical: [BioFlight VR](#)
189. Medical: [EasyAnatomy](#)
190. Medical: [Empathy platform](#)
191. Medical: [ER VR](#) by Immersive VR (the makers of Engage)
192. Medical: [Fetal Heart VR](#) (App Lab) fetal ultrasound training. [Article](#)
193. Medical: [Fundamental Surgery](#)
194. Medical: [Lifelige VR Museum](#) (free) - have some anatomy applications
195. Medical: [Luxonic](#)
196. Medical: [Medical Realities](#) surgical simulation app.
197. Medical: [Nurse's Escape](#) (Sepsis game from UNMC - on Sidequest)
198. Medical: [Real Systems](#) OTAPTA training for physio [article](#)
199. Medical: [The Physiology of the Eye](#)
200. Medical: The Physiology of the Ear
201. Medical: [Ultrasound in OBS using VR](#)
202. Medical: [Ultrasound CAE Health Vimedix](#)
203. Medical: [Stroke assessment](#) using mixed reality
204. Medical: [Triage in a multi-casualty situation](#) - World of Rescue

205. Medical: Virtual Heart from Stanford Children's - [video](#), [article](#)
206. Medical: [HVR Medical Training](#) [Dental](#), [birth](#), surgery
207. Medical: [Virtual Medicine](#)
208. Medical: [XVR](#) triage - this might be PC based
209. Med Patient Sim: [3lbXR](#) (also for trades and other VR training)
210. Med Patient Sim: [Acadicus](#)
211. Med Patient Sim: [Augmented Training Systems](#). 1st responder training, [MCI](#),
[Talk](#)
212. Med Patient Sim: [Avietra](#) First Responder training (triage)
213. Med Patient Sim: [Axon Park](#)
214. Med Patient Sim: [BioFlight VR](#)
215. Med Patient Sim: [Collaborative Human Immersive Interaction Lab](#)
216. Med Patient Sim: [ConquerExperience](#) Nursing operating room training
217. Med Patient Sim: [Dynacor Media](#) [video](#)
218. Med Patient Sim: [Dual Good Health](#) [ACLS](#)
219. Med Patient Sim: [EmergeNYC](#)
220. Med Patient Sim: [Emergisim](#) EMS
221. Med Patient Sim: [Exonicus Trauma Simulator](#)
222. Med Patient Sim: [FundamentalVR](#)
223. Med Patient Sim: [Health Scholars 7 ways...](#) [ACLS](#) (HOSP) [video](#) [EMS](#)
224. Med Patient Sim: [ICOM Productions](#), [sample](#),
225. Med Patient Sim: [i3Simulation VR](#)
226. Med Patient Sim: [iciteVR](#) for Nurse Practitioner
227. Med Patient Sim: [Lucid Reality Labs](#)
228. Med Patient Sim: [Medic Rescue](#) - triage from [Live Motion Games](#)
229. Med Patient Sim: [MedVR Education](#)
230. Med Patient Sim: [Nurse's Escape](#)
231. Med Patient Sim: [Oxford Medical Simulation](#)
232. Med Patient Sim: [Patient Communication Simulators Spark](#)
233. Med Patient Sim: [PerSim](#) (AR patient sim)
234. Med Patient Sim: [Real Response](#) triage app, [video](#),
235. Med Patient Sim: [Ractive](#) (CPR)
236. Med Patient Sim: [RCSI Medical Training](#)
237. Med Patient Sim: [Surgical Theater](#)
238. Med Patient Sim: Triage by [Dr Brennen Mills](#), [Edith Cowan University](#)
239. Med Patient Sim: [Reanimation](#)
240. Med Patient Sim: [simvana](#) Anaesthesiology simulation
241. Med Patient Sim: [SimX](#) - [video](#)
242. Med Patient Sim: [Shift Bias](#) covid19 PPE training [video](#), [video](#)
243. Med Patient Sim: [TacMed](#) Emergesim VR MCI Triage [video](#),
244. Med Patient Sim: [UbiSim](#) Nursing simulation
245. Med Patient Sim: [VR CPR](#)
246. Med Patient Sim: [VRPatients](#)
247. Med Patient Sim: [Virtro](#) [video](#)

248. Med Patient Sim: [Wholearth](#)
249. Med Patient Sim: [World of Rescue](#)
250. Med Patient Sim: [Xennial Digital](#)
251. Med Patient Sim: [XVR Simulation](#) Triage
252. Mental Health Crisis: [Axon VR](#) - crisis intervention
253. Mental Health Crisis: [Lumeto](#)
254. Mental Health: [BehaVR](#)
255. Mental health: [Guided Meditation](#) VR [video](#)
256. Mental Health: [MentallyVR](#)
257. Mental Health: [Nature Treks](#)
258. Mental Health: [Relax VR](#) (Oculus)
259. Mental Health: [Remind VR](#)
260. Mental Health: [Tripp VR](#)
261. Mental Health: [VR Pottery](#)
262. Mental health: Mindfulness: [WiseMind](#)
263. Museums & Galleries: [7 VR Wonders](#)
264. Museums & Galleries: [Dreams of Dali](#)
265. Museums & Galleries: [Hold The World](#)
266. Museums & Galleries: [Boulevard](#)
267. Museums & Galleries: [Masterworks: Journey Through History](#)
268. Museums & Galleries: [Musee d'Orsay, Paris](#) (WebXR)
269. Museums & Galleries: [Museum of Other Realities](#) [website](#)
270. Museums & Galleries: [Native American App](#)
271. Museums & Galleries: [Nefertari](#)
272. Museums & Galleries: [Pompeii](#)
273. Museums & Galleries: [Rome Reborn: The Pantheon](#)
274. Museums & Galleries: [The Grand Museum VR](#)
275. Museums & Galleries: [The Kremer Museum VR Museum](#)
276. Museums & Galleries: [The Rougeau Gallery](#)
277. Museums & Galleries: [The OmniGallery](#)
278. Museums & Galleries: [VR Museum: Art Through Time](#)
279. Music: [Grand Reality](#) learn to play piano
280. Music: [PianoVision](#)
281. Nuclear: [Tecknotrove Systems](#)
282. Opticianry: [Physiology of the Eye](#)
283. OTA-PTA: [Neuro Rehab VR](#) (therapy)
284. Pharmacology: [article](#), [article](#), [Kaegi Pharm Museum](#),
285. Robotics: [VRobot](#) allows you to learn how to build robots in VR
286. Simulation: [SixSense](#) - health, trades, etc
287. Simulation: [Tecknotrove](#) Nuclear plant, Air, driving, mining, defense
288. Social Studies: [Becoming Homeless app](#) [article](#) - Stanford University
289. Social Studies: A 1,000 Cut Journey - [article](#), [article](#),
290. Social Studies: [The Enemy](#)
291. Social Studies: [UTURN](#) Gender equity

292. Sports: [StriVR](#)
293. STEM: [Breaking Boundaries](#)
294. STEM: [Gadgeteer](#) (Physics)
295. STEM: [Hold The World](#)
296. STEM: [Immerse](#)
297. STEM: [Inspirit VR](#)
298. STEM: [Lume VR](#) cell microscopy
299. STEM: [maroon](#) Web based
300. STEM: [Nano Symbox iMD article](#),
301. STEM: [Nanome](#)
302. STEM: [Neotrie](#) - math-geometry
303. STEM: [Pandemic](#)
304. STEM: [PC Virtual Lab](#) - assembling a PC
305. STEM: [PNX Labs](#)
306. STEM: [Prismsvr](#) ([App Lab](#) Oculus) - math
307. STEM: [ScienceVR](#)
308. STEM: [VictoryXR](#)
309. STEM: [VRlabacademy](#)
310. STEM: [Xennialdigital](#) K-12 sciences
311. STEM-chemistry: [Hololab Champions](#) (Vive, Rift) [Video](#)
312. STEM-chemistry: [HoloLABchampions video](#),
313. STEM-chemistry: [Qualium Systems video](#),
314. STEM-chemistry: [MEL Chemistry VR](#), [Website](#)
315. STEM-chemistry: [Molecule Builder](#)
316. STEM-chemistry: [SuperChem VR](#), [Video](#),
317. STEM-chemistry: [Labster](#) - [VR Lab simulation](#), [VR introduction to the lab](#), [TED](#)
318. STEM-chemistry: [SuperChem](#), [Website](#)
319. STEM-chemistry: [Chemistry Lab VR](#)
320. STEM-chemistry: [Chemistry for VR](#) (Oculus)
321. STEM-chemistry: [VR Chemistry Lab](#)
322. STEM - engineering: [PNX Labs](#)
323. STEM-physics: Physics games: [Gadgeteer](#) by Metanaut
324. Subscriptions: [SIMA Classroom](#)
325. Teacher Training: VRsatility, [article](#)
326. Training General: [Strivr](#)
327. Trades: [3M](#) working at heights. [video](#)
328. Trades: [AugmentedArc](#) for welding
329. Trades: [Avatar Partners](#) Mechanics
330. Trades: [Brightline Interactive](#) construction VR apps
331. Trades: [Digital Engineering and Magic](#) - Electrical Power Stations
332. Trades: [Drill Press](#) training
333. Trades: [Dynacor Media](#) [demo](#)
334. Trades: [Flint](#) mixed reality training e.g. cranes
335. Trades: [Elevate](#) Training in Fall Protection, Confined Spaces, & Lockout Tagout.

- 336. Trades: [Forklift simulator](#)
- 337. Trades: [FreerangeR](#)
- 338. Trades: [Hinton Scaffold Solutions video](#)
- 339. Trades: [immerse](#)
- 340. Trades: [Interplay Learning](#)
- 341. Trades: [ITI VR](#) Mixed reality training on various cranes
- 342. Trades: [IVRY Technologies](#), [electrical](#),
- 343. Trades: [Ludus](#)
- 344. Trades: [Make Real](#)
- 345. Trades: [MARLA](#) - Master of Malfunction. Wind turbine training
- 346. Trades: [Mimbus](#)
- 347. Trades: [Modest Tree Xplorer](#)
- 348. Trades: [MultVR](#)
- 349. Trades: [Norcat](#)
- 350. Trades: [One Bonsai fire extinguisher training](#). [Lock out tag out](#) (LOTO),
[Evacuation](#)
- 351. Trades: [Otherside Studio video](#)
- 352. Trades: [PixoVR Video](#)
- 353. Trades: [Propel VR](#)
- 354. Trades: [Proximity](#)
- 355. Trades: [RealityWorks](#) Welding mixed reality training (no HMD)
- 356. Trades: [Serious Labs](#) MR experience. Crane operation, fork lift, [article](#), [article](#)
- 357. Trades: [Shinybox](#)
- 358. Trades: [Short Circuit VR](#), [Steam](#) (free) Electronics
- 359. Trades: StrataTech [OcuWeld](#) - welding in VR [video](#)
- 360. Trades: [UP360](#)
- 361. Trades: [Vinci](#) - wind turbine training
- 362. Trades: [Virtualware](#) - nuclear plant training
- 363. Trades: [VRKshop](#) carpentry
- 364. Trades: [VRSafety](#) (360 video)
- 365. Trades: [Worksite VR Simulator](#)
- 366. Trades: [Wrench" video](#) Mechanic
- 367. Trades: [Wrench Engine Building Demo](#) (Rift/Vive) [Steam](#) (\$22.79) [Oculus video](#)
- 368. Training General: [Job Simulator](#)
- 369. Travel & Tourism: [Amazon Odyssey app](#)
- 370. Travel & Tourism: [The Kremer Museum](#)
- 371. Travel & Tourism: [Atlas Obscura](#)
- 372. Travel & Tourism: [Hoppin'](#) multi player viewing of 360 videos
- 373. Travel & Tourism: [Oneiric Masterpieces Paris](#)
- 374. Travel & Tourism: [VR Museum of Fine Arts](#) - Steam
- 375. Travel & Tourism: [Acute Art VR Art Museum](#)
- 376. Travel & Tourism: [Nefertari:Journey to Eternity](#) - [Video](#)
- 377. Travel & Tourism: [Lithodomos](#) Ancient sites
- 378. Travel & Tourism: [National Geographic](#)

- 379. Travel & Tourism: [Palace Of Versailles](#)
- 380. Travel & Tourism: [Wander](#) (Oculus Rift, Quest or Go)
- 381. Veterinary: Llama Zoo [JetsonVR](#)
- 382. Veterinary: [Think Digital article](#), [video](#), [Dr. Mani Carr](#), University of Adelaide
- 383. Veterinary: [VictoryXR subscription](#) - e.g. [Pig Dissection](#)
- 384. Veterinary: [Virginia Tech](#), [Video](#) [APK file to sideload to Quest](#)
- 385. Veterinary: [Xennial Digital](#) (high school level) [video](#)
- 386. Welding: [Lincoln Electric](#)

Empathy

- 1. [1,000 Cut Journey](#)
- 2. [3-Fold Games](#) Elderly: "Before I Forget"
- 3. [After Life](#) - "tragic death of a loved one - family struggles to mend their frayed bonds"
- 4. A Mile In My Shoes [article](#),
- 5. [An Autistic Journey](#) \$5.69 PCVR (Vive)
- 6. [Autism TMI video](#)
- 7. [A walk through dementia](#):
- 8. [Axon](#) Policing and empathy, mental health. [Article](#),
- 9. [Bodyswaps](#)
- 10. [Becoming Homeless: A Human Experience](#) - [video research presentation](#)
- 11. [Coral Compus: Fighting Climate Change](#) environment
- 12. [DebiasVR](#) (evidence-based testing and inclusion behavior training)
- 13. [Dementia](#) Free. Rift
- 14. [Embodied Labs](#) being elderly, interviews, [article](#)
- 15. [Embodied Labs](#) Palliative care
- 16. [Equal Equality](#) VR Diversity and Inclusion Training
- 17. [Goliath: Playing with Reality](#)
- 18. [Homeless: A Los Angeles Story](#)
- 19. [How to create empathy in VR](#) by Jeremy Bailenson
- 20. [I Am A Man](#) African- American Civil Rights Movement
- 21. [Mursion](#) "soft skills"
- 22. [Out of Exile](#): LGBTQ+ [Description](#)
- 23. [Perspectives](#) Diversity & inclusion [article](#)
- 24. [Play an Aspie Life](#) autism free PCVR (Vive)
- 25. Podcast: [Voice of VR #695](#),

26. [Praxis Labs](#)
27. [Project Empathy](#)
28. [Regatta VR](#), [article](#) Sexual Harassment
29. [Shift Bias](#)
30. [SIMA](#) “soft skills”
31. Stanford Virtual Human Interaction Lab - [empathy programs](#)
32. [Social Workers Learn About Child Abuse Through A Child's Eyes](#) - article
33. Stanford VHIL: [Downloadable apps](#) (requires PCVR)
34. [The Autism Simulator](#) [article](#)
35. [The Book of Distance](#) Canada's racism toward the Japanese ([article](#))
36. [The Crystal Reef](#)
37. [The Enemy](#) Social Studies
38. [The Last Goodbye](#) - A Holocaust story, available via WebVR browser
39. [The Party: A Virtual Experience of Autism](#)
40. [The Stanford Ocean Acidification Experiment](#)
41. [Travelling while Black](#), [trailer](#),
42. [UNVR](#) Syrian refugee crisis
43. [Vantage Point](#) Equity, diversion and inclusion training
44. VRsatility, [article](#) - Not yet available as far as I can tell
45. [We are Alfred](#) - [Embodied Labs](#) (learning empathy for the elderly)
46. [Virtual Bodyworks](#) domestic violence, self conversation
47. [Why practicing empathy is important and how VR can help](#)
48. [“Women in Tech”](#)

Spatial Networks for Teaching synchronously online - VR

1. [3D WebWorldz](#) (WebXR)
2. [Adaptika](#)
3. [AfterNow](#)
4. [Altospace VR](#) - [video](#), [video](#), [example](#)
5. [AnyLand](#)
6. [Artgate](#) is both an art gallery and spatial network
7. [Arthur](#)
8. [BigScreen Cinema](#)
9. [CMCviewR](#) collaboration and experiential platform
10. [Couch Live](#) WebXR [article](#)
11. [Cybalounge](#) - not clear is this is a PC or immersive VR platform
12. [DecentraLand](#)

13. [EngageVR video](#), [video](#), [FAQs](#), [e.g. class](#), [conference](#) - Best platform, best features
14. [Garou](#) - high fidelity via PCVR.
15. [High Fidelity](#)
16. [Hoppin'](#) multi player viewing of 360 videos
17. [Immersed](#)
18. [iSee](#)
19. [LearnBrite](#)
20. [MeetingRoom](#)
21. [Mindshow](#) or on [Steam](#)
22. [mootup](#) (same as Learnbrite?)
23. [Mozilla Spokes](#) for world building
24. [Neos VR](#)
25. [Oculus Rooms](#)
26. [Pagoni VR Chimera](#)
27. [Pluto VR](#)
28. [RAUM](#)
29. [REMIO](#)
30. [rumii](#)
31. [Sansar](#) is the creator beta version of Second Life for VR
32. [Sinespace](#)
33. [Somnium Space](#)
34. [Spaces](#)
35. [Spatial](#)
36. [Tivoli Cloud VR](#)
37. [VirBELA](#)
38. [vTime](#)
39. [VRChat](#) [Steam](#)
40. [VREDDO video](#),
41. [Tivoli Cloud VR](#), [video](#),
42. [UtopiaVR](#) (british Columbia)
43. [Virtual Presentation Space video](#),
44. [Vive Synch](#)
45. [Whiteboard VR App](#) WebVR
46. [WondaVR](#)
47. [XRspace](#)

360 Videos

1. [WITHIN](#) - source for great 360 video content
2. Agriculture: [Farm Food 360](#)
3. Art: Reuben Margolin - [Waves](#) Available via VR app Quill Theater (free)

4. Climate: [Melting Ice](#)
5. Climate: [Feast](#)
6. Climate: [Famine](#)
7. Climate: [Fire](#)
8. Climate: [Bring Water To The Thar Desert](#)
9. Climate: [Homeless: A Los Angeles story](#) Available via VR app Quill Theater (free)
10. Conservation: "[As it is](#)" the Grand Canyon
11. Cosmology: [The day the Asteroid Struck](#)
12. Covid: [Inside Covid19](#), regular [video](#)
13. Documentary: [The Sun Ladies](#) - "The Sun Ladies VR takes the viewer on an intimate journey to the lives of a group of Yazidi women fighting ISIS in Iraq" Available via VR app Quill Theater (free)
14. Documentary: [The wings of Mosul](#) Available via VR app Quill Theater (free)
15. Documentary: [Women Fighting Terrorism](#)
16. Emergency: [Car crash](#)
17. Emergency: [VR Flood](#)
18. Empathy: Space/Climate: [The overview effect](#) Available via VR app Quill Theater (free)
19. Empathy: [I am Rohingya](#)
20. Empathy: [Clouds Over Sidra](#)
21. Tourism: [Cave paintings](#) in Spain. Available via VR app Quill Theater (free)

Other resources:

Stanford University Virtual Human Interaction Lab [database](#)