



Virtual Reality Headsets

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Virtual Reality Headsets:

The IndianaView Mini-Grant supported a summer outreach event offered by the Geographic Information Systems (GIS) program within Purdue University Libraries and the School of Information Studies through Grandparents University (GPU), an annual program managed by the Purdue for Life Foundation. GPU enables Purdue alumni to bring their grandchildren to campus, where they interact with faculty from various disciplines and gain early exposure to potential career pathways.

The grant funds were used to purchase three Meta Quest 3S virtual reality headsets, face covers and carrying cases.

Goals of the Project:

Through immersive virtual reality activities, the project builds students' confidence with emerging technology and introduces them to remote sensing, and geospatial careers.

- Learn to operate a virtual reality headset and navigate its controls, tools, and menus.
- Use Geo Voyage app's interactive globe to explore global and local landmarks.
- Explore cities, landscapes, land-use patterns, and urban growth in three dimensions.

Benefits of the Project:

- Students gained practical experience operating virtual reality headsets and navigating tools and menus in the device.
- Geo Voyage strengthened students' geographic awareness through interactive exploration of landscapes and land uses, using remotely sensed imagery.
- The immersive activities made GIS and remote sensing concepts more engaging and accessible.
- The headsets provide reusable equipment for future GIS outreach and educational activities.

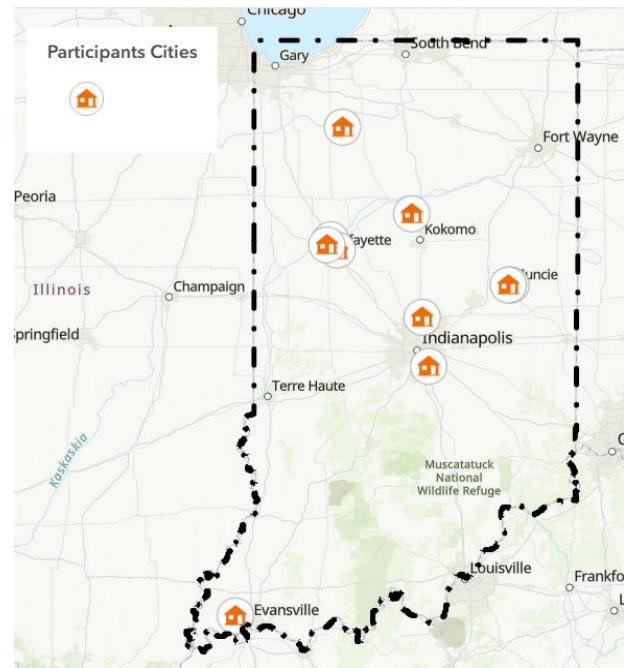


Figure 1. Participants (kids) came from cities across Indiana, with the greatest concentration in central and northern Indiana and additional representation from the southwest.

Participant Demographics

22 participants: 10 children ages 7–12 and 12 grandparents

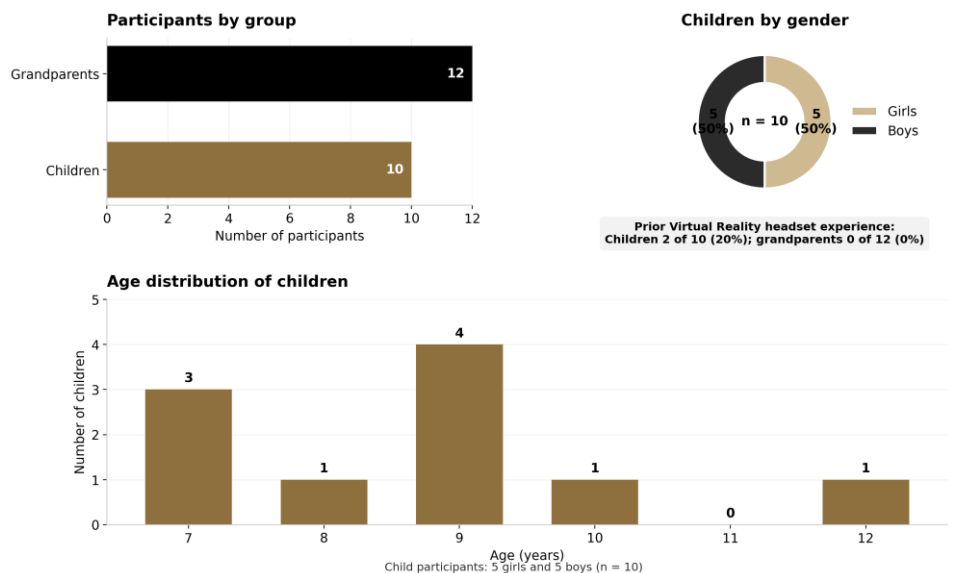


Figure 2. Demographic profile of the 22 Grandparents University participants, comprising 10 children ages 7–12 and 12 grandparents. The children included five girls and five boys. Only two children (20%) and none of the grandparents had previously used a Virtual Reality headset.