In early 2017, the Centre for the Study of Perceptual Experience (backed by the Knowledge Exchange Fund, and the office of the Vice Principal for Academic and Educational Innovation), launched a University-wide competition for ideas for the use of Virtual Reality (VR) in teaching. The aim was to identify a range of teaching applications which could transform higher education teaching in Glasgow and beyond.

In this talk I will report on the project’s progress, reflect on the lessons learned, and share a roadmap for future involvement.

Firstly, I will outline the rationale behind the competition, and how we plan to make it sustainable. I will then reflect on the process of the competition and share some of the outstanding ideas that we selected to take forward – ideas that come from all four colleges of the University.

Looking to the future, I will lay out our plans for funding, and our longer-term ambitions for the project. I will finish by outlining the route by which those with an interest in Virtual and Augmented Reality and Teaching can become part of the project.