



VIRTUAL SPACES Beyond Zoom

Friday, October 30, 2020 5:00-6:00pm

Zoom and other web conferencing tools are the backbone of online, synchronous teaching. However, there are in-person experiences that cannot be reproduced in a 2D software. In virtual reality environments such as [AltSpaceVR](#) and [FrameVR.io](#), users can view and interact with 3D virtual objects such as a molecule or equipment. Participants in virtual presentations have avatars that can interact with each other or walk around a gallery to view projects. Enrique Cachafeiro, from the [Duke Occupational Health and Safety Office](#), has used virtual environments for education and training for several years. He will discuss ways VR spaces can be used in teaching, meetings, and training. For registration: <https://duke.libcal.com/event/7211211>