

TERM 4 | THE WAY NEWSLETTER | MONDAY 5 DECEMBER 2022



YEAR 8 ENGLISH STUDY

This term Year 8 have been exploring innovations in film, from the very first silent films to virtual reality.

They have explored some of the potential applications of VR, from purely entertainment experiences to training tools and simulations to improve real world operations.

Here are a few of their ideas for VR experiences:

<u>Training:</u>			



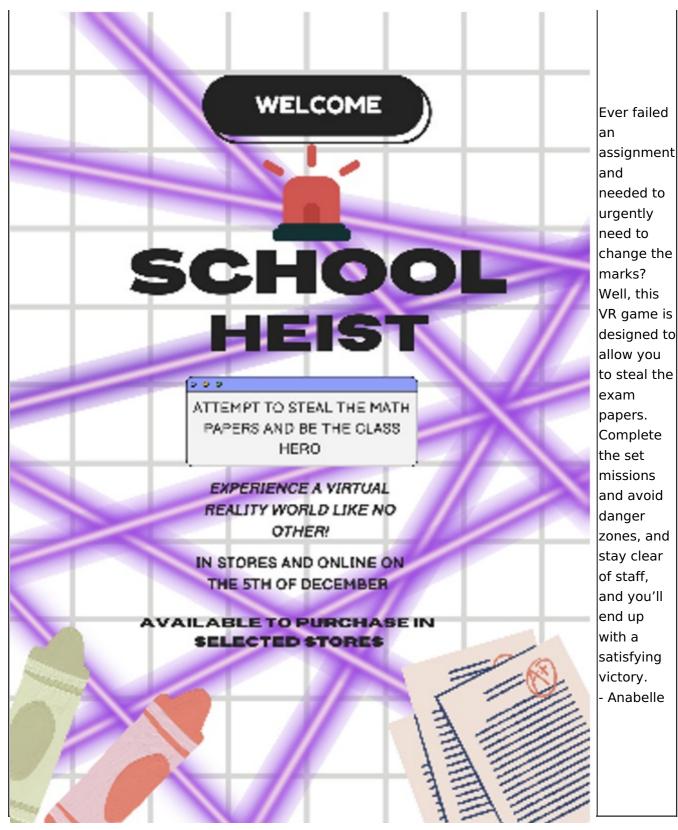
Entertainment (Escape rooms and games):

Hurry!! You have 60 minutes. You will be locked in a jail cell while attempting to escape the room, therefore the name of the app is Major Mystery. In the escape room there will be many clues and puzzles to help you along the way; make sure you finish in time. Clues will lead you to the final key, so you can escape. This prison break experience will challenge your brain in a series of puzzles and clues along the way. You will need to use your teamwork to figure it out together.

- Amelia

Our group is creating a VR application of a horror-genre escape room. We are targeting people of the age 14 up that enjoy the excitement of horror and fear.

- Nikola, Lincoln and Elias



Here is what a few students said about this innovative experience:

What I like about VR are the 3D effects that get me to experience a new world by being in someone else's shoes.

- Stella Gigliotti

My group enjoyed the VR unit as it was a new experience and it felt really weird, but also felt unreal.

- Sam Leisk

We liked the experience of learning about VR. We liked how it made us feel like we were actually there.

- Audrey and Ava

Mrs Roslyn Rodriguez

Secondary Teacher - English