

#### Steven R. Crawford, Ed.D.





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#### Session Objectives

At the end of the session, participants will be able to:

- compare immersive (360) video to "standard" video
- identify the tools and tips for creating immersive (360) video
- discuss how students can use immersive (360) video







### Insta360 Pro II Spherical VR 360 8K Camera

\$4,599

8K Video



#### Insta360 ONE RS 1-Inch 360 Edition Camera

\$999



#### Insta360 X4 360° 8K Camera

\$479.99



#### GoPro MAX 360 Action Camera

\$499.99



#### Ricoh THETA Z1 51GB 360 Camera

\$996.95



### 360 Camera "Tripod"

Insta360 Action Invisible Selfie Stick (39.4") \$44.99

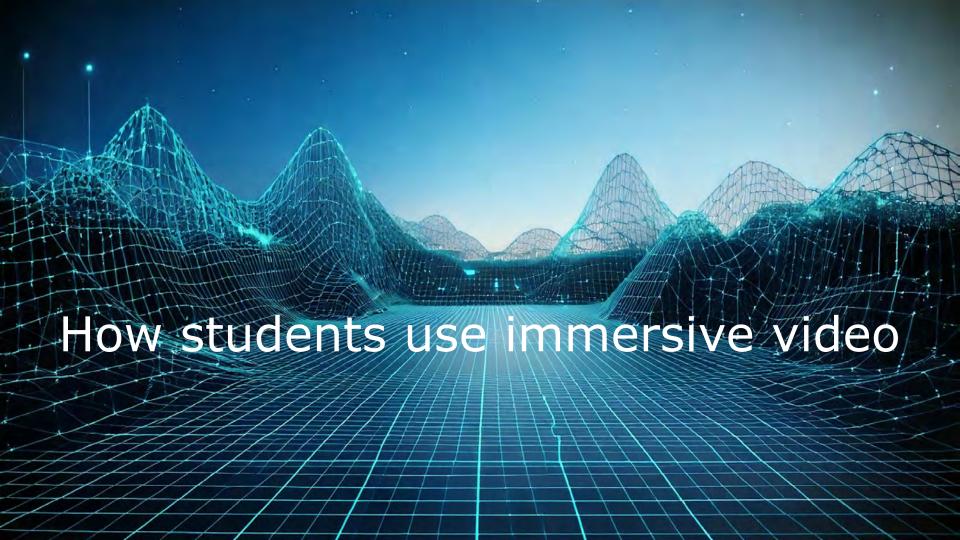
Insta360 All-Purpose Mini Tripod \$30.99



# 360 Camera "Tripod"

Insta360 Sumo Stand Tripod for Insta360 Pro, Pro II, and Titan \$399.00





#### Three common methods

VR Headset

"Google" Cardboard

Magic Window



## View for yourself

https://youtu.be/s6SXYzhz\_xM





# Producing 360-Degree Videos to Design Immersive Experiences for Your Learners

https://www.qualitymatters.org/qa-res ources/resource-center/articles-resourc es/virtual-reality-videos



# How to Edit & Export Insta360 X4 8K 360 Video for YouTube VR & Vision Pro

https://youtu.be/V\_Q2qfQnf-M



# Virtual Adventures

Bringing Field Trips to the Online Classroom

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