

SATCC Virtual Reality (VR) Trade Simulations

Teacher Information Sheet

Virtual Reality (VR) is the use of computer technology to create a simulated environment which can be explored in 360 degrees. Unlike traditional interfaces, VR places users *inside* the virtual environment to give students an immersive experience of the skilled trades. The [SATCC successfully received funding](#) from the Ministry of Immigration and Career Training (ICT) for VR kits with the goal of enhancing presentations and outreach to youth throughout the province. The [VR skilled trade simulations](#) will enrich our SYA presentations delivered within Saskatchewan high schools and at career fairs.

VR Presentation Logistics

While the nature of these VR simulation demos will vary by school, there will be an opportunity at the end of each SYA presentation for two pre-selected students to participate in VR under the observation of the teacher and remaining students. Verbal rules will be given to the entire class prior to VR demonstrations, as observing these simulations is often just as engaging as being in the actual equipment. Opportunities for large group discussion including observations, consideration of the skilled trades as a first-choice career, and various aspects of apprenticeship in Saskatchewan will be discussed following each VR experience. Headsets and controllers will be sanitized fully using [Cleanbox technology](#) in between each participating student.

Individuals with the following **pre-existing conditions** should not participate in the VR simulation without first consulting their physician:

1. seizure disorders
2. pregnancy
3. psychiatric disorders
4. binocular vision abnormalities
5. medical devices including cardiac pacemakers, hearing aids or defibrillators

Individuals experiencing the **following symptoms** should not participate in the activity:

1. tiredness, exhaustion, or sleep deprivation
2. under the influence of drugs or alcohol
3. digestive issues
4. emotional stress or anxiety
5. cold or flu symptoms, but not limited to, headaches, migraines, or earaches

The activity may cause the following symptoms:

- Motion sickness/nausea
- Seizures/seizure-related symptoms
- Loss of awareness
- Eye strain
- Involuntary movements
- Altered, blurred, or double vision
- Dizziness or disorientation
- Impaired balance or hand-eye coordination
- Excessive sweating
- Increased salivation
- Light-headedness
- Discomfort/pain in the head/eyes
- Drowsiness
- Fatigue

The symptoms listed above may result from participating in VR. It is up to the teacher and participant's discretion as to whether this activity is appropriate for the student. **Any** participant who experiences any of the above symptoms should immediately cease participation.