

The Virtual Reality Foundations Academy is a standards-based computer science course that introduces Unity programming, computational thinking, algorithms, JavaScript and Virtual Reality learning modules to middle school students.

Project-Based, S-T-E-M Learning Modules include:



- Processing: An introduction to coding fundamentals



- The basics of algorithm, computational thinking and cryptography



- Introductory JavaScript: programming with processing for beginners



- Virtual Reality: A History & Introduction to Immersive Learning



- Experiencing and Evaluating Virtual Reality Content with the Oculus Go



- Introductory visual design: Build your own paint program with PenMonster



- Fundamentals of Mobile and Desktop Gaming : Arcade Game Creation



- The Capstone Project: Build Your Own VR Village

Students delve into introductory Unity 3D development by creating their own virtual medieval town experience that can be explored in VR on an Oculus Go

The Virtual Reality Foundations Academy specifically aligns as a preparatory course for AP Computer Science by teaching these 7 premier principles:

- Abstract Thinking
- Creativity
- Algorithms
- Programming
- Data and Information Science
- Global Impact of Technology on Society
- Principles of the Cloud and the Internet

Designed by Teacher of the Year award winners, **no prior experience with coding or Virtual Reality is required** by learners to enroll.

The Virtual Reality Foundations Academy course includes:

Complete digital and interactive curriculum offering Unity programming instruction.

- Multiple learn-by-doing projects that introduce students to coding principles for Virtual Reality, JavaScript, Processing, and Game Design.

Top Tier Professional Development and Ongoing Teacher Support that includes:

- Live on-site Professional Development training
- Access to EyeQXL's private live-chat troubleshooting hotline
- Exclusive bi-monthly community virtual training "chats"
- An in-depth resource library
- EyeQXL Teacher Certification
- Ongoing educator technical/curricular support throughout the school year

Cutting edge Virtual Reality Hardware and Software

- Allow your students to easily enter virtual reality with no PC or wires attached with the EyeQXL's premiere hardware solution, the Oculus Go, a Standalone VR headset designed with breathable fabrics, adjustable straps and cutting edge graphics that showcase some of the best virtual reality that's ever been created.

