

## Appendix A: Questionnaire Responses

# Virtual Reality Headsets in Classical Civilisation Lessons

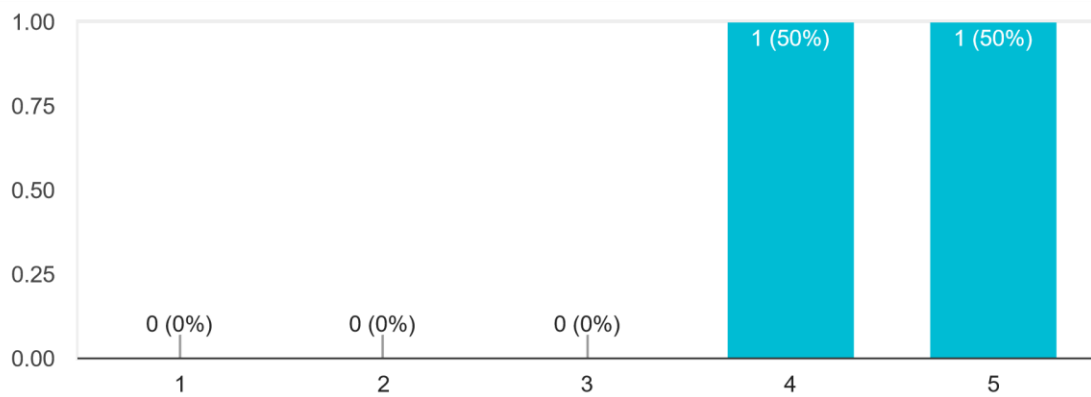
2 responses

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Using the VR headsets is enjoyable

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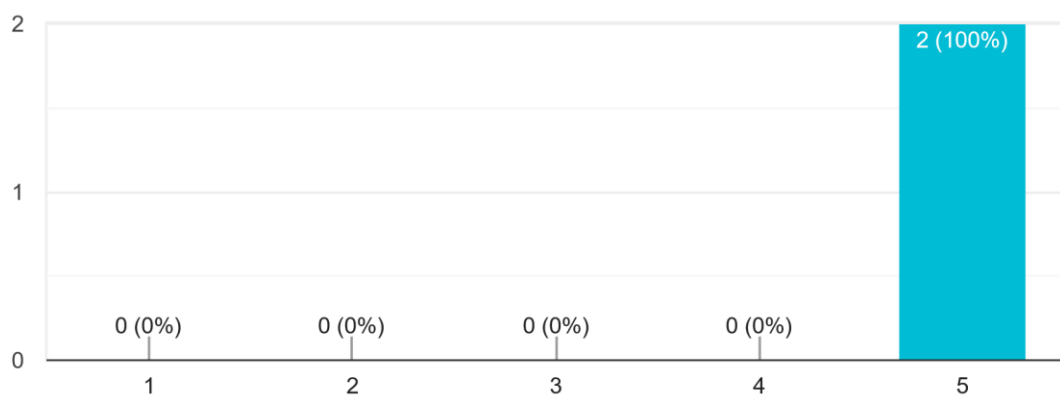
2 responses



The VR headsets have helped me to better visualise the art of the Greek Art module

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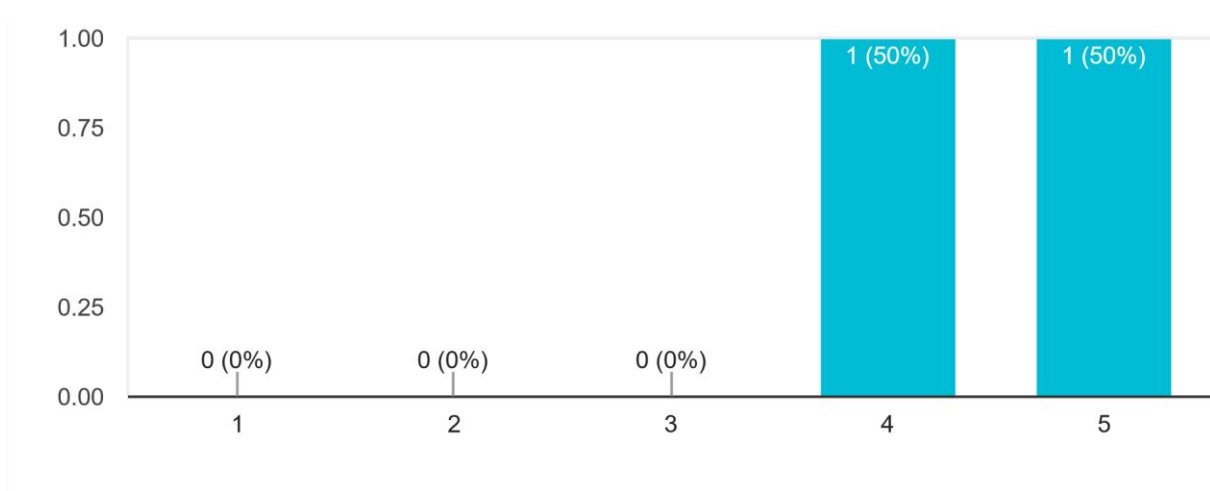
2 responses



The VR headsets allow me to better understand the context of the Greek art I study

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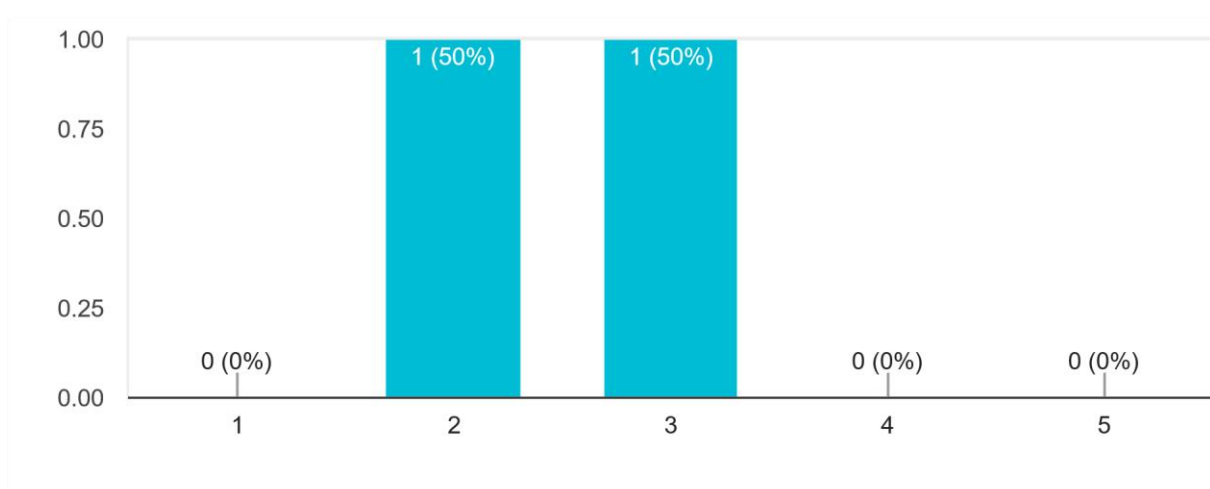
2 responses



The use of the VR headsets was more helpful to my understanding of Greek art than my visit to the cast gallery

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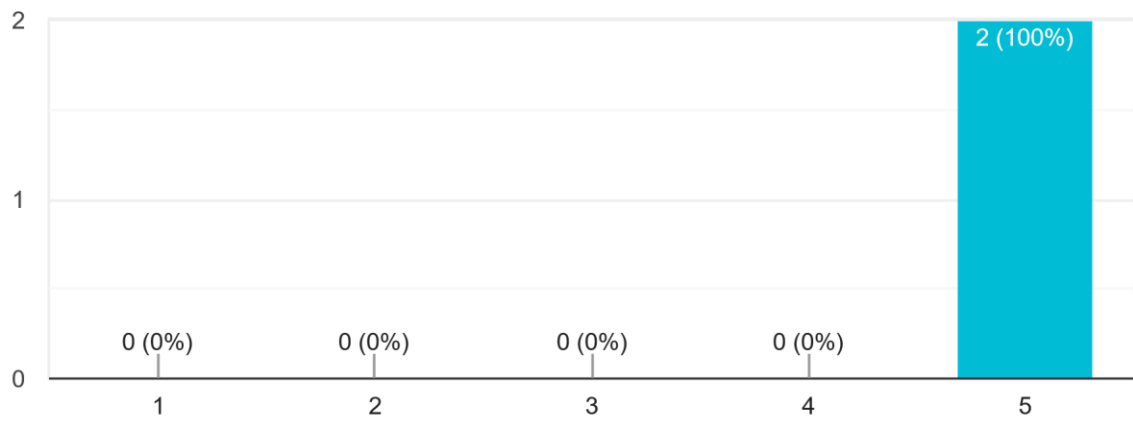
2 responses



The use of VR headsets is more helpful for my understanding of Greek art than viewing 2D images

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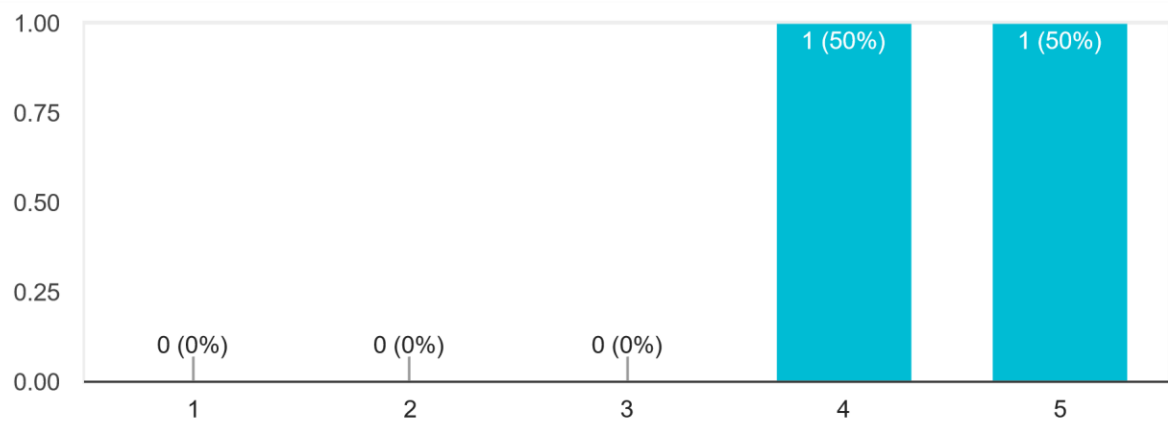
2 responses



The use of VR headsets made the content of the lesson more memorable

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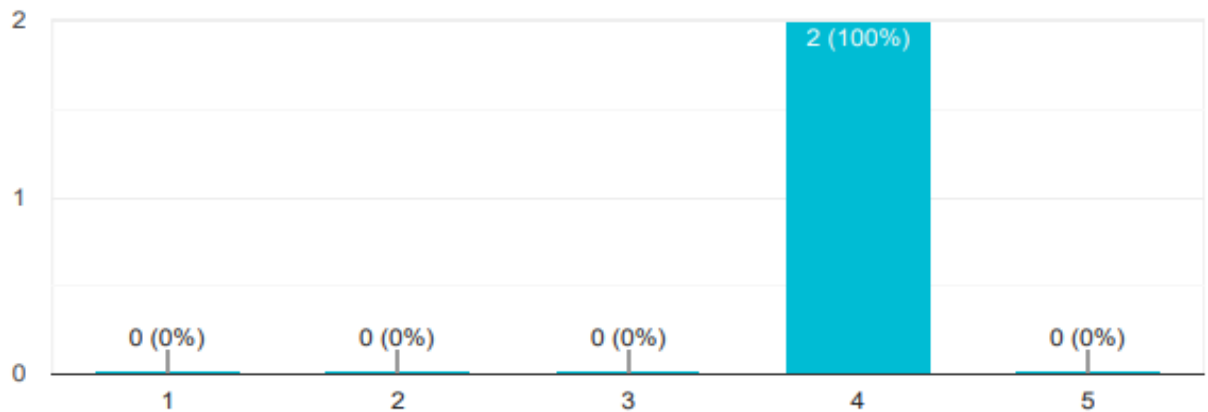
2 responses



## The use of VR headsets was helpful in my understanding of the Greek religion module



2 responses



What, if anything, have you found enjoyable about using the VR headsets? Please give as much detail as possible.

2 responses

Being able to explore places such as the acropolis was very enjoyable since it may be difficult at the moment to go and see it in person, and it gives a better idea of what it was like, in terms of size and look of certain buildings.

Allowed to see what an area would have looked like to an ancient audience which we very rarely get to see (there are a few painted versions of statues such as the peplos kore but we mainly only get to see ruins and plain marble with gives off the wrong impression)

Do you feel that the VR headsets have had any benefit upon your understanding of the Greek Art module? Please explain your answer, giving as much detail as possible.

2 responses

Yes, it really gives an understanding of the scale of things, and what they would be looked like in their original context, something that is difficult to do today.

Yes. It makes translating the theory of 'this is a thing in a place that is called this' to here is what the entire area looked like and how it all stood in comparison with each other as well as making it much easier to understand the overwhelming size of all the statues

Did you find the trip to the cast gallery more or less enjoyable than the use of VR headsets? Please explain your answer, giving as much detail as possible.

2 responses

I think that they are very different experiences. While they both give an impression of the scale of things, the trip to the cast gallery had many statues in one place, out of their original context, and unpainted. Whereas the VR displays the sites in their original context and location, as an Ancient Greek might have seen them.

I found the trip to the art gallery enjoyable because I got to see all these statues up close and get a more detailed idea of the size and proportions of everything but I also enjoy the vr in a different way as I get to see different things in different contexts with it which the cast gallery can't do so I don't think it is fair to compare which one I enjoyed more

Did you find the trip to the cast gallery more or less useful for your understanding of Greek art than the use of VR headsets? Please explain your answer, giving as much detail as possible.

2 responses

I found it about the same. The trip enabled me to see many of the statues from the Greek art module, and get a sense of their scale, but all of the statues were inside a room with little regard to what they might've looked like in their prime (unpainted for the most part etc.)

They were both very useful in different ways. Cast gallery helped more with my understanding of free standing sculpture and fully realising the size of the

pediments (and medusa. I will never get over the size of medusa.) but vr allows us to see the architectural sculpture in ways that would be so difficult if not impossible to pull off in real life and was therefore extremely helpful to my understanding of Greek art

Do you feel that the VR headsets have had any benefit upon your understanding of the Greek Religion module? Please explain your answer, giving as much detail as possible.

2 responses

Yes, absolutely. I had never realised that Delphi was as grand and ornate as it was before I looked at some of it through the VR headset. I have been in person, but that doesn't give a sense of how bright it would've been in ancient times.

Allows a deeper level of context for understanding the ancient person and see where and how everything is laid out which is so helpful for being able to actually process the information being given about what religion was like in the ancient world

Do you have any other comments you would like to add about the use of VR headsets in your lessons? Are there any aspects you particularly enjoyed or did not enjoy? Are there any areas in which you found the headsets particularly useful (or not!)? Do you have any other thoughts about their use?

2 responses

N/A

It was slightly difficult to move around while seated as I had to twist my neck 180 to move backwards but other than that no.