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VIRTUAL REALITY IN EDUCATION

The main purpose of the study is to emphasize the meaning of virtual reality. Virtual reality (VR) is the simulation which uses an interaction with the real world. VR is mainly used in games and not so often in an education process. Its headset was originally created by an American scientist Ivan Sutherland and his assistant Bob Sproul in 1968. And only in 1977 MIT Company created special map which interacted with VR headset [2].

Virtual Reality is the term used to describe a three-dimensional computer generated environment which can be explored and interacted with by a person [1].

Virtual Reality took its beginning in the entertainment area, but over time it got the practical use too. And education process did not stand aloof. The main goal of Virtual Reality in education is to make studying process exciting and more effective. VR simulations provide a deep understanding of the material by a learner with its further application in real life.

With virtual reality in education, students will be able to travel in time and space. Students can witness what happened in history in the first person, go deep into the human body and experience new learning skills from a different point of view. They can also use Virtual Reality to learn about the careers to have a better professional orientation [4].

Researchers found the following trends uses of VR in education [4]:

- VR in Science – 52%
- VR in History – 29%
- VR in Engineering – 20%
- VR in Arts – 15%

- VR in Mathematics – 12%

- VR in Design – 10%

- VR in Literature – 9%

- VR in Other courses– 10%

In education VR can be divided into two types: school and university studying. There are such items of education as [4]:

- special education;

- medical;

- training;

- distant learning.

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