

New perspectives on antiracist teaching with VR-simulation

What:

A research based VR app to practice conversations about racism

The app simulates a conversation between a teacher and two pupils about incidents of racism. It challenges the teacher to ask questions and involve her/himself with the situation in a safe environment, where nobody judge.



Photo: Ida Marie Lyså

Why:

Learning how to teach about and deal with incidents of racism in the classroom is more important than ever. Our research shows that teachers avoid the topic racism in the classroom. The main reason is that they do not know how to address racism without stirring conflict or offend pupils.

How:

- The VR app is based on information from interviews with 41 pupils in secondary school, 6 teachers in secondary school and 94 students in teacher training
- The VR app was tested on 33 students in teacher education, whom we interviewed
- The VR app and our pedagogical approach is now integrated in regular teaching activities in Social science in the teacher training program at HVL
- App developers: Reidun Faye, Fredrik Hagen and Mediesenteret

