



## Virtual Reality enabled Learning for Children with Special Education Needs



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### ► Abstract

The unique characteristic of Virtual Reality (VR) technologies, from the human experience perspective, is the ability to create “three illusions”, namely Place Illusion (PI), Plausibility Illusion (Psi) and embodiment illusion. This is often achieved via creating simulated or imagined virtual scenarios, in which users can interact with virtual objects and agents naturally and intuitively. The early adoption of VR was mainly for training professionals, such as physicians, dentists, and astronauts. As VR becomes more and more accessible, its unique characteristic brings new opportunities to learning, especially for children with Special Education Needs (SEN), who often need a safe, controllable but also authentic environment to learn, practice and generalisation. This seminar will introduce three major research projects on this topic in Hong Kong. Moreover, a few possible directions for future research will be discussed.

### ► About the Speaker

Dr Li, Chen Richard is currently a research assistant professor of the Department of Computing, The Hong Kong Polytechnic University. He received the B.Sc. degree in computer science and technology from Nanjing University in 2008, and the M.Sc. (Distinction) and PhD degrees in computer science from the City University of Hong Kong in 2011 and 2018 respectively. Before joining the Department, he worked as a senior research associate at the Centre for Innovative Applications of Internet and Multimedia Technologies (AIMtech Centre), City University of Hong Kong and then as a postdoc research fellow at the Human Interface Technology Lab New Zealand (HIT Lab NZ), University of Canterbury. His research works were published in international journals such as Computers & Education, IEEE Transactions on Learning Technologies, and Journal of Computer Assisted Learning, as well as conference proceedings such as the proceedings of the IEEE Virtual Reality conference, the International Conference on Artificial Reality and Telexistence & Eurographics Symposium on Virtual Environments, Australian Conference on Human-Computer Interaction, and the International Conference on Blended Learning.

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