

# Immersive Career Exploration

Education 2000, 1 professional development credit

## **INSTRUCTOR INFO:**

Berntson, Karen  
Chief Operating Officer at CareerViewXR (CVXR)  
MBA

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## **GUEST LECTURER(S):**

Metzger, Lisa  
BS

## **TEXT:**

No text required. All content is on Google Classroom.

## **DESCRIPTION:**

Immerse yourself in innovative career exploration with our graduate-level course on Virtual Reality (VR) for Career Exploration. This innovative class leverages the use of CareerViewXR, an immersive career exploration platform that brings field trips to the classroom through 360-degree web-based tours and companion virtual reality videos.

Participants will engage in environments tailored to different industries and gain firsthand experiences and insights into the day-to-day realities of diverse careers. Through guided virtual tours, educators will develop a deep understanding of industry-specific challenges, opportunities, and requisite skills. This learning experience will culminate in the redesign and integration of career curriculums, ultimately enhancing students' career awareness.

Join us at the forefront of career development as we harness the power of VR to redefine how students prepare for their futures.

## **NATIONAL BOARD FOR PROFESSIONAL TEACHING STANDARDS:**

The National Board for Professional Teaching Standards seeks to identify and recognize teachers who effectively enhance student learning and demonstrate the high level of knowledge, skills, abilities and commitments. This course aligns with five of those standards.

1. Teachers are committed to students and their learning.
2. Teachers know the subjects they teach and how to teach those subjects to students.
3. Teachers are responsible for managing and monitoring student learning.
4. Teachers think systematically about their practice and learn from experience.
5. Teachers are members of learning communities.

## **OBJECTIVES/OUTCOME:**

- Participants will engage with and reflect on CVXR experiences via a VR headset (if the participant has physical limitations using a headset, they may request to use web viewing only).
- Participants will apply VR technologies to enhance career guidance practices in their K-12 classrooms.
- Participants will evaluate current trends and innovations in VR for career exploration and development.

## **TOPICAL OUTLINE:**

Dates, times & topics covered (hrs. denoted)

Welcome to Immersive Career Exploration for K-12 Classrooms	1 hour
Students & Workforce Speak Up!	1 hour
Setting up the VR Headset	1 hour
Uploading Videos to the VR Headset	1 hour
Troubleshooting Views	1 hour
Exploring Career Experiences	1 hour
Best Practices for the Classroom	1 hour
Lesson Plan Design	2 hours
Integrating CVXR with RU Ready	1 hour
Implementing CVXR into Existing Curriculum	2 hours
Introduction to Immersive Rooms for Education	1 hour
Action Plans	2 hours

\*Dates will vary as course is asynchronous.

## **COURSE REQUIREMENTS:**

Complete all experiences and assignments.  
Communicate concerns directly to the instructor.

## **REQUIRED STUDENT RESOURCES:**

VR headset (via personal, school headset or via a purchase. CVXR donated a headset to each school building in ND in January 2024.)

Google Classroom account

## **EVALUATION PLAN:**

S/U and/or letter grade A, B, C, D or F

## **STUDENTS WITH DISABILITIES:**

Any students with disabilities or other special needs, who need special accommodations in this course are invited to share these concerns or requests with the instructor as soon as possible.

## **ACADEMIC HONESTY STATEMENT:**

All work in this course must be completed in a manner consistent with [NDSU University Senate Policy, Section 335: Code of Academic Responsibility and Conduct](#).