Dear Burley Middle School Parents:

This academic year, your child will have the opportunity to participate in an ACPS pilot program involving virtual reality equipment and applications. Virtual reality is a technology that utilizes a headset and motion trackers to provide users with an immersive experience. This document will provide you with information about this pilot program, current research and resources for parents.

**Project Overview: Creativity and Exploration in Virtual Reality**

Eight schools throughout Albemarle County Schools will participate in a pilot program using virtual reality (VR) for both creativity and exploration. Students participating in this pilot will have the opportunity to paint, sculpt and explore using a list of vetted VR applications. The HTC Vive, the specific hardware used for this pilot, is designed to provide users with a high degree of control with a virtual environment. Teachers participating in this pilot program will receive training and support with both the implementation and facilitation of VR learning. In addition, participating teachers will help identify learning outcomes specific to their respective classes and curriculum.

In order to minimize the risks involved we will take the following steps to protect your student when using virtual reality equipment and applications:

* Students are always supervised when using technology services at school.
* Students are always directed to age and subject appropriate sites without advertisements.

Below is are links to the Terms of Service and Privacy Policy for the HTC Viveport referred to above. Please reach out should you have any questions or concerns.We have also included resources to explore on the following page with more information about virtual reality for students.

* [Viveport Terms of Use](https://www.htc.com/us/terms/vive/viveport-terms-of-use/)
* [HTC Privacy Policy](https://www.htc.com/us/terms/privacy/)

Please sign below indicating that you will allow your student to use the above tools at school.

Sincerely,

Jim Asher, Principal

Mae Craddock, Media Center Specialist

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Print Student’s Name Above

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Parent/Guardian Signature

Current Research

Stanford University: Virtual Human Interaction Lab

[Immersive Virtual Reality and the Developing Child](https://vhil.stanford.edu/projects/2016/childhood-development-and-immersion/)

[Childhood Development and Immersion](https://vhil.stanford.edu/pubs/2017/immersive-virtual-reality-and-the-developing-child/)

[Common Sense Virtual Reality 101: What You Need to Know About Kids and VR](https://www.commonsensemedia.org/research/virtual-reality-101)

Parent Resources

[A super quick safety guide to letting your kids use VR headsets](https://www.wareable.com/vr/guide-vr-headsets-children)

[Kids can use VR, but be careful!!!](https://www.vrheads.com/kids-can-use-vr-be-careful)

[Real Virtuality: A Code of Ethical Conduct. Recommendations for Good Scientific Practice and the Consumers of VR-Technology](https://www.frontiersin.org/articles/10.3389/frobt.2016.00003/full)