

## 2 - Meeting safety needs through virtual reality apps

Tools / Services	Pedagogical Uses
<p>Tools: Storyline, Photoshop, Illustrator, After effect, Sound Forge, Animation, Muse, and Unreal game engine</p> <p>Services: From ITSC</p>	<p>The four micro-modules aim at facilitating students to gain preliminary concepts in the topics before class and support flipped classroom. The students were required to view the micro-modules before attending their classes to obtain a brief overview of the fundamental concepts that would be covered in the lecture. During the first 15 minutes of the lecture, the teachers reviewed all the important points presented in the micro-modules. The students were then divided into smaller groups to work collaboratively in discussing the content of the micro-modules. This session usually lasted between 15-20 minutes to allow the students to share their ideas and learn from peers. Afterward, one to two representatives from each group would be invited to present their group's findings to the class. Following the presentation, the teachers provided feedback to their students. Finally, the teachers presented a short yet in-depth summary of the discussed topic. With the use of micro-modules to support flipped classroom implementation, course teachers can then make use of the class-time to further elaborate the contents and engage students to do in-class activities such as discussion and presentation thereby consolidating their knowledge.</p>