

## Email Data Collection



Each of our core and specialised VR applications includes a built-in system that lets students send their answers straight from the headset to their teacher's email. This feature is designed to support students in demonstrating what they've learned and understood during the VR activity. It provides a simple, effective way for students to show their knowledge and reflections directly from within the experience—no extra devices or logins needed. This makes it quick and easy for you to collect meaningful student work for assessment and feedback, while also helping you connect each student's VR experience directly to the relevant content descriptions in the Australian Curriculum.

### How It Helps You as a Teacher

- **Instant Access to Student Work**  
Student responses are sent to your inbox as soon as they finish, so you can quickly review their learning and progress.
- **Clear Class Overview**  
Easily track individual and class-wide understanding—spot who's excelling, and identify those who may need extra support.
- **Supports Differentiated Learning**  
Questions are automatically matched to the student's chosen level (Support, Grade, or Higher), so each student is working at a level that suits them.
- **No Admin Hassles**  
No logins, no external apps, no paperwork. Just real, usable data ready for assessment, reflection, or reporting.

### What Information do Students Enter

To send their answers and work, students simply add:

- **Their Name** – so you know whose work it is.
- **Your Email Address** – can be shown clearly outside of VR (they can use the passthrough feature built into every app to see it from inside the headset).

This process is simple, effective, and helps you focus on teaching—not managing paperwork. It gives you real, useful data on student learning, right from the VR activity.

## How to set the e-mail Data Method

To change the default passthrough data collection to e-mail in the left controller settings touch the data method green button so it reads e-mail, then when students are answering the questions they will be prompted to send the answers by e-mail and not use the partner passthrough data collection method.



## Attachments

For specific applications where students are creating, painting, or building something in VR, the email system will automatically attach their work as an image or file, allowing teachers to see exactly what the student has produced. This provides direct evidence of student achievement and supports assessment of learning outcomes—especially in areas where practical creation, design thinking, or visual expression are key components of the curriculum.

## Transforming Data Collection in Immersive Learning

This powerful feature marks a major step forward for schools—and for the VR education industry as a whole. By enabling students to send their responses directly from within the headset, we're bridging the gap between immersive digital experiences and real-world curriculum assessment. It ensures that what happens in VR doesn't stay in VR—it becomes visible, measurable, and aligned with the learning goals set out in the Australian Curriculum.

For teachers, this means immersive learning is no longer just an engagement tool—it's now a meaningful, accessible part of the learning journey. It allows schools to confidently adopt VR as a legitimate and practical part of their teaching toolkit, with clear connections to curriculum content, student outcomes, and reporting. For the broader education sector, it represents a shift toward more integrated, responsive, and evidence-based use of immersive technologies in classrooms—laying the groundwork for a future where VR learning is not just exciting, but essential.