

**Virtual Reality and
Instructional Design:
Virtual Reality Assisted
Instructional Design Model
in Skill Learning**

Dr. Naci KALKAN
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PREFACE

Starting in the first quarter of 2020, we experienced that the virus named Covid-19, which was declared as a pandemic by WHO could change our habits in a short time. The time we spent at home in order to be protected from the virus has increased significantly; we have tried to compensate for our habits in our daily routine with the processes we manage from our home. So much so that we chose not to stay behind from life through remote participation in a wide range from sporting activities to educational activities. We have experienced that technology can play a role in changing our habitual behavior for a long time. We also followed the decisions of the world's leading companies to offer their employees the option of working from home in the post-epidemic process. While this is the case, because we put the technology at the indispensable level of our daily life in the pre-epidemic period, we can say that this process will be open to new habits after this process.

We can see that Virtual Reality, which has been known as a technical and philosophical concept for many years, not only as a product but also as a concept, has gained prominence in this period when alternative methods and ideas have increased, and it can be used more effectively in educational activities. The fact that full immersive virtual reality systems provide full immersion with full immersive sound and high graphic quality, as well as the opportunity to truly feel in 3D environments where the users are located, brings academic studies towards its usability in education.

This book is produced from a doctoral dissertation titled “Research of the Effectiveness of Virtual Reality Technology in Basic Technical Skill Learning: The Example of Table Tennis” and gives information on the use of virtual reality in education, as well as general information about virtual reality.

Dr. Naci KALKAN

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