

# NEdHo Approach or How to Find the Perfect tool for Transforming Online Language Learning Classes

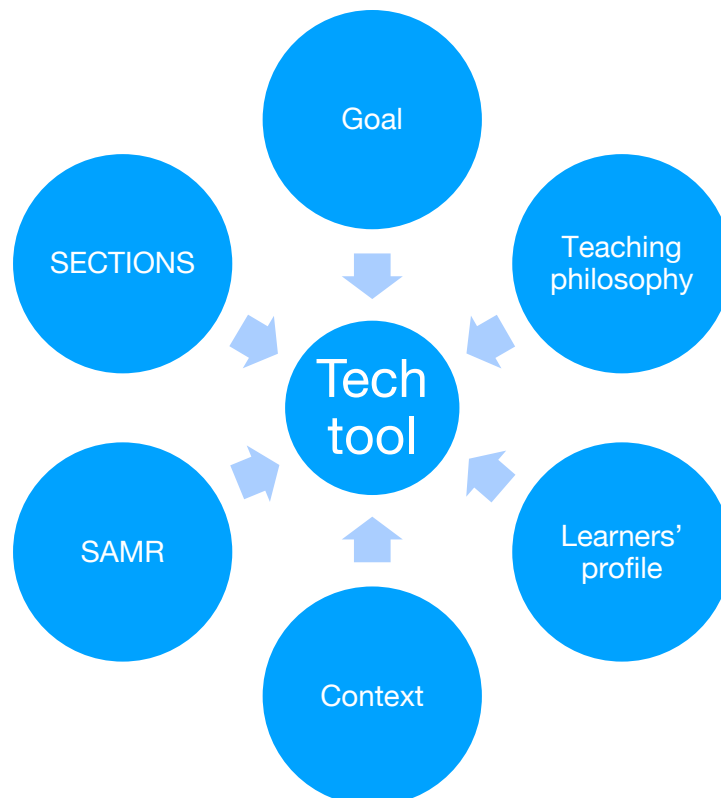
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## Abstract

What is the difference between virtual worlds and virtual reality? Which are the most powerful tools for delivering online VR learning experiences? And which one would be the best fit for K-12 online language courses? These are the main questions our research aimed to answer.

Trying to find a technology that “allows for the creation of new tasks, previously inconceivable” (Puentedura, 2014) we realized that VR technology could be the next step. We started by clearly defining the purpose of education, our teaching philosophy, the educational stakeholders’ and learning environment characteristics. Following the SECTIONS model for describing different tool, then assessing them based on the criteria that Lauren M. Anstey & Gavan P.L. Watson developed we managed to narrow down our options and finally find the perfect tool for our online VR language school. It is following such a procedure that any school can work on finding the appropriate technology.



*Keywords: VR, technology in education, language teaching, online*

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