7 Things about Google Cardboard

1 - What is it?

The Google Cardboard is a basic and affordable VR headset. VR, Virtual Reality, is when the physical world surrounding the user is replaced with a fully Virtual world that is fully immersive. The Cardboard works with a downloadable app, and allows the user to view 360 videos, go on an educational tour, or try various virtual experiences.

2 - How does it work?

The Cardboard is simply a viewholder, and it requires a downloaded app on a smartphone to be able to run the experience. Once it's placed properly, the Cardboard works with a split-eye view of a video or virtual environment so you can view the story through the two eye lens.

3 - Who's doing it?

While there are multiple viewer headsets, the Google Cardboard is the only one that is fairly priced and is of quite sturdy quality. While Google has created the cardboard, other phone companies have developed their own headsets to accommodate the smartphone-based VR.

4 - Why is it significant?

The Google Cardboard helped pave the way for inexpensive virtual reality headsets that help with observing virtual worlds, but don't require a gaming computer to operate. Since the headset is extremely affordable, it also makes it significant for educational uses, and a viable option for classrooms.

5 - What are the downsides?

The downside mainly consist of the limited functionality of the device itself. Since there's no hardware at all in the headset/viewer, you are solely relying on the phone that is attached to the viewer, and the capability of that device.

6 - Where is it going?

The Cardboard is starting to expand its educational videos and apps, while Google itself is starting to branch out into more sturdy and optimized viewers, like the Google Daydream. Moving forward, the Google Cardboard is working on optimizing its variety of apps for better viewing.

7 - What are the implications for higher education?

As for higher education, the Cardboard is the best way to experience an observational virtual reality. The viewer can be best used for describing and enhancing curriculum of providing a visual example, whether that be an anatomical model or the recreation of the eiffel tower to understand the cultural importance and the architecture components of it.


GRAND VALLEY
STATE UNIVERSITY
INFORMATION TECHNOLOGY