Come experience the HTC Vive VR headset to explore how VR can be used in an educational setting. Explore worlds far away with your students. Visit a fine art museum, an undersea park, and play mini games. Learn how to start develop for VR and how to deal with VR motion sickness.

VR Game Examples:
The Lab
NVIDIA
Paris Musees
Undersea Park
TheBlu

DIGITAL CONVERGENCE LAB
Contact Digital Convergence Lab with questions at DCL@niu.edu.