Introduction to Virtual Reality is a mini-course that introduces students to the basics of building virtual reality worlds using HTML and the A-Frame JavaScript library. In this course, students will learn how to make virtual reality worlds with shapes, animation, and interactions in A-Frame. Students will be able to view and share their creations in a VR device.

This course involves some challenging content with 3D coordinates, so it is more suitable for high school students who have had geometry. Middle school students can complete the earlier playlists, and should continue on to the full course if they feel comfortable.

What do you learn?

- Getting Started
- Advanced Shapes
- Animation
- Interaction
- Using 360° Images
- Next Steps
- Final Project

Visit codehs.com/info/curriculum/vr or email us at hello@codehs.com to learn more.