



# Liveability Reflection: Investigating Place and Perception

**Learning Area**

Geography

**Year Level**

Year 7

## Introduction

In this immersive lesson, students will explore the concept of liveability by virtually visiting serene natural environments using Nature Treks VR. They will analyse how different geographical locations impact daily life and wellbeing, reflecting on environmental quality and perceptions of liveability.

## Application

### **Nature Trek VR**

Nature Treks VR offers a serene and immersive virtual reality experience, allowing you to explore vibrant and tranquil natural environments. Wander through lush forests, tranquil beaches, and other stunning landscapes, all while enjoying the calming sounds of nature.



## Lesson Overview

### Lesson Objectives

- Understand factors influencing decisions about where to live.
- Reflect on personal perceptions of liveability in different geographic settings, and one's criteria for ideal living.

### AR/VR Required

- [Living Off The Grid In A Sno...](#)
- [Maldivo Paradise. Tropical B...](#)
- [360 Virtual Tour of Bird Hills ...](#)
- [Across the Fields and Across the Meadows](#)



### Lesson Outline



#### Before the Immersive Learning Journey

- Teachers and students should familiarise themselves with the IMVR experience using the [Nature Trek VR Essential Guide](#).
- Students should be familiar with CoSpaces creation. If not, assign students some tutorials, found on CoSpaces.io.
- View VR content to ensure its suitability for cohort of students.
- Students should be introduced to the concept of liveability and personal criteria for preferences.



#### During the Immersive Learning Journey

**IMVR Station:** Students will use Nature Trek VR to explore 4 different locations: Green Meadow, Blue Ocean, White Winter, Green Bamboo. They will spend 1-2 minutes in each, evaluating what life would be like if they lived in each location, how it would affect their day to day activities and wellbeing.

**HHVR Station:** Students are to watch 2-3 minutes of each video, considering questions such as: *How would you feel if this was where you lived? How would your life change/stay the same? What would you enjoy in this environment?*

-  Living Off The Grid In A Snowboarder's Tiny Cabin (3:34)
-  Maldiva Paradise. Tropical Beach Relaxation. 360 vide... (6:52)
-  360 Virtual Tour of Bird Hills Bali by Bukit Vista | 4K V... (3:02)
- [Across the Fields and Across the Meadows](#) (3:27)

**Creation Station:** Students will use the 'Multi Diorama' template on CoSpaces to report back their thoughts on the 4 different locations for living. They will use this time to recreate the four scenes, hills, snow, beach and forest, using basic items from the library. Once they have experienced the other two stations, students can insert text boxes and attach them to the Multi Diorama walls to present their preferences.



### After the Immersive Learning Journey

#### Discussion Questions:

1. How did living conditions in each VR environment compare?
2. What environmental factors positively or negatively impact liveability?
3. How do personal preferences influence perceptions of liveability?