# Article information:

Investigating the use of virtual reality to improve speaking skills: insights from students and teachers | Smart Learning Environments | Full Text  
<https://slejournal.springeropen.com/articles/10.1186/s40561-023-00272-8>

# Article summary:

1. The article investigates the use of virtual reality (VR) to improve speaking skills in education, providing insights from students and teachers.

2. VR has shown great potential in transforming education by providing immersive experiences that engage students and make learning more interactive and engaging.

3. While there are benefits to using VR in education, there are also challenges such as cost, technical requirements, limited content availability, and the need for teacher training. Students and teachers have varying perspectives on the use of VR in education.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The article titled "Investigating the use of virtual reality to improve speaking skills: insights from students and teachers" provides an overview of the potential benefits and challenges of using virtual reality (VR) in education, specifically for improving speaking skills. While the article presents some valuable insights, there are several areas where it lacks critical analysis and fails to provide a balanced perspective.

One potential bias in the article is its focus on the positive aspects of VR in education. The author primarily highlights the immersive and engaging nature of VR, as well as its potential to enhance understanding and retention. However, there is limited discussion on the potential drawbacks or limitations of using VR. For example, the article briefly mentions concerns about motion sickness, cost, technical requirements, and content design but does not delve into these issues in depth or explore potential solutions.

Additionally, the article relies heavily on anecdotal evidence from students and teachers to support its claims about the benefits of VR. While these insights are valuable, they do not provide a comprehensive picture of the effectiveness of VR for improving speaking skills. The article would benefit from including empirical research studies that have investigated the impact of VR on speaking proficiency.

Furthermore, there is a lack of exploration of counterarguments or alternative perspectives on using VR in education. The article mainly presents a positive view without acknowledging any potential criticisms or challenges raised by skeptics. This one-sided reporting limits the reader's ability to critically evaluate the claims made in the article.

Another issue with the article is its promotional tone towards VR technology. It emphasizes the exciting and fun learning experience provided by VR without adequately addressing concerns about its potential risks or limitations. The article could benefit from a more balanced approach that acknowledges both the advantages and disadvantages of using VR in education.

In terms of missing evidence, while the article mentions that 85 participants were involved in data collection, it does not provide details about their demographics or how they were selected. This lack of information raises questions about the representativeness of the sample and the generalizability of the findings.

Overall, while the article provides some valuable insights into the use of VR for improving speaking skills, it lacks critical analysis, presents a one-sided perspective, and relies heavily on anecdotal evidence. To strengthen its arguments, the article would benefit from incorporating empirical research studies, addressing potential drawbacks and limitations of VR, exploring counterarguments, and providing a more balanced assessment of its effectiveness in education.

# Topics for further research:

* Limitations of using virtual reality in education
* Empirical research on the effectiveness of virtual reality for improving speaking skills
* Criticism of virtual reality in education
* Motion sickness and virtual reality
* Cost and technical requirements of implementing virtual reality in education
* Risks and drawbacks of virtual reality technology

# Report location:

<https://www.fullpicture.app/item/6a13958c723593163c48ce5835e03600>