



**Trapped in the
Metaverse:
a workshop on
the inclusion of
VR in the world
language
classrooms**

On March 4th, 2025, Samanta Buffa led a hands-on workshop in the CLLC Pedagogy Advancement Series exploring innovative technologies in language instruction. At the Emerging Technology Studio, participants experienced the immersive power of Virtual Reality (VR) through Meta Quest 3 headsets, navigating gamified activities like language-based escape rooms. Attendees discovered how VR can transform traditional teaching into dynamic, interactive learning.

Samanta Buffa is a PhD Student and Graduate Teaching Associate in Italian Studies in the Department of French and Italian. Her work involves incorporating Virtual Reality (VR) into the language classroom.



LEARN MORE ABOUT THE PEDAGOGY ADVANCEMENT SERIES