

## Introduction

Virtual reality (VR) has been extensively used in the gaming, marketing, and education sectors, especially in developed countries. However, the technology needs to be used more in sub-Saharan Africa. Touted as the next frontier in science communication, the VR experience of research laboratories offers a promising tool for engaging young adults in science.

## Methodology

We piloted the use of a virtual reality video tour of laboratories as a tool to enhance science engagement among high school students in rural settings such as Kilifi.

- Fourteen students from Kilifi schools were invited to a physical tour of KWTRP research laboratories and a baseline survey to assess their understanding of the research.
- The students' feedback on the tour informed the script of a VR tour video of the research laboratories.
- VR experts helped produce a 10-minute VR tour of the various sections of the KWTRP labs.
- The video explains the research in each section, demonstrates experiments, and provides fun

facts about various scientific discoveries.

• The VR video was then reviewed by various stakeholders, including students and teachers, and a survey was conducted to determine whether it enhanced students' scientific understanding.

## **Outcomes**

- 1. Most of the students had yet to use virtual reality equipment, although they had watched videos on phones or television.
- 2. The students involved in the review reported that they enjoyed the VR video.
- 3. They indicated that VR video made them feel like they were physically touring the laboratories.
- 4. Furthermore, we observed a significant increase in the students' knowledge of KWTRP and the research topics covered in the VR video after the video compared to the baseline.

## Conclusion

Virtual reality offers versatile, easily scalable tools for science engagement, especially for the younger population.

Reference: Kiyuka PK, Mwango G, Mauncho C et al. Wellcome Open Res 2024, 9:141







