

To Supplement the Biodiversity Scavenger Hunt for Organisms:

Forest Ecology – A virtual reality (VR) ecosystem:

<http://go.ncsu.edu/bio181-laurel-hills>

Description:

The VR environment is set up with areas called “nodes” indicated by a “footsteps” icon. Nodes in a VR environment are areas in which you can walk into if you are wearing a VR headset, but it can be accessed with any device. If using a VR headset, looking in the direction of a node or organism you find, will open it up for you to enter or view.

The nodes are Roots, Fungi, Fallen Tree, Lakeside, and Logs.

Within each node, there are icons that signal finding an organism. The icons are either a magnifying glass or a microscope.

The following website is an **activity page for students** to use and includes instructions:

<https://projects.ncsu.edu/project/bio181/ForestEcosystem/Forest.html>

NOTE: URL to site shows differently than the one above, but it is the same site.

Coastal Ecosystem – A virtual reality (VR) ecosystem:

<http://go.ncsu.edu/bio181-shackleford>

Follow the same instructions as for the forest ecosystem above. There is no link to an instructional/additional materials page for the coastal ecosystem.