**Quick Hits: Use of virtual reality for our student media**

 **Question:** What are the pros and cons of using virtual reality for scholastic media?

**Key points/action**: According to its proponents, virtual reality offers virtual and immersive storytelling that puts audiences into the scene and enables them to feel such emotions as fear. VR, proponents say, gives people authentic reactions of those in the real situation.

What guidelines should student media adapt or create for VR that maintain the best of journalism’s ethical standards?

**Stance**: We feel there are no quick and easy answers, but plenty of ethical room for discussion and implementation of workable guidelines.

**Reasoning/suggestions**: Before spending funds of the tools needed to make VR become a local and effective tool, students should study how journalism organizations use it or plan to use it and how they handle ethical concerns.

**Resources**

[The Future of News: Virtual Reality- TED Talks](https://www.ted.com/talks/nonny_de_la_pena_the_future_of_news_virtual_reality)

### [Virtual reality is journalism's next frontier - Columbia Journalism Review](https://www.google.com/url?sa=t&rct=j&q=&esrc=s&source=web&cd=1&cad=rja&uact=8&ved=0ahUKEwjZkrqEqfLTAhXollQKHbhzAKQQFggqMAA&url=http%3A%2F%2Fwww.cjr.org%2Finnovations%2Fvirtual_reality_journalism.php&usg=AFQjCNH54IkmD4iE8P8fNZP2FLIlnebihA&sig2=ZeorgHmovrZwJ0aRHXFH5Q)