

**The role of applying virtual reality technology in the educational process:
case study of the Faculty of Pharmacy - Al-Zaytoonah University of Jordan.**

By

Almonther Hani Ali Qandeel

Supervisor

Dr. Fuad Alqarem

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Abstract

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This study aimed to show the extent of the progress of technology in the educational process, especially the application of virtual reality technology in education and the selection of the subject of pharmacology, which specializes in subjects from the College of Pharmacy, where (60) students in the pharmacy major were selected and distributed into two sections, so that the experiment was conducted on the group. The first group is taught the subject of pharmacology using virtual reality technology and their number is (45) scientific students, and the other group, which consists of (15) students, is taught the same scientific content but knows the traditional one.

The study tools were designed by designing a virtual scientific environment that simulates and suits the scientific subject being taught, and then the achievement test for both groups is not the researcher's main concern if there are differences in obtaining between the experimental and traditional groups, and finally the advantage of the researcher or study is using virtual reality technology in the learning process for this.

Specialization and this subject specifically or not, depends on the achievement level of the students and the difference that the researcher may benefit from.

Keywords: Achievement test, Educational process, Experiment design, Graphic design, Pharmacology, Pharmacy, Virtual Reality.