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Edited by Stephen Wittek , David McInnis  
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# Cambridge Elements

Elements in Shakespeare and Pedagogy  
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## SHAKESPEARE AND VIRTUAL REALITY

Edited by  
Stephen Wittek  
*Carnegie Mellon University*  
David McInnis  
*University of Melbourne*

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# Shakespeare and Virtual Reality

Elements in Shakespeare and Pedagogy

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**ABSTRACT:** Teaching Shakespeare through performance has a long history, and active methods of teaching and learning are a logical complement to the teaching of performance. Virtual reality ought to be the logical extension of such active learning, providing an unrivalled immersive experience of performance that overcomes historical and geographical boundaries. But what are the key advantages and disadvantages of virtual reality, especially as it pertains to Shakespeare? And, more interesting, what can Shakespeare do for virtual reality (rather than vice versa)? This Element, the first on its topic, explores the ways that virtual reality can be used in the classroom and the ways that it might radically change how students experience and think about Shakespeare in performance.

This Element also has a video abstract:  
[www.cambridge.org/shakespeare-and-vr](http://www.cambridge.org/shakespeare-and-vr)

**KEYWORDS:** Shakespeare, virtual reality, digital humanities, theatre, pedagogy

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