Speaker 1: Actors. Are you ready? [Music]

Speaker 2: Why? How now, Juliet? Madam, I am not well. Ever more waiting for your cousin's death.

Gina Bloom: I always like for students to explore Shakespeare's plays through performance, but we can not always get to the stage. I think the games and the digital technology adaptations are a great way to explore how Shakespeare has performed. Today, we are looking at domestic violence in Romeo and Juliet. They will stage this scene in VR to think about the dynamics between the characters, the tone.

Katya Oks: It really, I feel like revolutionizes how Shakespeare is taught. I feel like a lot of people are used to Shakespeare being in a kind of, like, static environment where it is like a professor or a teacher teaching you and lecturing you on its different themes. This class has modernized Shakespeare for me and has made these themes even more relevant now.

Michael Fenenga: I have really enjoyed the ability to kind of put on performances and do things like that. Again, I think Professor Bloom's classes are great at pushing you to do things that you want to do more so than what gives you a good grade.

Gina Bloom: My favorite part is watching them sort of light up when they try these new technologies. They get very into it. Then I love afterwards, where I see them talking to each other. So it creates this incredible community. They are interacting in all sorts of ways that does not happen to quite this degree in my other English classes.

Jet Nagle: I really like the group of people that we are working with. You get the opportunity to get to know people a lot more closely and also figure out how they interpret Shakespeare. It is a lot easier to learn from your peers.

Gina Bloom: For many of them, they have never been in a VR headset before. It is a way of both opening your minds up to different sorts of technologies and applying them to the study of literature. [Applause] [Music]