



User-friendly Practical Distance Active Training Experience



Learning Teaching Training Activity AT VIRSABI IN COPENHAGEN, DENMARK

A trip to Copenhagen? Yes, please!

It wasn't a hard sell to get 10 experienced vocational teachers to a training course in Denmark. For many of us, it was the first time we had been to the country, and also the first time we had used VR headsets.

The training course had a very specific focus: how can we, as teachers, use VR in the classroom.

VR is fun, interesting, and engaging. But does it have a place in the classroom? The short answer is, of course, yes. We began with introductions into the technology, and the differences between VR, AR and XR. There were endless possibilities with games, learning guides, work-place virtual communication platforms, etc.

By the end of the week-long meeting, we had made some of the following conclusions about using VR in the classroom. VR is useful for:

- Review. Especially for tasks that require several steps.
- Waste. Experimenting with food, without wasting it.
- Safety. Trying out methods in a safe area.
- Access. Exploring items not easily available in class.
- Engagement. A variety to the usual manner of learning.

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Progress of our own designs ...

VIRSABI EXPERIENCE IN FEBRUARY

The cooking VR experience was really interesting to experience. The focus was on safety protocol. It included different types of problems that could be encountered in a professional work-kitchen. For example, electrical fires, oil fires, other spills and accidents, etc. Then the learner is tasked with choosing the appropriate course of action. It is a valuable tool for these instances, because they can have the experience of being in the situation, while having a relative feeling of safety.

At the time the auto-mechanic VR experience was still in progress. It requires a lot of knowledge of the vehicles and translation of the tools, delivered amongst the partners. We look forward to being able to experience it soon at one of our events.

Meanwhile, we were also able to try several other VR experiences. These were designed for chefs, mechanics and other professions. We also followed a step by step training experience, in order to ensure that we felt comfortable with all of the features of the VR goggles. This includes being able to connect, access and troubleshoot. While we may not consider ourselves experts, we definitely could see that bringing it into the classroom was less daunting than we had initially thought.



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Multiplier Event in Denmark - 26.04.23

HOSTED BY VIRSABI

The multiplier event began with an introduction to VR Experience Creation, and how VIRSABI brings ideas to fruition. It then dove into UPDATE project as a prime example.

The event covered VR design principles, and best practices. It went through factors to consider when creating a VR experience; brought an introduction to VR development tools and platforms; and an introduction to ideation and brainstorming techniques. In order to solidify these ideas, there was a group ideation activity to generate initial ideas for participants own desired VR experience. The event also dove into best practices for VR experience optimization and the processes behind testing and quality assurance.

The event focused on the virtual environment for practical/manual teaching activities and on-boarding simulations. It covered not only the digital learning opportunities that arise from VR, but also the risks and safety requirements associated with utilizing the products. The final stage was how to create a VR experience for the learner.

