

BECOMING AN IMMERSIVE TRAINER WITH VIRTUAL REALITY



3 days (21 hours)



This is an on-site training but it can be done remotely if required



No prerequisites, but at least 6 months' experience in teaching and guidance is recommended.



Any training professional looking to adapt their teaching methods to new learner groups



Assessment: Theoretical with multiple-choice questions
Practical through scenario-based assessment
Certificate of achievement and Open Badge diploma



Objectives

- ✓ Identify the impact of VR on current teaching practices
- ✓ Understand the benefits of VR for learning
- ✓ Assess the gap between traditional teaching methods and the use of immersive technologies
- ✓ Know how to develop and individualized a learning plan with VR
- ✓ Integrate the use of immersive technologies into an existing training path
- ✓ Observe and monitor the acquisition of professional skills with VR
- ✓ Initiate your training offer's digitalization with the use of emerging educational technologies

TRAINING PROGRAM

DAY 1

Use immersive equipment

- ✓ Understand the challenges of digital training
- ✓ Identify the different immersive technologies
- ✓ Master the settings and precautions for use
- ✓ Help a novice user to use the equipment
- ✓ Identify the first steps in immersive pedagogical engineering

DAY 2

Understand immersive pedagogical engineering

- ✓ Identify changes in actual training practices with VR
- ✓ Structure the immersive pedagogical adaptation of a current training course
- ✓ Draft an immersive learning course
- ✓ Facilitate a course with VR

DAY 3

Integrate immersive learning into a teaching system

- ✓ Master the added value of VR in skills development
- ✓ Integrate immersive learning into a traditional teaching system
- ✓ Design your overall pedagogical practices including VR
- ✓ Theoretical and practical assessment