

Why use Virtual Reality?

What are the advantages of using Virtual Reality (and immersive 3D) over conventional training and learning approaches? Let's compare it to two standard approaches...

Vs Physical Training

Minimise wasted time on-site/in-lab/workshop through prior familiarisation



Train the impossible, impractical, inconvenient, dangerous and un-economic

Experience multiple repetitions and variations to build mastery



Train in down-time, on location (JIT), for revision; and anytime, anywhere

Exact repeatability where needed, e.g. for assessment



£££

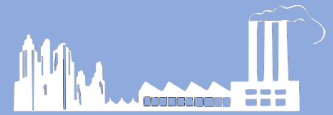
Save time and carbon by doing "on site" training remotely

Better analytics by tracking user activity for improved feedback and lesson design and personalisation



Vs eLearning

More agency, a compelling 3D environment and realistic choices builds motivation and engagement



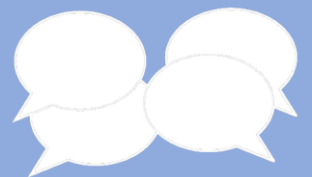
Greater choice avoids spoon-feeding, build cognitive function, and highlights decision and task delays

More spatial, visual and audio cues helps build virtual muscle memory and improves recall



A collaborative, multi-user environment supports team-learning and collaboration

Virtual non-player characters and multi-user supports interpersonal skills and cross-cultural skills training



Of course the real answer is that all three methods (VR, physical, eLearning), along with many others, are all valid, and that the trick is to use the most appropriate combination in a blended learning approach in order to help your students learn. But to do that you need to know the affordances and limitations of each – and hopefully this sheet has helped you to do that.