VR Learning Media Development Course

Level
Foundational

Language
English

Subtitles
None

Course Learning Outcomes

By the end of this course you will:

- Recognize differences between VR and 360 Media.
- Recognize crucial concepts and components of 360 Media development.
- Plan the production of your 360 Learning Media project.
- Identify and adjust equipment functionalities and settings important for a successful 360 video shoot.
- Select all the equipment required for your own 360 Learning Media projects.
- Successfully manage the production of a 360 Learning Media shooting.
- Edit your own 360 Learning Media footage.
- Use 360 Media in adult learning.

- Determine which 360 Media distribution platform suits your learners needs.
- Identify and select 360 Media equipment that best suits your needs.
- Be comfortable with this new digital learning tool after having created your first 360 Media for learning project during the duration of this course.
- Develop ideas on when to use 360 Learning Media during exchange opportunities with other course participants.

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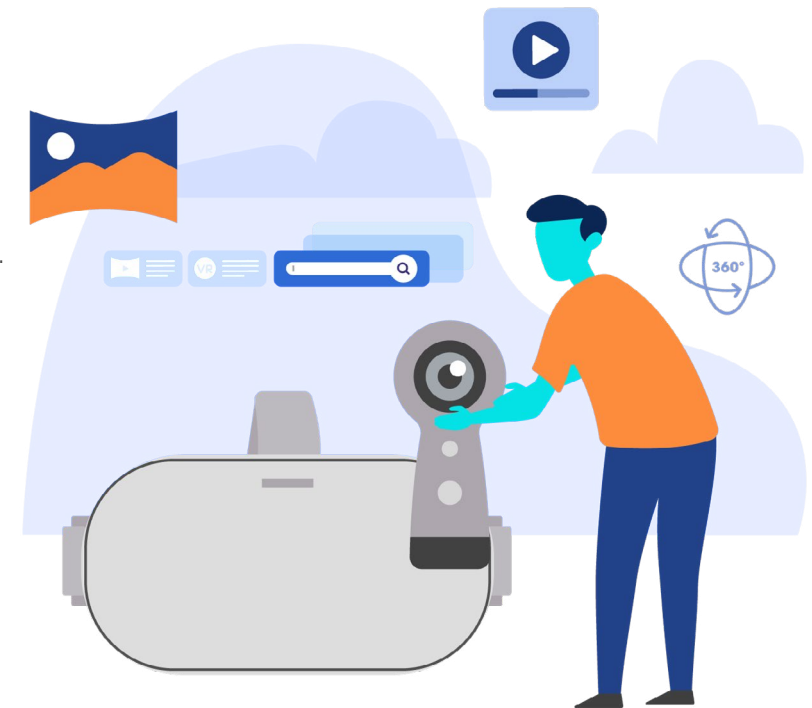
Why do you need 360 media in your learning material?

Provide your learners with the **same scenario**, under the exact **same conditions** over and over again.

Show sites to learners without them needing to **travel** or being exposed to **risks.**

Provide learners with **learning experiences** rather than traditional lecture-type sessions.

Reduce **external visual distractions** during training sessions.

Improve learner retention and understanding with this **active learning tool.**

Actively involve your learners in the learning process with **360 media.**

Reduce development **cost for training materials.**

Bridge language barriers by using **interactive** and **immersive** media.

Who is it for

This market leading certificate course was developed for all **content creators, instructional designers, learning experience designers (LXD), teachers, instructors and marketing specialists.**

Who are eager to start their own 360 media projects.

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How long does it take?

24
Hours

The **360 Learning Media Facilitation Certificate Course** has a total course time of 24 hours including a total of 12 online learning hours and 12 self- study hours.

The total time includes online learning hours, live-online webinar hours, self-study, assignments and assessments.

How will we teach you?

Participants can access the course material from their:
Mobile phone, tablet , laptop.

This course is fully taught online. Over a course of 4 weeks you will receive access to 8 chapters. Every week two new chapters are being released for all course participants.

During each week you can study the material at your own pace and time. Chapter 6 is a live webinar in which course participants experience how to learn with 360 media with the help of our Mindsed facilitator.

Throughout the course, our facilitators engage with all participants by answering questions and provide support during assignments and course discussions.

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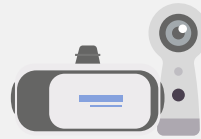
What is included

This course includes:

Hours Video
Exclusive videos explaining concepts, methods, practical tips and tools.

Worksheets
Comprehensive worksheets to practice and train what you have learned.

Exclusive Practice
Weekly activities which let you develop your first 360 media for learning artefact.

Discussions
Discussion forums which let you engage with your instructor and other course participants.

Knowledge Checks
Quick quizzes which let you test your knowledge and understanding.

In addition, you will receive

- Course onboarding support
- Weekly email reminders
- **Official completion certificate:** Printable diploma sharable on your social media accounts such as LinkedIn

Course bonus

- VR learning media kit
- VR headset
- Participant handbook
- Headphones
- 1 hour course webinar with your instructor
- 1 year access to your course materials
- 1 year access to all course updates

Attendance Policy

Online courses: In order to pass this online-course it is mandatory for all participants to complete each week all newly released modules and activities of this course. Active participation is required throughout the program to pass each module and receive the completion certificate. Active participation includes, but isn't limited to, participating in discussion forums, answering all questions of each knowledge check, processing and submitting of assignments, watching of all videos and the attendance of webinars.

Attendance of webinars are not required however, recordings of the webinars will be made available and have to be watched within the following seven (7) days of their release.

Tanja Schmidt

Instructor

Tanja's experience of using VR media in synchronous and asynchronous classrooms makes her the ideal facilitator for this course. She will guide and support her participants in learning how they can best leverage this type of media to convey their learning objectives in their own classrooms. Her experiences on what works and what doesn't help participants to get started right away and to see success in their own classrooms

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Course Chapters

Chapter 1: Virtual Reality and 360 Videos

- Doorway to Virtual Reality & 360 videos.
- Setting up a base.
- 360 turn around.
- Zoom in! There's the difference.
- 360 videos formation.
- World on the other side of VR headsets.
- Explore corners in 360 videos.
- Think and understand using 360 videos.
- Seeping 360 videos in adult learning.
- Case of 360 videos in learning.
- VR videos & adult learning hand in hand.
- The floor is all yours.
- Come full circle.
- Let's test the waters.
- Ask away.

Chapter 2: Fundamental Concepts of 360 Videos in Learning

- Discover 360 view of learning.
- Game of dimensions and numbers.
- Presence and immersion.
- Position.
- Orientation.
- Field of view.
- Equirectangular projection.
- Nadir and Zenith.
- Stitch lines.
- Come full circle.
- Let's test the waters.
- Ask away.

Chapter 3: Pre-Production Process

- Plan and know how.
- AS&S in ASSURE Learning Model.
- Production Crew.
- Location Scouting.
- Points of Interest.
- Directing Action.
- Lighting.
- Storyboarding & Block Diagrams.
- Line up.
- Try out and walk through.
- Useful techniques.
- Practice makes a man perfect.
- Come full circle.
- Let's test the waters.
- Ask away.

Chapter 4: Equipment Basics for 360 Media Development

- Hands on time.
- Focus is on resolution.
- Frame rate information.
- The wonders of lenses.
- Signal amplitudes.
- Sound recording.
- Equipment overview.
- List of control.
- Come full circle.
- Let's test the waters.
- Ask away.
- Ask away.

Chapter 7 – Distribution Platforms

- Content distribution platforms.
- Share your 360 experience.
- Creating an email account.
- Facebook our 360 media friend!
- Youtube world's most favorite video platform.
- Vimeo the corporate video hero.
- More platforms we know.
- The floor is all yours.
- Come full circle.
- Ask away.

Chapter 5 - Production Process

- Camera, roll, action!
- Sketch the scene.
- Stabilization, movement, balance.
- Audio recording.
- Shooting techniques.
- Try, film and learn.
- Come full circle.
- Ask away.

Chapter 8 – 360 Media Equipment & Software

- Equipment and software run through.
- Which 360 camera should you buy?
- Secure your VR headset and power source.
- Equipment to capture all four corners.
- Crop, chop & split.
- Distribution platform.
- Come full circle.
- Ask away.

Chapter 6 - Production Process

- A 360 look inside the post production process.
- Managing your files.
- Put pieces together.
- Equirectangular editing.
- File formats & Export settings.
- Edit on your smartphone.
- Camera specific editing software.
- 3rd party video editing software.
- Drill it & kill it!
- Come full circle.
- Ask away.

Bonus Chapter – 360 Pictures for Learning

Ready to go?

Do you have a question before purchasing a course, want to know more about our dedicated in-house training programs for your organization or have any other digital learning question?

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Register online
• Visit: **https://mindsed.com/VR1**
• Create an account.
• Follow the
Payment indications.

Contact us
Use this form and we will get back to you as soon as we can!

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