VR Learning Media Workshop

Level
Intermediate

Language
English

Subtitles
None

Course Learning Outcomes

By the end of this course you will:

- Recognize differences between VR and 360 Media in Learning.
- Apply learning methodologies on 360 Media for Learning.
- Develop ideas on when and how to use 360 Media in learning.
- Recognize crucial concepts and components of 360 Media development such as the VR learning pyramid.
- Plan, develop and edit your own 360 Media artefacts.
- Determine the best way to share your 360 Learning Media material with your students.
- Effectively use the 360 Media facilitation toolkit for your next course offering.

- Confidently facilitate 360 Learning Media in your classroom.
- Collect and interpret 360 Learning Media.
- Effectively plan and manage 360 Media implementation and roll out in your organization.

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 workshop 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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5 Days

S M T W T F S
                1 2 3
4 5 6 7 8 9 10
11 12 13 14 15 16 17
18 19 20 21 22 23 24
25 26 27 28 29 30

How long does it take?

This course is a **five day** face to face workshop.

What is included

When registering for this workshop you will also receive:

- **1 year access** to the online course VR Learning Media Facilitation Course.

- **1 year access** to the online course VR Learning Media Development Course Toolbox.

In addition, you will receive

- Course onboarding support
- Full 360 Media for Learning Toolbox
- **Official completion certificate:** Printable diploma sharable on your social media accounts such as LinkedIn

Course bonus

- Mindsed VR Cardboard
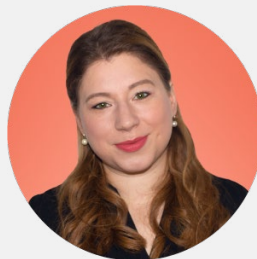- 360 Media for Learning Toolbox

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Attendance Policy

Face- to- Face Courses: In order to pass this face to face course and receive the certificate on the last day of the training it is mandatory for all participants to attend all scheduled days. In case participants miss more than two hours of the entire course they are no longer qualified to receive the course certificate.

Tanja Schmidt
Instructor

Tanja's experience in creating and delivering 360 media in learning for adult learners in international organizations provides her with the right knowledge to facilitate this course. She guides and supports her participants every step on the way to ensure that everyone feels confident and knowledgeable enough to plan, create and facilitate their own 360 learning media artefact in the classroom.

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Course Overview

Day 1

Day 2

Day 3

Day 4

Day 5

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/VR3**
• Create an account.
• Follow the
Payment indications.

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

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