



VR Learning Media Development Course



Level

Foundational



Language

English



Subtitles

English, German, Spanish

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.





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.





4 Weeks

How long does it take?

The **360 Learning Media Development Certificate Course** has a course duration of 4 weeks.

Lessons include 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 and 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 includes a live webinar in which course participants can deepen their new knowledge and skills. Throughout the course, our facilitators engage with all participants by answering questions and provide support during assignments and course discussions.





What is included

This course includes:



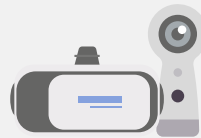
Videos

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



Worksheets

Comprehensive worksheets to practice and train what you have learned.



Assignments

Consolidated tasks to showcase your new skills and knowledge.



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.



Recaps

Chapter summaries to review what you have learned.

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

- Cardboard
- Card deck
- Participant handbook + workbook
- 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



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 a difference
- Formats that matter
- Seeing the world through VR glasses
- Explore corners in 360 videos
- Convince me
- Seeping 360 videos in adult learning
- Examples over examples
- Diving into 360 videos through examples
- A real world case study
- Greatest take aways
- 360 videos in your own course
- First ideas
- Come full circle
- Testing waters
- Ask away

Chapter 2: Fundamental Concepts of 360 Videos in Learning

- Discover the 360 view of learning
- The Virtual Reality spectrum
- Game of dimensions and numbers
- When virtual becomes real
- In the middle of the action
- Orientation matters
- As far as the eye can see
- Different visualizations
- Top and bottom
- Stitching 360 videos
- Get to know your camera
- Fundamental concepts in a nutshell
- Come full circle
- Testing waters
- Ask away

Chapter 3: Pre-Production Process

- Plan to succeed
- Impactful planning
- The A in ASSURE
- The S and SMART objectives
- The S and the 360 learning media decision matrix
- Sharing is caring ... Again!
- Assignment time
- Implementing technology with purpose
- Telling stories
- Elements of successful stories
- Planning the story
- Telling stories – Part I
- Telling stories – Part II
- The behind the scenes
- Where, when and how
- Location scouting mitigation planning
- Points of interest





Chapter 3: Pre-Production Process

- Directing action
- Let the lights go on
- Telling 360 stories
- 360 storyboarding & block diagram
- Assignment time
- Lining it up!
- Scheduling plan
- Practice makes perfect
- Useful techniques
- Come full circle
- Testing waters
- Ask away

Chapter 4: Equipment Basics for 360 Media Development

- Hands on time
- Focus is on resolution
- Frame rate information
- Frames per second
- The wonders of lenses
- Dark to light
- Signal amplitudes
- Capturing sound
- Required equipment
- Equipment check
- Equipment checklist
- Come full circle
- Testing waters
- Ask away

Chapter 5 - Production Process

- Camera, roll, action!
- Sketch the scene
- Stabilization, movement, balance
- Audio recording
- Camera settings
- Live monitoring
- Shooting techniques
- Recording day!
- Restrospective- Part I
- Restrospective- Part II
- Assignment time
- Come full circle
- Testing waters
- Ask away



Chapter 6 - Production Process

- A 360 look inside the post production process
- Disclaimer
- Keep track of your file
- Managing your files- Part I
- Managing your files- Part II
- Steps to success
- Editing in 2D
- Make it shareable
- Editing on a smartphone
- Editing with corresponding software
- Editing like a pro
- Put pieces together
- Come full circle
- Testing waters
- Ask away

Chapter 7 - Distribution Platforms

- Content distribution platforms
- Disclaimer
- The sharing workflow
- Evaluate organizational policies
- Share your 360 experience
- Get an email up and running
- Setting up for success
- Facebook- our 360 media friend
- Youtube- world's most favourite video platform
- Vimeo- the corporate video hero
- Warp- the talent
- More platforms we know
- Decision matrix
- Gaining organizational approvals
- Sharing 360 learning media
- Utilising technology, media and materials
- U in ASSURE Learning Model
- Require learner participation
- R in ASSURE Learning Model
- Evaluate and revise
- E in ASSURE Learning Model
- Assignment time
- Retrospective- Part III
- Assignment time
- Come full circle
- Testing waters
- 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
- Get it out there
- Come full circle
- Testing waters
- Ask away

Bonus Chapter - 360 Pictures for Learning

- More than just a snapshot
- Explore the world in 360 photographs
- Look, watch and see to learn
- Collecting ideas
- Get your gear ready and start shooting
- Capturing moments
- The final touches
- Adding value
- Capture & share
- Get it out there
- Sharing is caring... again!
- The floor is all yours
- Come full circle
- Testing waters
- Ask away



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?



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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