



# VR Learning Media Facilitation Course



Level

Intermediate



Language

English



Subtitles

English, German, Spanish

## Course Learning Outcomes

By the end of this course you will:

- Identify opportunities for **VR activity and exercise development**.
- Discover types of **VR engagements**.
- Define **VR learning exercise success**.
- Use the anatomy of successful **VR interventions** to develop an effective VR activity wireframe.
- **Plan your own VR learning engagements** using the exercise canvas and toolbox.
- Design your **planned VR activity** using rapid **prototyping**.
- Compose **your own session plan**.
- Effectively **plan and manage VR media implementation** and roll out for your training.
- **Experience VR activities** from the perspective of a learner.
- Practice **VR media facilitation** utilizing your developed activity.
- Confidently **facilitate your VR solution** and receive feedback.
- Measure and evaluate the **learning transfer success** of your session.
- **Collect and interpret collected data** point for future improvement.





### 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 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.





## VR Learning Media Facilitation Course

### 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.



# 4 Weeks

### How long does it take?

The **VR Learning Media Facilitation Course** has a course duration of **4 weeks**.

Lessons include online learning hours, live-online webinar hours, self-study, assignments and assessments.



### What is included

This course includes:



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#### Videos

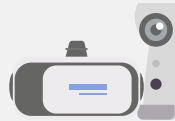
Exclusive videos explaining concepts, methods, practical tips and tools.



# 18

#### Worksheets

Comprehensive worksheets to practice learned materials.



# 5

#### Assignments

Weekly activities which help you to use your 360 media in the classroom.



# 9

#### Discussions

Discussion forums encouraging communication with the instructor and other course participants.



# 6

#### Knowledge Checks

Quick quizzes which let you test your knowledge and understanding.



# 6

#### Recaps

Chapter summaries to review what you have learned.

### In addition, you will receive

- **Webinars:** 4-6 hours
- Course onboarding support
- Weekly email reminders
- **Official completion certificate:** Printable diploma sharable on your social media accounts such as LinkedIn.



### Course bonus

- VR cardboard headset
- Participant handbook
- Workbook
- VR exercise canvas & toolbox
- Min 4 hours of live webinar with your instructor
- 1 year access to your course materials
- 1 year access to all course updates



### Attendance Policy

**Virtual courses:** In order to pass this virtual-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

*Master Mind*



Tanja's experience of introducing VR media in adult learning in global organizations makes her the ideal facilitator for this course.

She will guide and support her participants every step on the way to build a solid understanding on how they can create and master their first 360 Media for Learning project for their own learning offerings.



### Course Chapters

#### WELCOME CHAPTER

- First impressions are important
- Who is this course meant for?
- Your materials and the box
- Let's get ready!
- What are you in for?
- Taking time
- Equipment needs
- Smooth takeoff
- We'd like to know you better
- Ask away

#### CHAPTER 1: The World Of VR

- The basics
- Laying foundations
- Key differentiators
- Exploring new worlds
- VR in Learning
- The S of a VR SWOT
- The W of a VR SWOT
- The O of a VR SWOT
- The T of a VR SWOT
- Defining learning success with VR
- Defining expectations
- The right approach
- Show and tell
- Lessons learned
- Biggest needs
- In a nutshell
- Come full circle
- Testing waters
- Ask away

#### CHAPTER 2: The Full Scope Of VR Facilitation

- The canvas of possibilities
- The period table of VR interventions
- Synchronous & asynchronous VR solutions- an overview
- Flipping the classroom with VR
- VR in face to face training
- VR in webinars
- VR in eLearning
- Post- course engagement
- VR in assessments
- VR- the little extra support tool (handouts, guides, etc.)
- Picking a favourite
- Sharing is caring
- Come full circle
- Testing waters
- Ask away



### CHAPTER 3: Creating VR Exercises

- Making learning stick- an active learning approach
- The importance of emotions
- The anatomy of effective VR exercises
- Blooms taxonomy & setting objectives
- Getting started
- Learning journey mapping
- Drafting the experience
- Exercise development canvas
- Exercise development toolbox
- Giving it a try
- Rapid prototyping for learner-centric solutions
- Developing a VR activity
- VR session plans
- My own session plan
- A complete plan
- Come full circle
- Testing waters
- Ask away

### CHAPTER 4: Classroom Implementation

- Smooth take-off
- Classroom equipment needs
- Options for educators
- Covid-19 and it's challenges
- Communicating success
- (Online) classroom guidance
- Things to consider
- Ticking boxes
- Come full circle
- Testing waters
- Ask away

### CHAPTER 5: Experiencing VR Exercises

- **Live webinar I:** experiencing VR activities first-hand

webinar (2 hours)

– Course participants will experience various VR exercises to learn about the differences instruction can make. Throughout the webinar, participants will map out their own learning journeys for each of the experienced VR exercises.



### CHAPTER 6: Getting Ready For Successful VR Exercise Facilitation

- Diving deeper into VR exercise facilitation
- What worked and what didn't
- Reviewing your VR exercise
- A final look
- When things go wrong
- Practice makes perfect- a dry run
- Helpful tips and tricks
- Debriefing like a pro
- A learning journey check-in
- Getting ready for the webinar
- Come full circle
- Testing waters
- Ask away

### CHAPTER 7: Facilitating VR Exercises With Ease

- **Live webinar II** – practice makes perfect  
  
webinar/ assignment (2 hours)  
– *During the second webinar, course participants will get the opportunity to practice their VR facilitation skills by rolling out their designed VR exercises. Depending on the amount of course participants a third webinar will be offered.*

### CHAPTER 8: VR Learning Evaluation

- A new world of learning data
- Kirkpatrick and VR
- Art of the possible
- The data landscape
- Collecting what's available
- VR KPIs
- Plotting what makes sense
- Evaluating findings
- Exercise Improvements
- A final review
- Come full circle
- Testing waters
- Ask away

### CHAPTER 9: Wrap Up

- Let's call it a wrap!
- Are we ready yet?
- Thank you!
- Feedback keeps us going!





### 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/VR2>
- Create an account.
- Follow the Payment indications.



#### Contact us

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

Visit:  
<https://mindsed.com/contact-us/>



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