



VR Learning Media Workshop



Level

Intermediate



Language

English



Subtitles

None

Course Learning Outcomes

By the end of this course you will:

- Understand the **VR landscape** and the differences within.
- Explore the world of **360 videos in education**.
- Apply the **ASSURE instructional design model** when starting your journey of **planning, designing, and delivering** a VR learning artifact.
- Develop ideas on when to use **360 learning products for your training** courses.
- **Plan your own 360 learning media production** following the planning lifecycle of such a project.
- Learn and practice **how to successfully manage a 360 learning media production**.
- **Know how to edit and assemble your media footage** to create a high-quality learning solution.
- Learn **how to embed your VR learning product** in your course flow by developing complementing activities and exercises.
- 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 a **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** points 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 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.





What is the workshop duration?

The **VR Learning Media Masterclass** is a face-to-face event that takes a total of five days.

Daily workshop sessions start at 9 am. and finish at around 5 pm.

How will we teach you?

This course will be taught in the form of a workshop and will take place in different locations in Europe.

During the total duration of five consecutive days you will acquire knowledge and skills in the design, production, deployment and implementation of 360 media in the educational sector.



Course bonus

1. Online pre-course

2. Mindsed workshop box containing:

- Participant handbook
- Workbook
- VR cardboard headset
- Location scouting card deck
- VR exercise canvas
- VR exercise toolkit
- Free trial licenses for VR edtech products

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





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

LinkedIn Profiles



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.



Course Overview

Online Pre-Course

- The **online pre-course** helps to flip the classroom and get familiar with important background information, concepts and opportunities of VR and 360 media in education before the start of the workshop. Meet your instructor and other course participants and build up a solid foundation that will be leveraged during the workshop sessions.

Day 1

The First Day

- Gets kicked off by a quick recap of the online pre-course to refresh everyone's memories before diving into the first two steps of the assure design model and the pre-production efforts of a successful 360 media production.

Day 2

Second Day

- Course participants tackle the **second S of the ASSURE** design model and learn more about the does and don'ts of 360 media productions. After producing their own 360 media learning artifact, all course participants learn and practice post-production activities before closing for the day.

Day 3

Third Day

- The first part of the **U within the ASSURE model** will be discussed and practiced on the third day. Course participants learn how to elevate their vr learning products by exploring and using different vr distribution platforms. After creating their first successful vr learning artifact, further sessions on vr exercise development are rounding up the day.

Day 4

Fourth Day

- Completing the **U within the ASSURE model** will be the focus for the fourth day. course participants will utilize mindsed's journey mapping templates, exercise canvas, and exercise toolkit to design their complementing activity for their freshly created vr solution. before concluding the day, participants will get the opportunity to practice their vr product delivery in preparation for day five.

Day 5

Fifth Day

- Course participants will conclude the **ASSURE design process** by going through the **model's R and E** steps. All participants will get to facilitate their own **VR sessions presenting their final VR products**. Seeing and experiencing various other vr products and exercises of other course participants will support each individual in developing a bigger pool of ideas for future product development.



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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- 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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