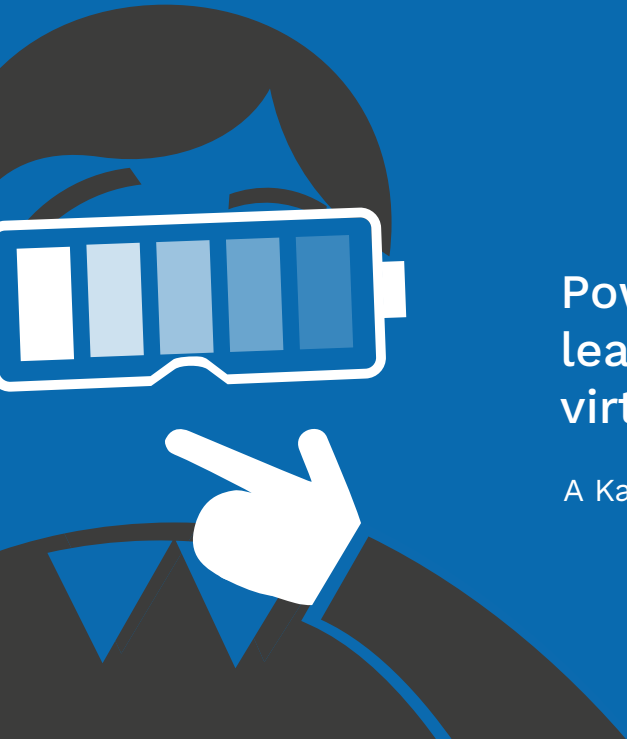# Power-up your learning with virtual reality

A Kallidus Pocket Guide to VR

Grand designs for VR

VR has captured the imagination of L&D professionals and looks set to be the next big transformational learning technology.

Our research shows that over 90% of L&D professionals plan to use VR for learning in their organisation. More than half have VR at the top of their list of new modes of learning they most want to implement.

In this handy pocket guide you'll discover the huge potential of VR and how to use it to deliver a more powerful and engaging learning experience.

Reasons to use VR
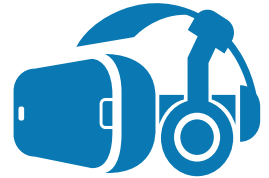
Immersive virtual reality can:

- Enable learners to see, experience and interact with things that couldn't otherwise be accessed.
- Increase learning attention spans by doing something enjoyable and motivating.
- Reduce the cognitive load of learning by enabling direct 'hands-on' experience to solve real problems.
- Deliver a highly realistic, tailored learning experience.
- Allow users to learn and practice new skills in a safe environment, making high-risk training achievable and cost-effective.
- Give learners the freedom to fail and ultimately succeed by learning from their mistakes.
- Boost creativity and innovation, resulting in more effective learning content that improves knowledge retention.

Five styles of VR for learning

There are five different styles of VR, some more immersive than others, some with more of a 'wow' factor, and each suiting different types of application and budgets.

360 photos

Learner is able to look around and interact with a series of static 360 degree images

360 videos

Learner is able to look around and interact with a series of moving 360 degree scenes on a pre-defined journey

3D CGI

Learner is able to freely interact with and move through a simulated environment

Fully immersive

Learner is able to freely interact with objects in a simulated environment

Mixed reality

Learners (or groups of learners) are able to view and interact with virtual objects that appear in the real environment

Eye-opening opportunities

The use of VR in learning could be as game-changing as the advent of the PC! Here are some of the many applications organisations are experimenting with or already using VR for:
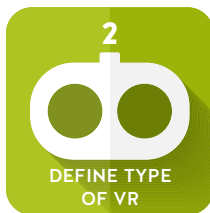
- Health and safety
- Technical skills
- Operational skills
- Onboarding/orientation
- Interpersonal skills
- Leadership development
- Customer services and sales
- Languages

Delivering VR: A four-step approach

It's easy to get started with VR. Follow these four guiding steps for success:

1	2	3	4
VR			
DEFINE LEARNING OBJECTIVES	**DEFINE TYPE OF VR**	**DEVELOP**	**DELIVER**

1 — DEFINE LEARNING OBJECTIVES
- Will VR aid the learning?
- Will VR allow learning to be measured?

2 — DEFINE TYPE OF VR
- Realism
- Immersion
- Presence
- Interaction type

3 — DEVELOP
- Choose partner
- Confirm software/ hardware
- Design and build
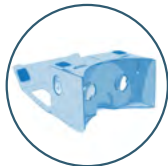- Pilot reviews

4 — DELIVER
- Roll out
- Evaluate
- Modify

Wearables:
Not just the latest high-tech fashion!

The best way to experience virtual reality is through a head-mounted display (HMD). Here are the most popular devices – there's something for every budget:

Google Cardboard
- Budget-friendly viewer made from pizza-box cardboard.
- Use with an Android or iOS smartphone running a compatible app.

HueLive RIEM3
- One of the more robust Google Cardboard compatible headsets, including head strap and capacitive touch button.
- Use with an Android or iOS smartphone running a compatible app.

Samsung Gear VR
- Samsung and Oculus developed this lightweight headset in 2014.
- Slot in a Samsung Galaxy smartphone to provide the processor and display.

Oculus Rift
- Snapped up by Facebook for $2bn in 2014, this high-tech headset kick-started VR's growing popularity.
- Plugs into computer DVI and USB ports, tracking head movement to provide high-resolution 3D imagery in stereo.

HTC Vive
- Backed by popular game makers, Valve, this high-tech headset plugs into PCs and offers full 360° head-tracking and body tracking, allowing movement and interaction in the virtual world.

Making VR a reality:
Tips for success

Kallidus is on a mission to deliver powerful, immersive, engaging content – every time. Here are some development tips to consider when using VR in learning:

- Keep the needs of the learners at the heart of the solution – align VR capabilities with desired learner outcomes.

- Focus on using VR to encourage people to try new things, solve problems and master their environment.

- Think about how to use VR to make learning more engaging, motivating and fun.

- Consider optimum learning time: content should bite-sized and limited to 5-6 minutes at most.

- Break down complex situations into smaller, digestible chunks.

- For high-precision specialist training, we recommend investing in a high-tech headset like Oculus Rift or HTC Vive.

- For training on a larger scale, use budget-friendly headsets, which are best suited to narrative content using branching scenarios to allow learners to make choices and see the consequences of their actions.

- If you're experimenting with filming content, it's important to start off with a static camera. Make sure you have a central focus point to keep the user grounded in the learning.

- Lastly, don't get sidetracked by the excitement of the technology – content is king and should be the key focus when investing in VR.

Want to discover how you can add VR to your learning strategy?

Get in touch and we'll show you

kallidus.com/VR

+44 (0) 1285 883 900

info@kallidus.com

Twitter: @kallidus

Experience VR now:
How to use your free Google Cardboard headset

1. Pick up your free headset at our stand

2. Visit www2.kallidus.com/VR-demo for our complete how-to guide