Virtual reality for employability skills

How to cite:

For guidance on citations see FAQs.

© 2017 The Open University, UK

https://creativecommons.org/licenses/by-nc-nd/4.0/

Version: Version of Record

Copyright and Moral Rights for the articles on this site are retained by the individual authors and/or other copyright owners. For more information on Open Research Online’s data policy on reuse of materials please consult the policies page.
Virtual Reality for Employability Skills

Shailey Minocha and Ana-Despina Tudor
20 July 2017

3D virtual environments and virtual reality

- Second Life
- Virtual Skiddaw: 3D geology field trips (Unity 3D)
- 360-degree videos in the browser
- Virtual reality viewers

Mobility
Affordances

- 360-degree visual authenticity
- 360-degree navigation
- 3D view
- Emphasis and in-situ contextual information
- First-person perspective
- Simulation
- Single-user handling
- Synthesis
- Visualisation

3D virtual geology field trip – Virtual Skiddaw

3D virtual geology field trip, video: https://www.youtube.com/watch?v=zfbA1s9uRoU
Other types of virtual reality

VR in health care
VR’s Healthcare Revolution: Transforming Medical Training at CHLA
Video:
https://www.youtube.com/watch?v=4om8g0u9a4M

360 degrees video in Chrome
Ocean: A 360-degree tour of the mysterious, magical corals of Palau
Video:
https://www.youtube.com/watch?v=jvtvFHPRcsY

Employability

“A set of capabilities and achievements that support students in developing their careers, raising their aspirations and enhancing their contribution to society.”

The Open University Student Employability Policy Statement
Virtual reality and employability

- Awareness
- Workplace usage
- Learning and skills development

Continuing Professional Development
- Risk assessment training
- Continuing Professional Development
- Emergency and natural disaster management training
- Treatment of depression, loneliness, dementia

Awareness of virtual reality technologies
- Sensitising to environmental issues
- Interviewing; team-working skills
- Healthcare education; forensic science training
- Teaching
Experiencing the invisible

Real places

“The virtual reality helped me because I could see for myself what was happening without having to imagine it.”

Learning through simulations

Simulations

“The animation was very realistic; therefore, I could take more knowledge away from the lesson [...] these images can [...] help me explain about the respiratory system in a much larger amount of detail.”
Local to global – and – global to local

It helped me to understand the Chilterns is an area of natural beauty compared to some places in the world. It helped me to feel more caring about the Chilterns.

The future
## Questions and comments

<table>
<thead>
<tr>
<th>Project website:</th>
<th>has links to blog-posts</th>
</tr>
</thead>
<tbody>
<tr>
<td><a href="http://www.shaileyminoche.info/google-expeditions/">http://www.shaileyminoche.info/google-expeditions/</a></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Email addresses:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>(shailey.minocha; ana.tudor)@open.ac.uk</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Twitter:</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>@ShaileyMinocha; @AATudor</td>
<td></td>
</tr>
</tbody>
</table>

The links to websites in this presentation were last checked on 19 July 2017.