

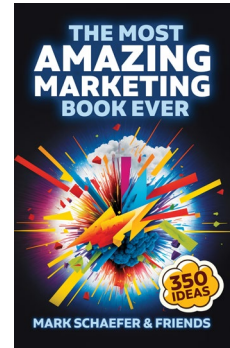
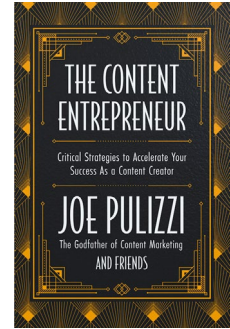
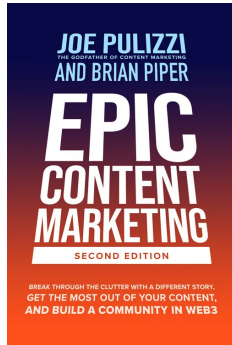
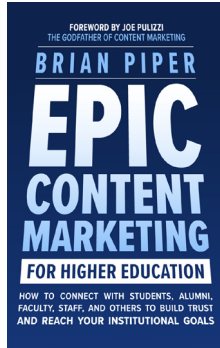
# The Digital Renaissance: Shaping Future Communities in Education

## Ed3 Futures Summit



**Brian Piper**  
**Director of Content Strategy and Assessment**





[Getmyslides.info](https://getmyslides.info)

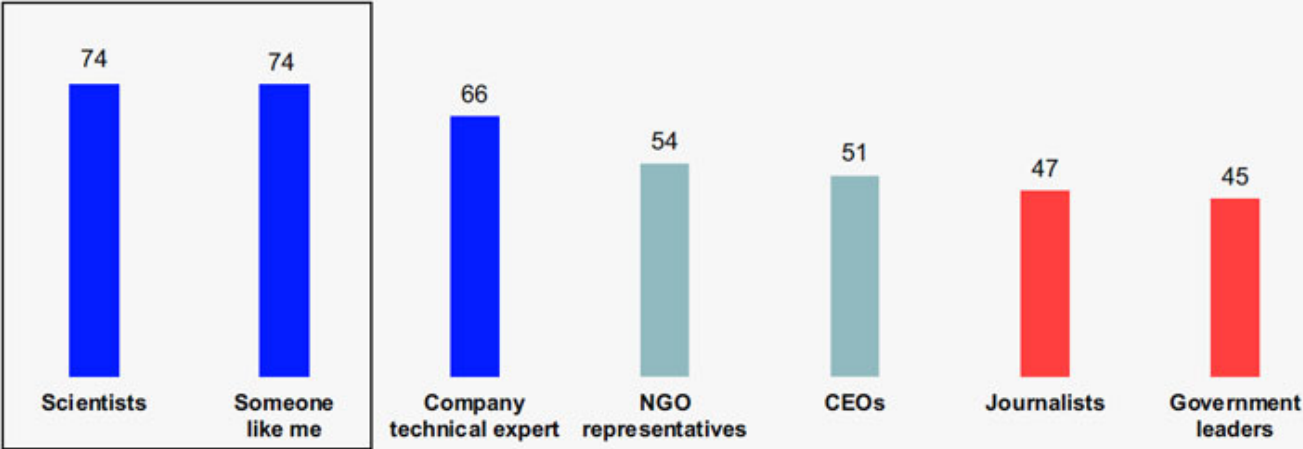
# Dispersion of Authority: Peers on Par With Scientists

Percent trust

GLOBAL 26 Excl China, Saudi Arabia



I trust each to tell me the truth about new innovations and technologies









# How effective is virtual reality to train people?

- 40% of the v-learners saw an improvement in confidence compared to classroom learners and 35% improvement over e-learners to act on what they learned after training in VR.
- V-learning is the most cost-effective way of learning when it's done on a large scale. At 375 learners, VR training achieved cost parity with classroom learning. At 1,950 learners, VR training achieved cost parity with e-learn. At 3,000 learners, VR costs become 52% less than classroom.
- V-learners completed training 4 times faster than classroom training.
- V-learners felt 3.75 times more emotionally connected to the content than classroom learners and 2.3 times more connected than e-learners.
- Three-quarters of learners surveyed said that during the VR course they had a wake-up-call moment and realised that they were not as inclusive as they thought they were.
- V-learners were 4 times more focused during training than their e-learning peers and 1.5 times more focused than their classroom colleagues.

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“V-learning, using virtual reality to train our people, was more effective than classroom and e-learning settings at teaching soft skills concepts.”

We're delighted with these fantastic results, but we also learnt a lot along the way about how to make the v-learn experiences more immersive and impactful. For instance, we think v-learning works best when you're training many people on a similar topic because the level detail which goes into creating and building a detailed and digital replica of the physical world requires greater investment to develop than similar classroom or e-learn content. The nature of our diversity and inclusion v-learn programme meant our people could experience different scenarios and outcomes based on the decisions they made when faced with unconscious bias, so many who took part had different experiences and development points to takeaway.

Another significant insight is that VR is ready to deploy at scale into the private and public sector. Our team was able to provision, deploy and manage a large fleet of VR headsets with just a small team. We determined that while VR training would not replace classroom or e-learn formats anytime soon, it should be considered as part of a blended learning curriculum when training specific types of skills. When you combine classroom, e-learn and v-learn together, you provide your employees with an industry leading approach.

















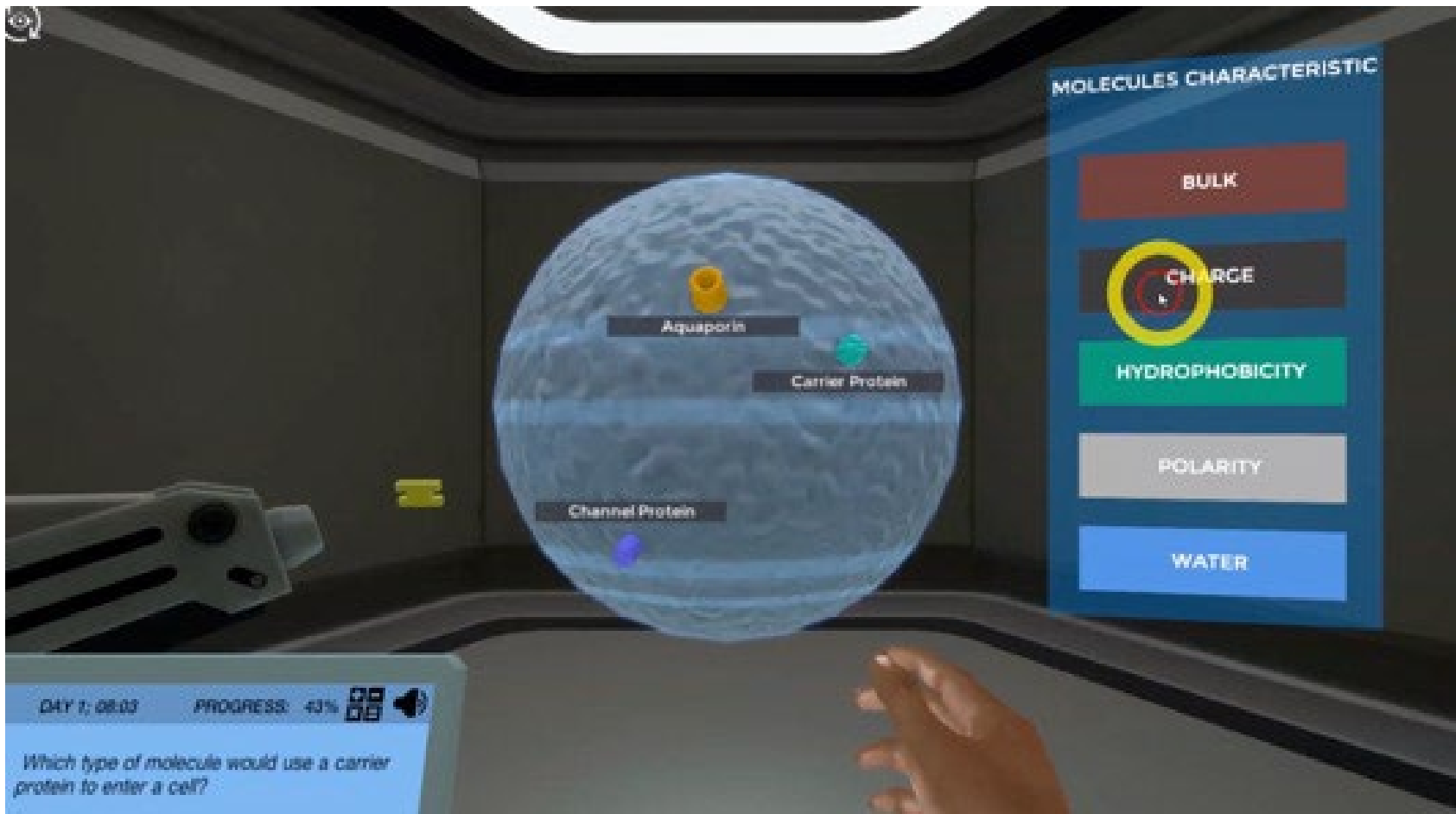






















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