

Immersive learning: you're in control

Immersive learning experiences can be just as varied as any other learning experience. It's all about **fine-tuning** and **integrating** it at the right point so it's the **perfect fit** for your learners. What should you consider when using VR or other immersive technologies with your class?



1

MANAGE THE EXPERIENCE

Authenticity

Set your learning goal and pick an experience that gets you there.



Fully gamified

By using gamified environments rather than realistic scenarios, some immersive experiences can teach concepts in brand new ways.

Real life

Replicating a real-world environment can help learners experience realistic scenarios safely.

Collaboration

Immersive experiences can be highly personalized or generalized for a wider audience.



Individualized

Using VR for a unique individual experience.

Collaborative

Bringing together multiple people to create a shared experience.

Complexity

Find the experience that isn't too difficult for your learners to navigate.



Easy to use

For novice users, easy experiences allow the user to jump into learning material without extra work.

Highly complex

Complex experiences offer new ways of learning for users with prior experience using immersive tools.

Interactivity

Some experiences prompt learners to interact with the material, while others allow learners to sit back and take in the information from a new perspective.



Passive

Some experiences engage the learner without interacting.

Constructive

Experiences that involve creating, explaining, and interacting are beneficial for learning.

2 CONSIDER YOUR LEARNERS

Time immersed

Immersive experiences should be brief and effective. Experts agree that 20 minutes is the optimal time to be immersed.



Cognitive level

Learners at different levels of cognitive development can have different reactions to immersive experiences.



Privacy

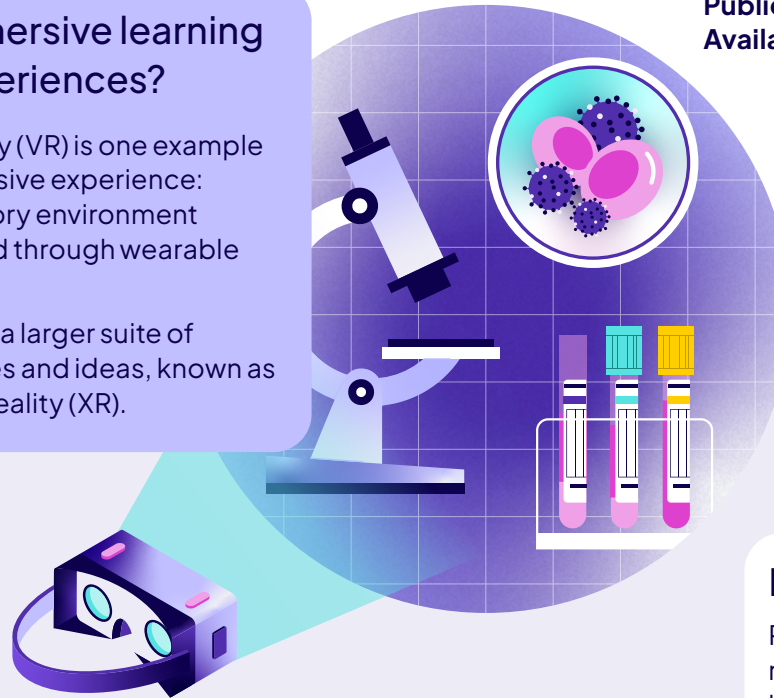
Know what data the experience is collecting from learners and how it's being used.



Immersive learning experiences?

Virtual reality (VR) is one example of an immersive experience: a multisensory environment experienced through wearable technology.

VR is part of a larger suite of technologies and ideas, known as Extended Reality (XR).



3 OPTIMIZE THE OUTPUT

How to deliver positive outcomes from an immersive experience

Applicable

Previously intangible learning experiences become more real, and previously impossible scenarios, such as visiting Saturn or participating in historical events, become possible.

Engaging

Realistic immersive experiences let learners interact with the material and apply what they've learned in a gamified way, increasing engagement.

Motivating

Realistic immersive scenarios teach real-life skills, motivating learners to keep learning.



For more evidence about learning, visit pearson.com/efficacy.html