

CenarioVR®

5 TIPS FOR CREATING A WINNING IMMERSIVE LEARNING STRATEGY



01

CLEARLY DEFINE YOUR OBJECTIVE

02

FOCUS YOUR STRATEGY

03

PRIORITIZE YOUR TECHNICAL REQUIREMENTS

04

LOOK FOR UPFRONT SAVINGS

05

NUMERICALLY PITCH YOUR IDEA

PRELIMINARY

Are costly mistakes an issue? Are injuries too frequent?

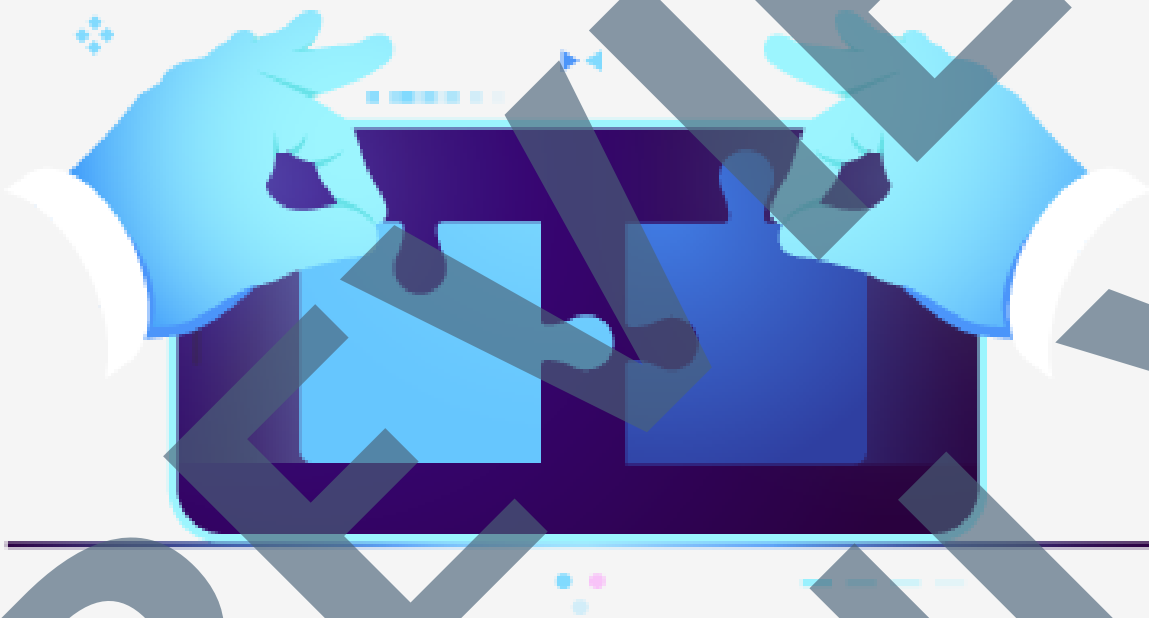
While most training goals tend to be

1. Reducing costs &
2. Increasing efficiency, they can also be less conventional, such as improving patient health.

Obviously, an objective is already a normal part of traditional eLearning, but a precise goal is even more important with immersive learning strategies. Here's why.

C-Level execs are very busy, so newer technologies can be confusing (and even boring). Therefore, communicating why you are deviating from "we've always done it that way" can be indispensable. After all, management won't approve what they don't understand.

FOCUS YOUR STRATEGY



Once you have a training objective clearly defined, you can start ideating ways to get to the finish line. For example, if your objective is to improve the outcome of high-stress situations, your learners may need more exposure to nerve-racking events.

360 VIDEO

While some think panoramic photos can feel immersive, most authors will want 360-degree video to accurately simulate an environment. If you consider the purpose of using panoramic video, you can decide if a high-end camera is really worth it.

For example, if your goal is to “reduce safety violations”, you may not need the highest end camera to adequately tour a facility. Or in some situations, hiring a production company may be worth the investment. Nevertheless, shooting 360-video is often more practical than most people realize; a few hours with a \$200 camera can be enough to make an impression.

AUTHORING TOOLS

If you are comfortable creating traditional eLearning courses, working with VR will seem fairly similar. From xAPI support to branching and analytics, many workflows you already know will be the same or feel familiar.

In fact, the only time you’ll potentially face “new territory” is when creating 360 video and images, or publishing courses to headsets.