

PUSH Studio & Matters At Play

VR Considerations Worksheet



Presented At
MEANINGFUL PLAY 2022





INTRODUCTION

PUSH Studio & Matters At Play Design Lab have put together this worksheet to help you to build a foundation and document your project along the way. This worksheet is inspired by Talespin. The worksheet allows you to design your immersive learning experience by defining key aspects such as scenario, learning objectives, and what skills your learners will practice. While completing this document, consider these questions: What is our goal? Who is this training for? What do our learners need to do?

CONSIDERATIONS WHEN CHOOSING VR

Justification of the use of VR

Does your use case make sense to do in VR? Effective pedagogical use of VR generally falls into one of three categories:

- Supporting skills-based and competency-based teaching and learning (repetition).
- Expanding the range of activities with which a learner can gain hands-on experience.
- Providing new functionality and new forms of interaction that would not otherwise be possible.

Skills-Based Learning

Virtual reality experiences can increase the user's sense of presence in the scenario and emotional connection to the material. Consider specific types of skills that you want learners to focus on during your experience. Some examples of "soft skills" or "essential skills" that can be practiced effectively in VR include interviewing, empathy, and decision making. However, there are many others that may be more suited to your own use case.

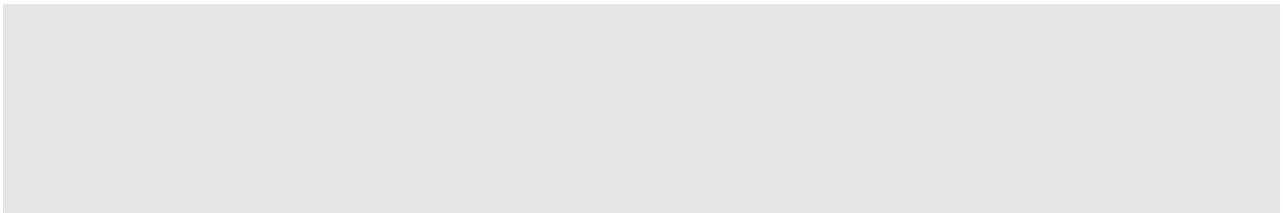
Limitations of VR

- Long sessions in VR may cause discomfort to users, so aim for a shorter experience or split it into multiple segments with breaks.
- Consider the context in which your VR experience will be used
 - How does this fit into a larger curriculum?
 - How approachable is this technology to your target users?
- There are tradeoffs between simplifying the choices/interactions available in an immersive scenario and allowing the user to freely make decisions (as they would in a roleplay, for example).

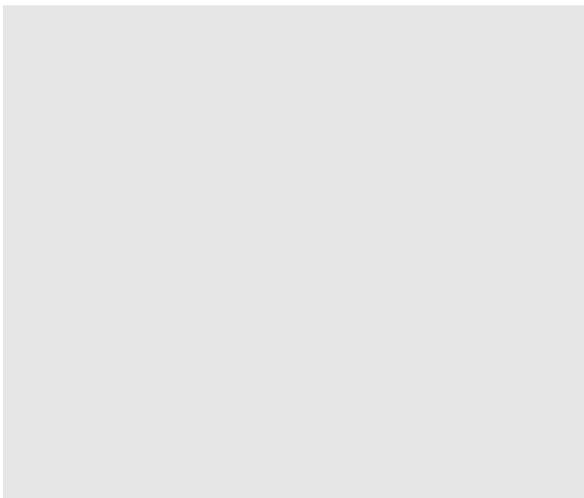
LEARNER PERSONA

Personas are fictional characters created to represent a user. Personas can help you understand your learners' needs, goals, motivations, expectations and capabilities. This helps inform your learning scenarios and should correlate with your learning objectives.

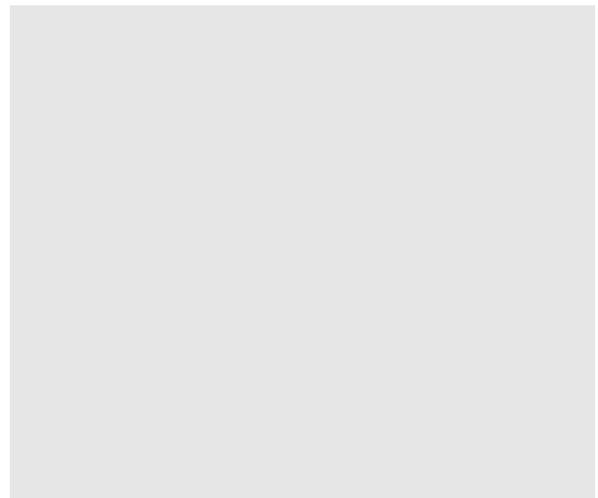
Name & Demographic



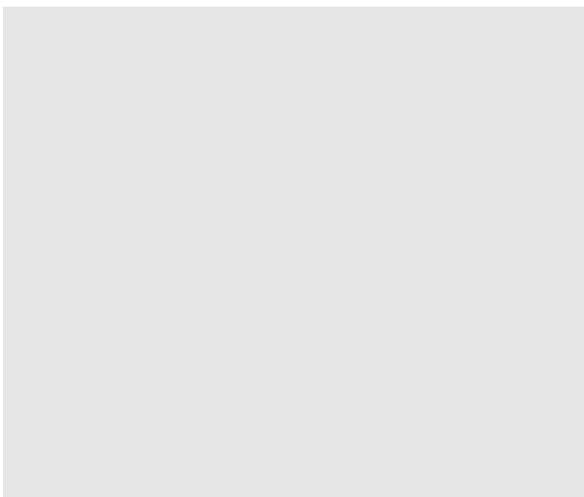
Goals



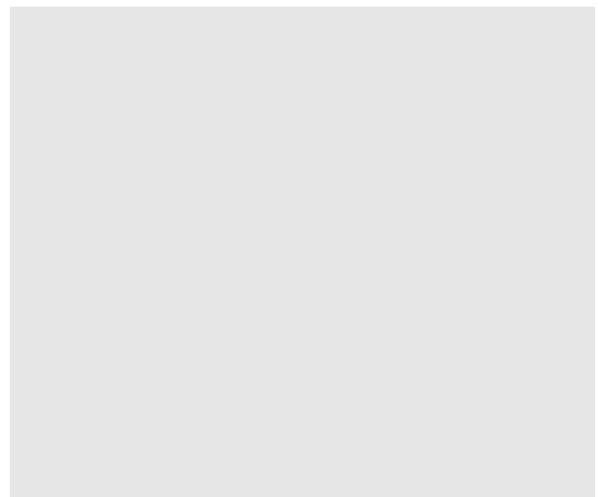
Values



Needs



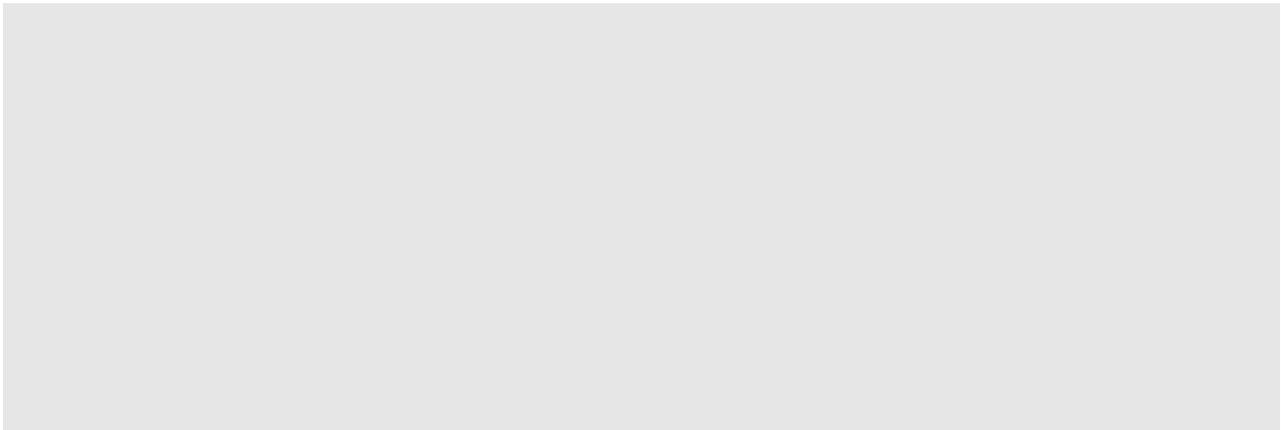
Fears



LEARNING OBJECTIVE

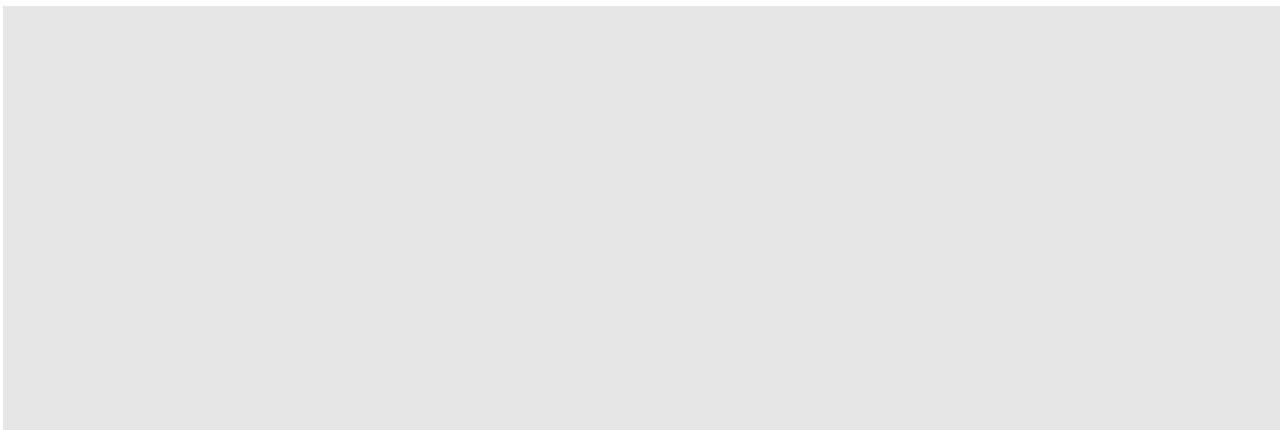
Learning objectives are statements that define the intended outcomes of the learning experience. Learning objectives should be clear, concise, and measurable. Include 3-5 learning objectives for your immersive learning experience.

Learning Objectives



Key Learning Points are learning elements that will be tied to specific decision points in your experience. Key Learning Points are specific concepts a learner can achieve proficiency in by completing the learning solution.

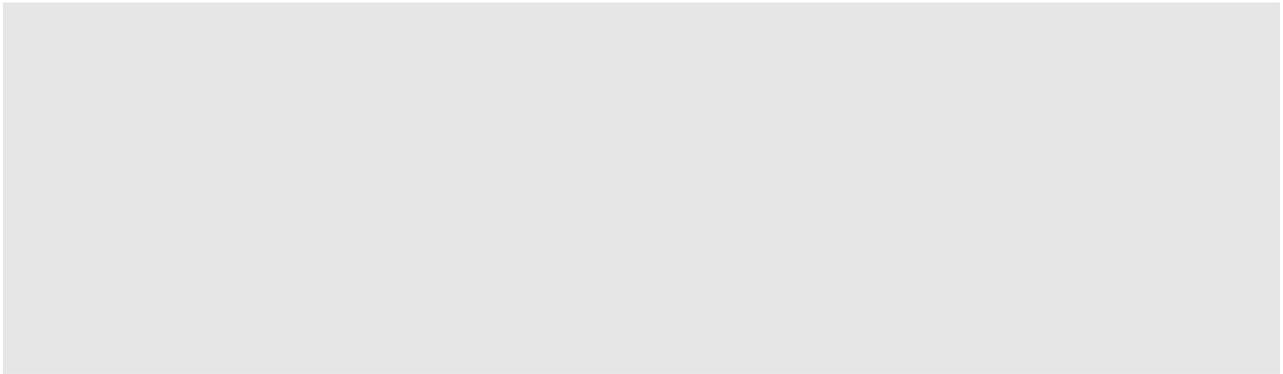
Key Learning Points



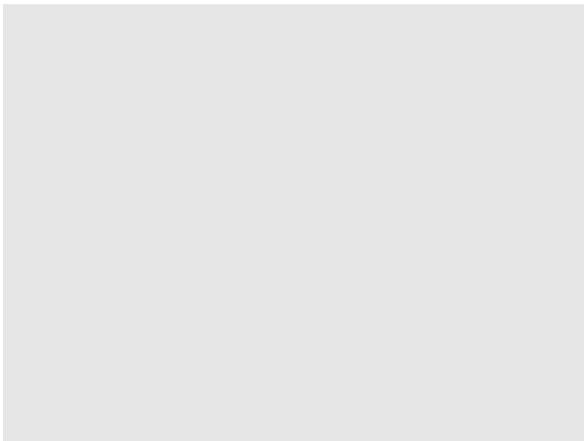
SCENARIO DESIGN

Your scenario should align with your learning objectives and learner personas.

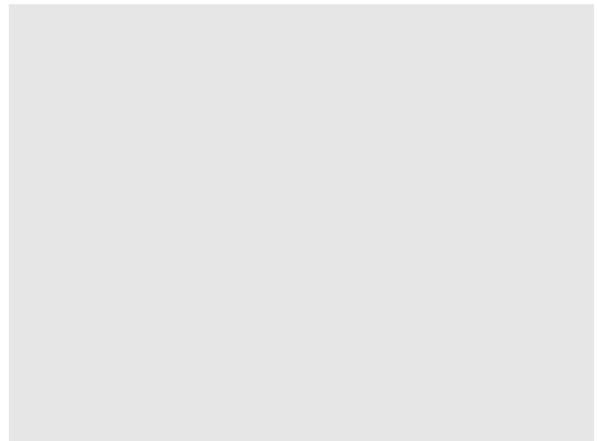
Scenario



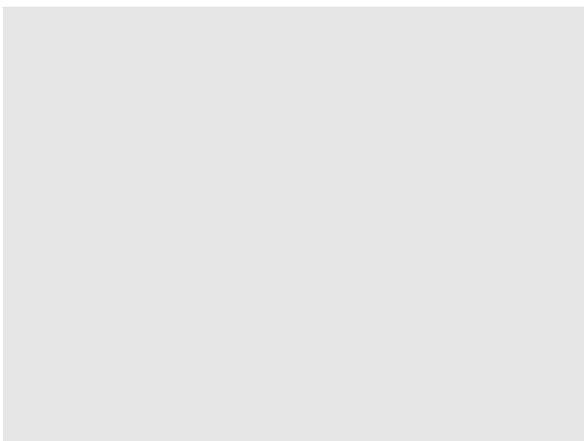
Conversation Goal



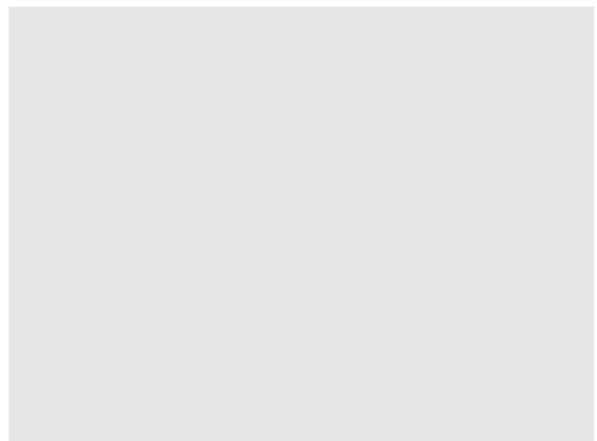
Overview/Scene



Learner's Character



Virtual Human Character



CHARACTER DESIGN

Motivations

A large, empty rectangular box with a light gray background, intended for writing the character's motivations.

Fears

A large, empty rectangular box with a light gray background, intended for writing the character's fears.

Triggers

A large, empty rectangular box with a light gray background, intended for writing the character's triggers.

Feelings About Jobs

A large, empty rectangular box with a light gray background, intended for writing the character's feelings about jobs.

Desires

A large, empty rectangular box with a light gray background, intended for writing the character's desires.

Stakes

A large, empty rectangular box with a light gray background, intended for writing the character's stakes.

OTHER CONSIDERATIONS

Partner With Subject Matter Experts

Identify, recruit and consult with subject matter experts throughout the process. Assure collaborators they will be able to contribute to the design process, regardless of previous experience with virtual reality. Establish how your stakeholders will be compensated for their time and expertise.

Creating A Dialogue Flow

Outline the critical points of the discussion that represents the learner's most successful decision making path. To form a branching narrative, use the critical points to identify other decisions that could have been made and branch off less successful choices from there.

Virtual Environment

The virtual environment(s) is where your immersive experience will take place. Just like in the physical world, people can easily get uncomfortable in small, large, or high spaces, so it's important to understand scale as a VR designer. We recommend creating a stimulating, welcoming environment with minimal distractions so learners can comfortably complete their training and retain information.

Frequent Testing and Iterative Improvement

The best way to test something's functionality is by using it. Usability tests consist of short sessions where potential users interact with the application on a specific environment, while an expert team observes, records and measures the course of that interaction.