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 with your class?
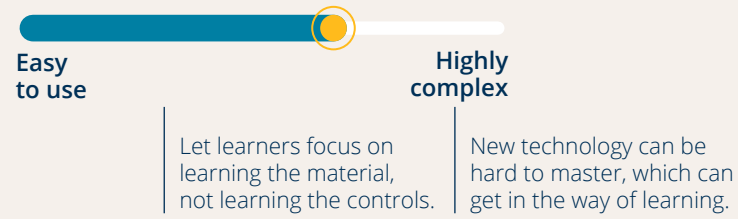
1 MANAGE THE EXPERIENCE

Authenticity

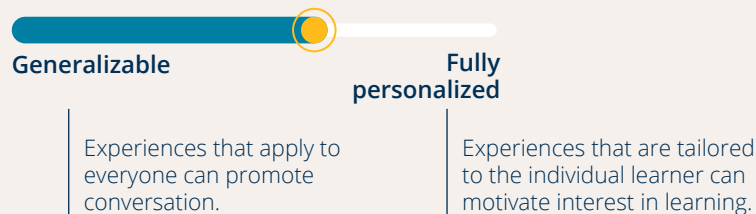Set your learning goal and pick an experience that gets you there.

Fully gamified — **Real life**

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

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

Complexity

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

Easy to use — **Highly complex**

Let learners focus on learning the material, not learning the controls.

New technology can be hard to master, which can get in the way of learning.

Personalization

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

Generalizable — **Fully personalized**

Experiences that apply to everyone can promote conversation.

Experiences that are tailored to the individual learner can motivate interest in learning.

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 learning — **Collaborative**

Different experiences target different applications of learning.

Pick an appropriate moment to introduce interactivity to your class.

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.

A few minutes   **An hour**

Don't leave them immersed for too long!

Cognitive level

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

Novice   **Advanced**

Privacy

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

Publicly Available   **Fully private**

Immersive experiences can collect data in new and unique ways!

Immersive learning experiences?

Virtual reality (VR) is one example of an immersive experience: a multi-sensory environment experienced through wearable technology like a Meta Quest headset.

VR is part of a larger suite of technologies and ideas, known as Extended Reality (XR). If you'd like to learn more, Pearson and the XR Association have worked together on several related resources at xra.org.

3 OPTIMIZE THE OUTPUT

Applicable

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

Intangible   **Applicable**

Engaging

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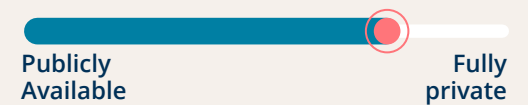
Disengaged   **Actively engaged**

Motivating

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

Demotivated   **Motivated**

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