

Facilitating Immersive Learning Experiences: A Guide for Trainers, Presenters, and Facilitators

A hands-on workshop for all trainers & facilitators who are new to immersive learning and want to incorporate it into their facilitation toolbox

In this interactive program, facilitators learn how to incorporate immersive scenarios into workplace learning experiences. It focuses on the facilitation skills required to make immersive learning a positive experience for participants.

Program attendees will learn how to facilitate immersive scenarios during learning events. Attendees will also learn practical tips such as how to set up for success, what to communicate with participants in advance, how to run a short scenario, and how to minimize technical difficulties in order to maximize learning.

This is an approximately 7-hour interactive program, split into three parts: three 75-minute facilitator led sessions, interlaced with a series of self-led assignments. It can be facilitated together as a full-day in-person program, or the components can be separated over time.

Topics include:

- Defining immersive technologies, such as augmented reality (AR) and virtual reality (VR)
- Recognizing the value of adding immersive simulations to learning programs
- Getting comfortable with immersive hardware
- Preparing technology and participants in advance to set the stage for success
- Teaching others to use immersive tools (such as headsets and other wearables) with ease
- Incorporating immersive activities into learning experiences
- Guiding participants through an immersive simulation
- Providing feedback to participants during and after the learning experience
- Debriefing immersive activities to enhance learning transfer

Note that this program does not cover how to create or design VR simulations.

Delivery Details

- includes an electronic handout and resource links for further independent study.
- may not be recorded, but instead requires live participation.
- has 15 participants or less, unless discussed in advance with Cindy.
- requires each participant to have a current VR headset, such as the Quest 2 or 3