

Augmenting soft skills in a virtual, immersive realm

The immersive learning pilot study enabled Arden University Health & Care Management (HCM) undergraduate students & Psychology/HCM lecturers to advance their soft skills through simulated interactions with virtual humans through completion of Bodyswaps modules tailored to their discipline.

Study design

48 undergraduate students & 39 lecturers participated

- 77.1% (Virtual reality Metaquest 2)
- 12.5% (PC) & 10.4% (mobile)

Aims of study

1. Does learners' self awareness and knowledge of how to improve soft skills increased?
2. Do learners feel more confident to apply simulated soft skills in real situations?

 bodyswaps |



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What people say...

93%

of learners report improvement in their self-awareness and knowledge of how to improve their skills.

100%

of learners report increased understanding and confidence to apply the simulated soft skills in real situations.

97%

of learners would recommend Bodyswaps to their colleagues over traditional training.

To find out more,
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