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)

What people say...

93%

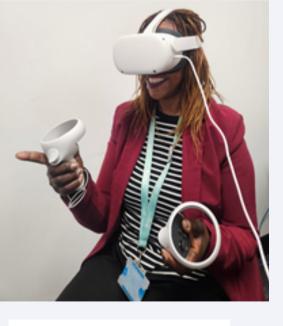
of learners report improvement in their self-awareness and knowledge of how to improve their skills.

100%

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

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?
- ir bodyswaps





97%

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

To find out more, contact GUS fellows:

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