Game Based Virtual Reality E-learning Program for Corporate Training

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There was a time when textbooks were the only source of information. Then came the Internet revolution, and online learning or e-learning became the most favored learning method. Virtual reality and augmented reality based training were the next stages in this evolution that led us to the game based VR learning, which is the newest trend in this series of development.

What is game based VR learning?

Game based VR learning is one of the most effective and popular learning methodologies that has captured the imagination of the innovative next-gen minds for whom thinking out of the box is the norm. It adds to the element of fun in VR learning and transforms the otherwise serious online learning process into a game that has the power to attract maximum immersion of the participants in the training program.

When something is interesting to the mind, the mind naturally gets attracted to it and be focused for a longer duration of time. For instance, we get all wired up and immersed in a football match, as if we are actually there on the field, even when we are just watching the game on the television. In exactly the same way, gamification in training programs, when combined with technology of virtual reality and augmented reality, dramatically increases the level of engagement, improves the attention span and consequently results in a higher completion rate of the learners as compared to the more traditional training methodologies.

A game changing combination

The blending of gamification with VR and AR is changing how training is imparted to young and curious minds in various learning programs – from schools and colleges to corporate training programs. It stimulates and unlocks the hidden potential and unleashes the imagination of the

participants so that they can achieve newer heights of success in their work as well as personal life.

This advanced technology scans the participant's physical environment and based on that data, generates a 3D map. This in turn is filled up with the digital content which is interactive. The participants can respond to it just as they would in a real-life physical environment. This offers the participant a near-realistic feeling of the environment making the training extremely engaging and enjoyable.

Techno savvy Millenials

A large proportion of the workforce is made up of the millennials who are extremely techno-savvy and are well-versed with modern gadgets including smartphones. They are used to bite-sized learning through the various online learning platforms, apps and videos available freely on the internet. They prefer smarter, faster, more accessible, more time-saving and enjoyable methods of learning which are at their fingertips 24/7 as compared to the slow, and boring traditional classroom based e-learning.

This shift in the mindset makes these millennials perfect candidates for programs such as the game based VR learning. Gamification adds to the attention, engagement and retention value of the training making it even more interesting for the young and imaginative learners of the programs.

Game based VR learning - The future of interactive learning

More and more companies, educational and other types of institutions are leaning towards this type of learning programs which combines the element of game with the VR and AR factors added to it. There are many benefits of adopting these learning methodologies in various training programs including corporate training.

One of the most important benefits is that game-based VR training increases the attention span of learners dramatically. The gamification and quiz learning approaches turn the training into a fun game. Every lesson becomes an interesting and fun adventure as well as a challenge to expand knowledge and grow. This results in better concentration on the task, better understanding and comprehension of the content, better retention of the learned information and a higher completion rate of the training program.

Learning at their own pace

Another important benefit is that unlike a classroom or traditional learning program, these programs allow participants to learn at their own speed. They can repeat any lessons and

videos that they have not been able to grasp fully and learn, mastering the concepts by repeatedly learning them as many times as they like through self-learning by trial and error.

Course analytics and certificate of completion add to the value of the program as the participant gets an exact understanding of the returns on investment. She learns how much she has learnt and the value she has earned in the competitive corporate world as a result of the training she has acquired through this innovative learning program.

LX3 VR immersive learning program for corporate training and development

This breakthrough VR based training program developed by Akal Learning Solutions can be accessed 24/7 from any part of the world. It is a unique program that integrates three of the most important and effective concepts of corporate training namely, Authentic Personal Leadership, Leadership Crucibles and Mindfulness. This makes the training extremely comprehensive and adds great value for the participants in their overall personal growth, sharpening their leadership qualities and teaching them awareness and mind-control in order to keep calm and focused in challenging corporate conditions.

This all-inclusive and balanced training approach makes LX3 one of the most up to date programs as well as one of the most sought after VR based corporate training programs that have a considerably higher completion rate as compared to the other online e-Learning training programs available in the market.

Making learning a "game"

In this game based program the participants adopt a soccer club manager's role and act out multiple tasks that the manager would perform in real life team management situations. Starting from appointment as manager these tasks include managing meetings, analyzing team strengths and weaknesses, appointing team roles, strategic planning, analyzing performances, motivating players, resolving conflicts and so on.

The program uses VR along with other learning tools like hot spots, audio-visuals, videos, quizzes, poster quotes, etc. Mindfulness training is an integral part and is added to every segment of the training program. Additional learning resources like audios, YouTube videos, responsive website integrated with Learning Management System, etc. are provided for effective learning anytime, anywhere and on any device.