



Immersive Learning and Virtual Reality @UWTSD

Chris Rees

Executive Head of Digital
Creativity and Learning

*Man Geni Addysg Uwch yng Nghymru
Where Higher Education Began in Wales*

The University



22,664

Students on
UK campuses
across the
UWTSD
Group



6

UK Based
Campuses



1375

Members of
staff



2021 Digital Strategy

- Digital Connectivity
- Digital Productivity
- Digital Learning
- Digital Inclusion
- Digital Capabilities
- Digital Innovation

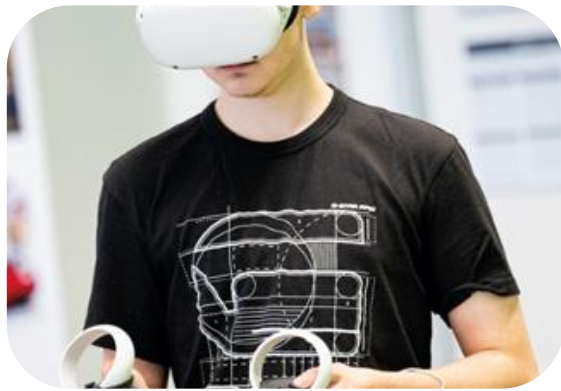


Immersive Learning



Virtual Reality

What started our current approach?



Students



ATiC



CWiC



Avanade /
MADE

Three main focuses.....



Simulating Environments



Providing Virtual Experiences



Gamification

Immersive Learning - VR Approach

100 + Oculus Devices

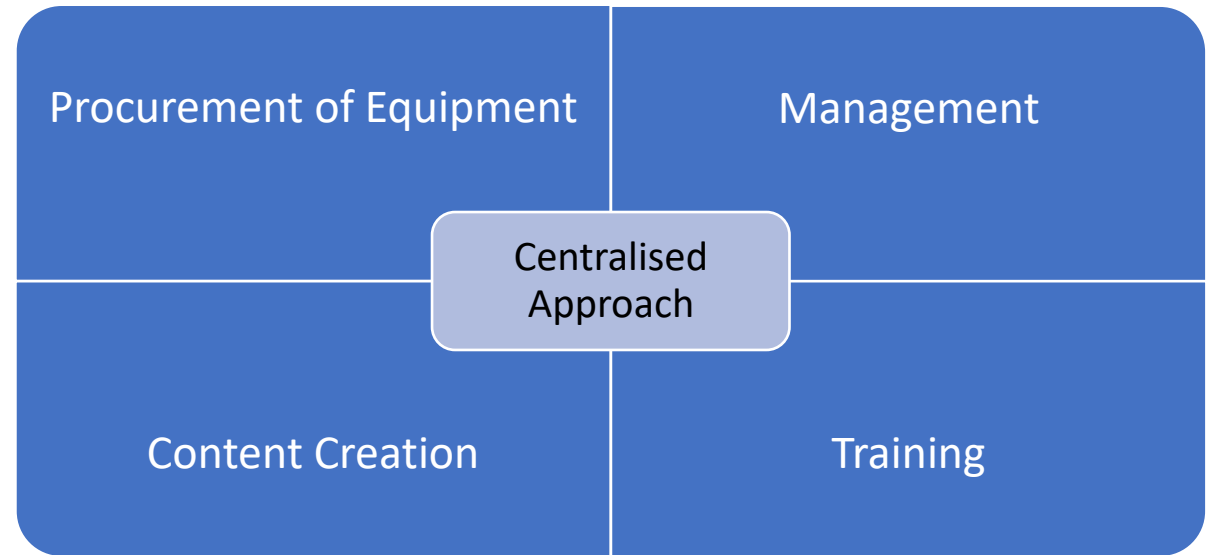
Management tool – ArborXR

Current Team – 1 x VR/AR Developer
2 x VFX Developers

Service Desk Support to ensure correct technical management

Training available general use (Skills Advisors) and pedagogical approaches (Digital Learning Team)

Engagement sessions on new technologies



Immersive Learning - Rooms

Two Immersive Rooms circa £1.2m

16m x 2.7m LED Walls across 3 walls

Igloo immersive software able to recreate VR experience with a collaborative approach to Teaching and Learning



Our Strategic Approach

Phase 1 – Engagement and Review

Engagement Sessions with Staff
Staff Demonstrations
Loaning/Use of Equipment and Rooms
Providing expertise for trial use
Providing Custom content
Providing list of “Off the shelf Content”
Evaluation of use

Phase 2 – Use development and Academic Attainment Study

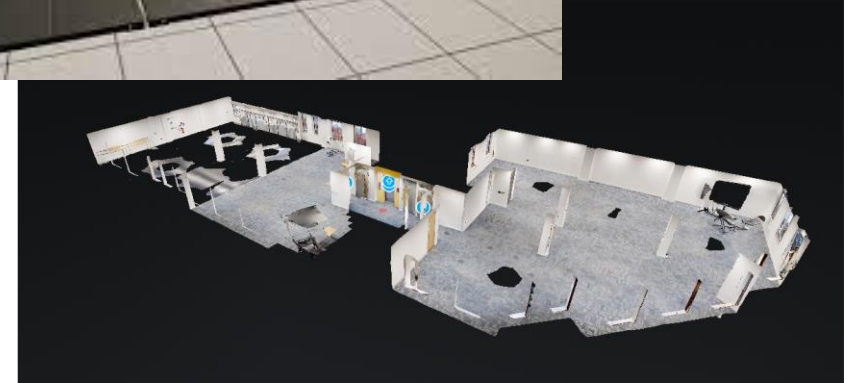
Evaluation Reviews
Development of Pedagogical content and Learning Design Packages
Academic Attainment Study with Academic office – “Has the use of VR/Immersive Learning had an effect on attainment?”

Content Creation



Current Immersive Learning Projects

- Virtual Reality Gym
- Engineering and Manufacturing
- Policing – Virtual Crime Scenes and Simulated Environments
- Health and Safety
- Virtual Art Galleries
- Sustainability
- Virtual tours of Campus – including Neurodivergent
- Fears
- Architectural Walk throughs



Neurodivergent learners

Some of our Neurodivergent learners have expressed concerns about using VR Headsets but are happier using the immersive room.

Projects –

Campus tours for Neurodivergent learners

Pre-trips for younger learners



Student Involvement



Student Testing



Student Project
use



Possible Content
Creation

Future Developments





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Immersive Learning

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