VET College Airport: VR- re-animation training

**WORK PACKAGE 4 – CAPACITY BUILDING**

**TEMPLATE FOR COLLECTION OF GOOD PRACTICES**

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| **Name of the best practice** | VET ROC van Amsterdam, MBO College Airport:  Re-animation training in Virtual Reality (VR). |
| **Country** | The Netherlands |
| **Description** | For their education our Cabin Attendant students need to do a re-animation course for achieving their diploma. We have created/made an Application where students can do a re-animation in VR following the necessary procedure steps. The idea was, that when we place our students in a virtual “real life scene”, the impact on learning is much higher then in an ordinary class learning enviroment. We did a research on that in a pseudo-experiment. 40 students, as the experimental group, did the training with VR, 40 students, as a control group, did the training in the regular way, in the classroom during classical lessons. First we made both groups do a pre-test, after the training we made them do a post-test. After a year we tested both groups again on retention. It showed remarkable results! |
| **Target Group** | * VET students at Mbo College Airport as a first step: Programs Cabin Attendant, Security, Sports etc. * Reaching other VET programs by sharing experiences |
| **Who is involved? How were they motivated to participate?** | * Teachers * VET students * Airline company * Research department of ROCVA VET school |
| **Benefits** | * This is an interesting, innovative initiative for students to develop skills in another more attractive way then the classical setting * The appreciation of teaching this innovative way was very high among staff * The quality of the program improved substantially; the retention of knowledge showed an enormous growth compared to the control group with the classical way of learning together. It has also fostered the sense of belonging to the association. * It is a great example of implementing key competences needed on the job by strengthening the cooperation between VET schools and companies. |
| **Challenges and how they were overcome** | The major challenge was how to deal with mechanical problems (empty VR sets e.g.) and how to deal with a class situation where there is no visual contact possible for the students.  Another challenge was how to deal with a class, where you cannot see in which scene the students are at.  We solved that by “trial and error” and came up with some great and innovative solutions for the problems we were facing. |
| **Step by step for the implementation of the good practice (transferability to another VET college)** | * Selection of the program that is fit for a training with VR * Share the knowledge we gained in a broad perspective (we published a white paper on this topic with all results and problems we were facing and how we solved them * Make a draft set of questions to consider in the discussions * Schools: select the group of students, teacher/s and the company/ies involved. * MBO College Airport: communicate all the connections by social networks profiles and communicate the conclusions * Make a summarized research report and video and final conclusions |