Crossing the Curriculum through VR

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Crossing the Curriculum through VR

Language Enhancement Grants 2016-19

Interactive Virtual Job Interviews with Self-Reflection for LMS Students
  • Computing, Logistics and Shipping
The project is creating:
(1) VR job interview simulation on PC platform available in ELC’s independent language learning centre
(2) VR job interview simulation on mobile Android and iOS platforms
(3) Self-reflection materials for post-interview personal improvement
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Students will be able to:

a) improve their language skills
b) enhance their job interview skills
VR and Language Learning
Taiwanese tertiary students
• improved their phonology, vocabulary, grammar and syntax knowledge (Chen, 2016)

3D immersive and interactive virtual English classroom
• promoted a positive student attitude and interactive learning experiences (Shih & Yang, 2016)
Reflection and Language Learning
Self-set goals and reflection
• Learners focus on specific language functions and vocabulary to complete communicative tasks successfully (Lozano Velandia, 2015)

Limitations in novice learners ability to reflect effectively
• provide learners with a practical framework of initial support (Power, 2016)
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What is AR, VR and MR?

AR: Augmented reality (AR) adds digital elements to a live view often by using the camera on a smartphone. Examples of augmented reality experiences include Snapchat lenses and the game Pokemon Go.
• Virtual reality (VR)
• a complete immersion experience that shuts out the physical world
• use VR devices such as HTC Vive or Google Cardboard
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- **Mixed Reality (MR) experience**
- Combines elements of both AR and VR
- Real-world and digital objects interact.
How can VR be used in education?

Virtual Fieldtrips

Prepare students for:
• Overseas Service Learning
• Overseas exchanges - campus visits
• Immersion in new environments
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How can VR be used in education?

Skills training
  • The coffee experiment
    (MacGillivray, 2017)
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How can VR be used in education?

VR + Game-based learning
- goal-oriented and rule-based
- engage players through consequence
- system of rewards for achievement
- negative repercussions
- engage learners within the digital environment
- promote progress within the game experience
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Interactive Virtual Job Interviews with Self-Reflection for LMS Students

Progress?
• Android version nearly ready
• iOS coming soon
• Full version in first quarter 2019
Step 3
Select your job category

- Global Supply Chain Management
- International Shipping & Transport Logistics
- Computer Science

Back  Next
Opening Questions

• Small talk
General Question

• Biggest challenge
Computing Question

• Biggest challenge
Shipping Question

• Low sulphur fuel
Logistics Question

- Cruise shipping hub
General Question

• Closing
Step 5
Reflection

Thank you for coming. Good bye.
Challenges / Future

• Launch and collect data
• Introduce game element
• Investigate possibilities of hand and finger tracking
• Explore speech recognition
  • Tailor questions depending upon response
• Extend VR to other areas
  • Presentation skills
  • Service learning
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Power, J. B. (2016). Has this begun to change the way they think? Moving undergraduate learners’ level of reflection from where it is to where it needs to be. Teaching in Higher Education, 2517(May), 1-14. http://doi.org/10.1080/13562517.2015.1136278