

Fostering students' presentation skills by making use of Virtual Reality



INTRODUCTION

Who are we?



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The development of students' oral presentation competencies with virtual reality



RESEARCH PROJECT

PRESENTING

*Oral presentation
competences*



HOWEVER, in practice..

VIRTUAL REALITY



UNESCO Nomination



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Fostering oral presentation competence through a virtual reality-based task for delivering feedback

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ABSTRACT

While previous studies have stressed the importance of feedback delivered by experts, it is unclear whether students' oral presentation competence can be fostered through innovative tech-

RESEARCH

Previous studies

What is the impact of Virtual Reality on the development of oral presentation competencies?

Virtual Reality – exp. condition



Traditional – ctrl. condition



(Van Ginkel *et al.*, 2019)

HOWEVER..



EXPERT INTERVENTION



NO EXPERT INTERVENTION

RESEARCH

Ongoing study

Presentation practice in VR



**Quantitative VR-feedback
interpreted with expert**



**Qualitative VR-feedback
interpreted without expert**

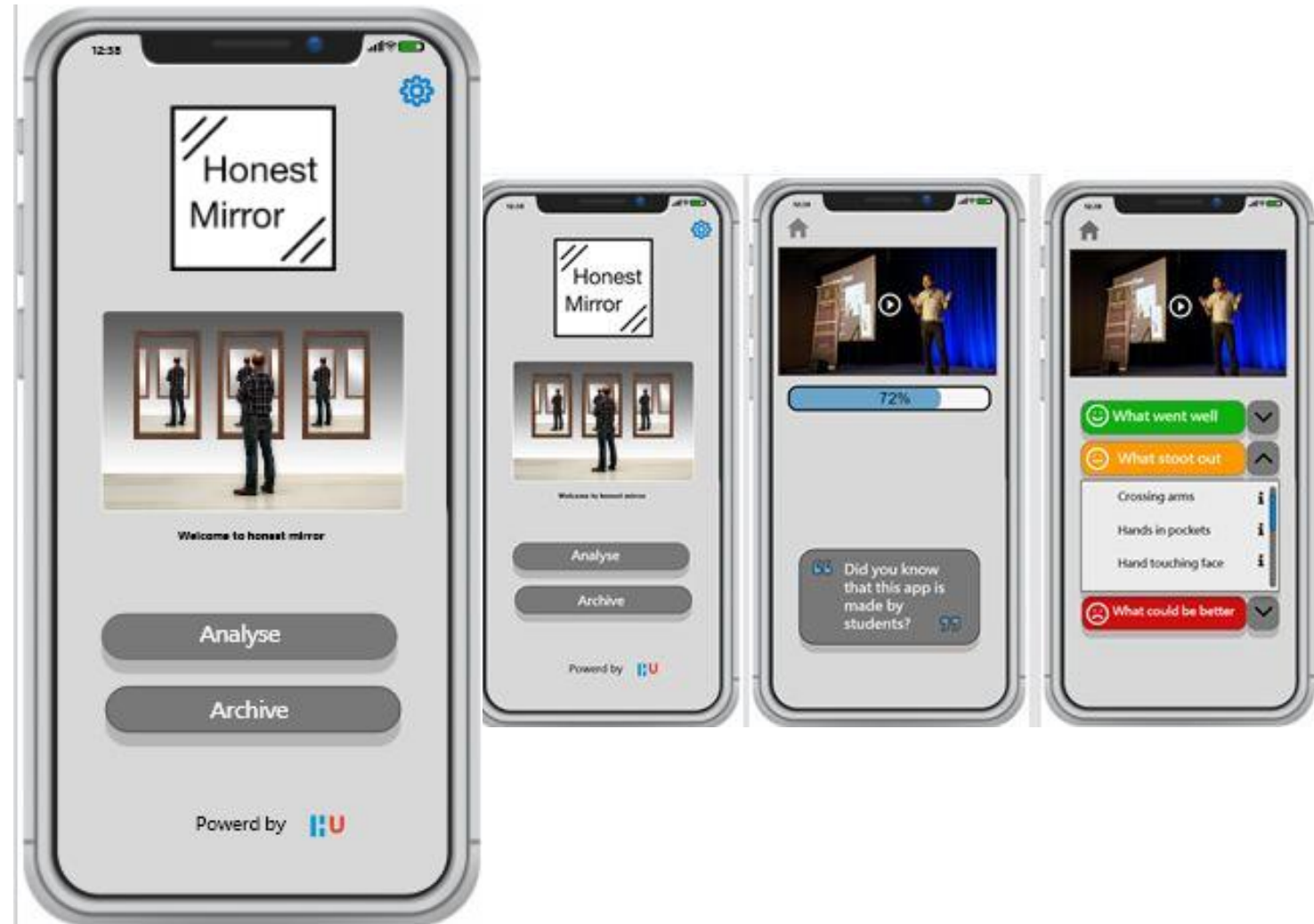
The development of students' oral presentation competencies with an AI-driven application



DEVELOPMENT PROJECT

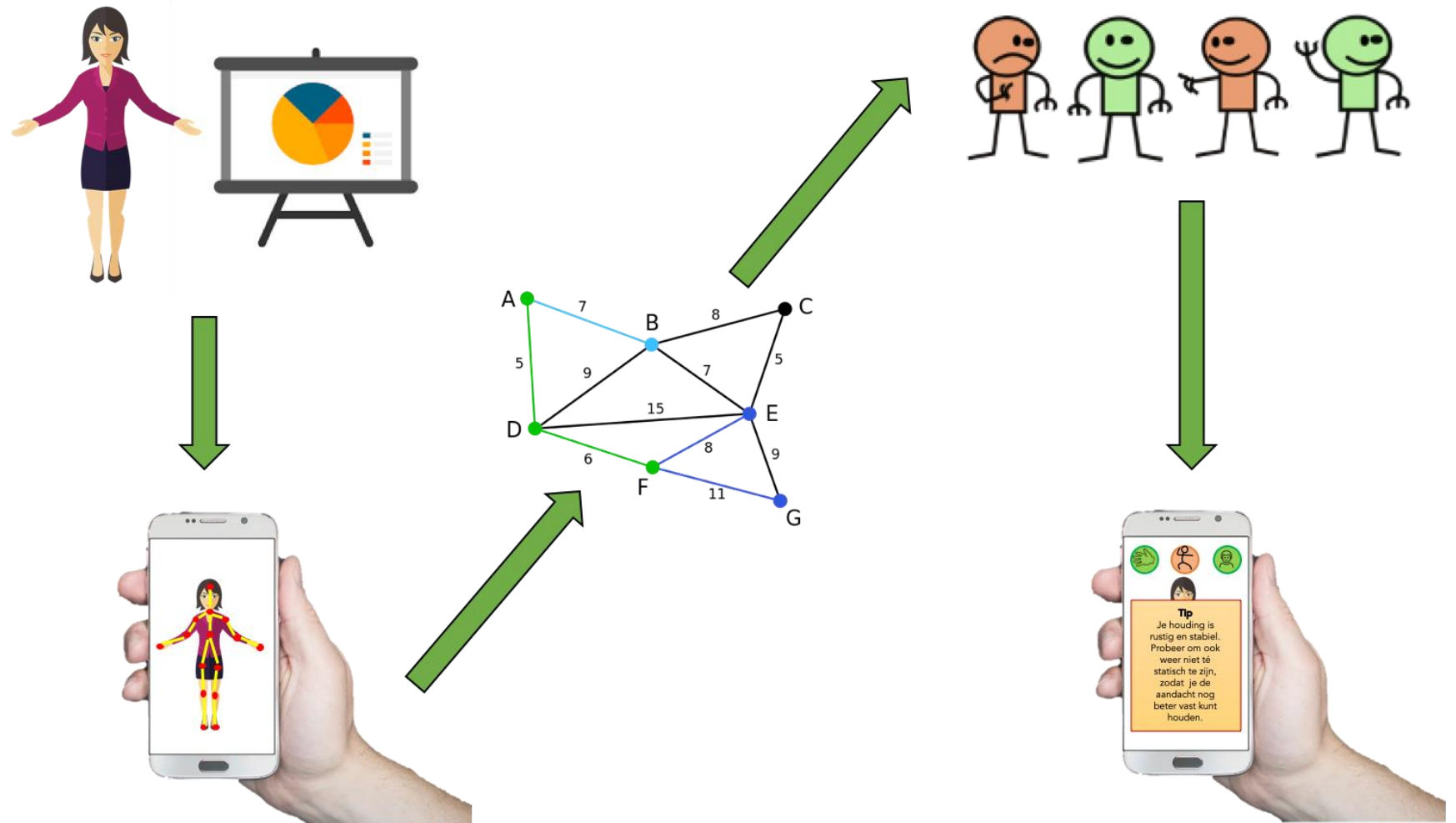
HONEST MIRROR

AI-driven application



HONEST MIRROR

AI-driven application



HONEST MIRROR

Demo



STATEMENTS TECHNOLOGY, RESEARCH & INNOVATION

- “The global teacher shortage can be solved by the involvement of Artificial Intelligence.”
- “Virtual Reality will become an essential tool for skills development irrespective of domain.”

For the Dutch speaking participants:

Word lid van de
community
Praktijkvaardigheden
met technologie op
LinkedIn

Leer en deel meer
interessante
voorbeelden

