



VRoom!

Getting Started With
VR for Training

PROJECT INSPIRATION

Depth Instead of Breadth

VR training is microlearning in action. If there are five specific tasks that you want to train on, consider creating five different scenarios so that the user can focus on a single task at a time.

There should never be an 8-hour course covering every detail of a subject in VR—your learner would likely not survive it! Instead, consider focused modules that dive deep into a single subject

and bring your users in and out of situations in ten to fifteen-minute bursts.

Virtual reality training is all about depth over breadth regarding training content.

Breadth of learning refers to the full span of knowledge of a subject.

VS

Depth of learning refers to the extent to which specific topics are focused upon, amplified, and explored.



Design Specifically for VR

The best VR training is not porting existing training to VR; it's coming up with an entirely new way of presenting the subject that leverages the virtual reality medium.

New VR developers often try to create the same course they created in Storyline in VR. Usually, there's a 2D video that shows what they are trying to teach, and they just put that in the middle of a 360 image scene. Why not go back to that area where the process is taking place and film that process in 360 so you can take advantage of the medium?



If you're not going to take advantage of 360 video and VR capabilities, you need to go back to that very first question we talked about: "Does this belong in VR?"

CORPORATE BUY-IN

But keep in mind...what do you get if you take a bunch of geeks, give them all VR headsets, 360 cameras, a brand new VR authoring platform, and then don't give them a concrete direction?

Absolutely zero productivity for a long time! (But a lot of happy geeks...)

Make sure everyone on the team knows their role, the project's scope, and most importantly, the deadlines for the project.

At this stage, you should be shooting for the Minimum Viable Product, aka MVP.

Training that's good enough to show and test with users

Minimum

MVP

Viable

The training no one wants to use

The training you want to build

FILMING SCENES

Film More Than You Need

You can always trim and edit later. You're much better off having unused film from your session than having to go back and film again to get that one shot you missed.

Let's go back to the Fendi example we spoke of earlier. They created what ended up being around an hour of video to use over several different courses, but they only had a few days to do all their shooting. Twenty-five hours of video were recorded to ensure every possible base was covered along the way. Even though specifications changed during development, they never had to go back and re-film. Developers had the shots they needed because they filmed those extra hours of content.

Remember, no one is charging for those ones and zeros you used to store that extra footage anymore!



SCENARIO CREATION

Test In Virtual Reality ASAP!

This step is similar to the iteration step but also essential. Test your scenes in VR, particularly while you still have access to the site where you're filming. It's much harder to go back and re-film something that you find out doesn't work in VR after you've left the site where you're filming.

Remember those challenges we talked about earlier - close

talkers, trapping your viewer, making people too tall or short? Viewing VR content in a headset is different than consuming it in a browser. Things seem closer, your field of view is smaller, and you may need to arrange things differently or move the camera around to get it right.





Guiding a User's Attention

Guiding Attention is exactly what it sounds like: action within the scene designed to draw the user's attention in a specific direction. Using the same tricks seen in theater and games, we can direct the user's gaze and shift their Cone of Focus. Again, the user's primary focus is that 90° cone in front of them, but their peripheral vision extends well into the Secondary Action space. You can certainly use spatial audio to have someone change their cone of focus as well.

It's all about significant shifts in action, lighting, and/or sound that will pull the user's attention in that direction. As long as the Primary Action follows, the user's cone of focus can be shifted permanently.



SCENARIO CREATION

Don't Forget Audio!

Last, but definitely not least, is audio. Great audio is critical for immersion, yet often overlooked as we tend to think of VR as a visual medium.

Spatially placing audio, and having that audio be the proper volume and high quality, provides a much more immersive experience for your learner. Take the time to think of where a sound should be coming from and how loud the sound should be. A good VR authoring tool should be able to support this, such as CenarioVR.

The right audio makes all the difference, even with the stock headset speakers on an Oculus Quest 2.

