

The background is a dark blue gradient. It features several large, light blue gear outlines of different sizes scattered across the frame. On the right side, there is a faint, semi-transparent image of a person's head and shoulders, wearing a VR headset and holding a controller, suggesting a virtual reality environment.

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VR at Esade Library

Let's start!

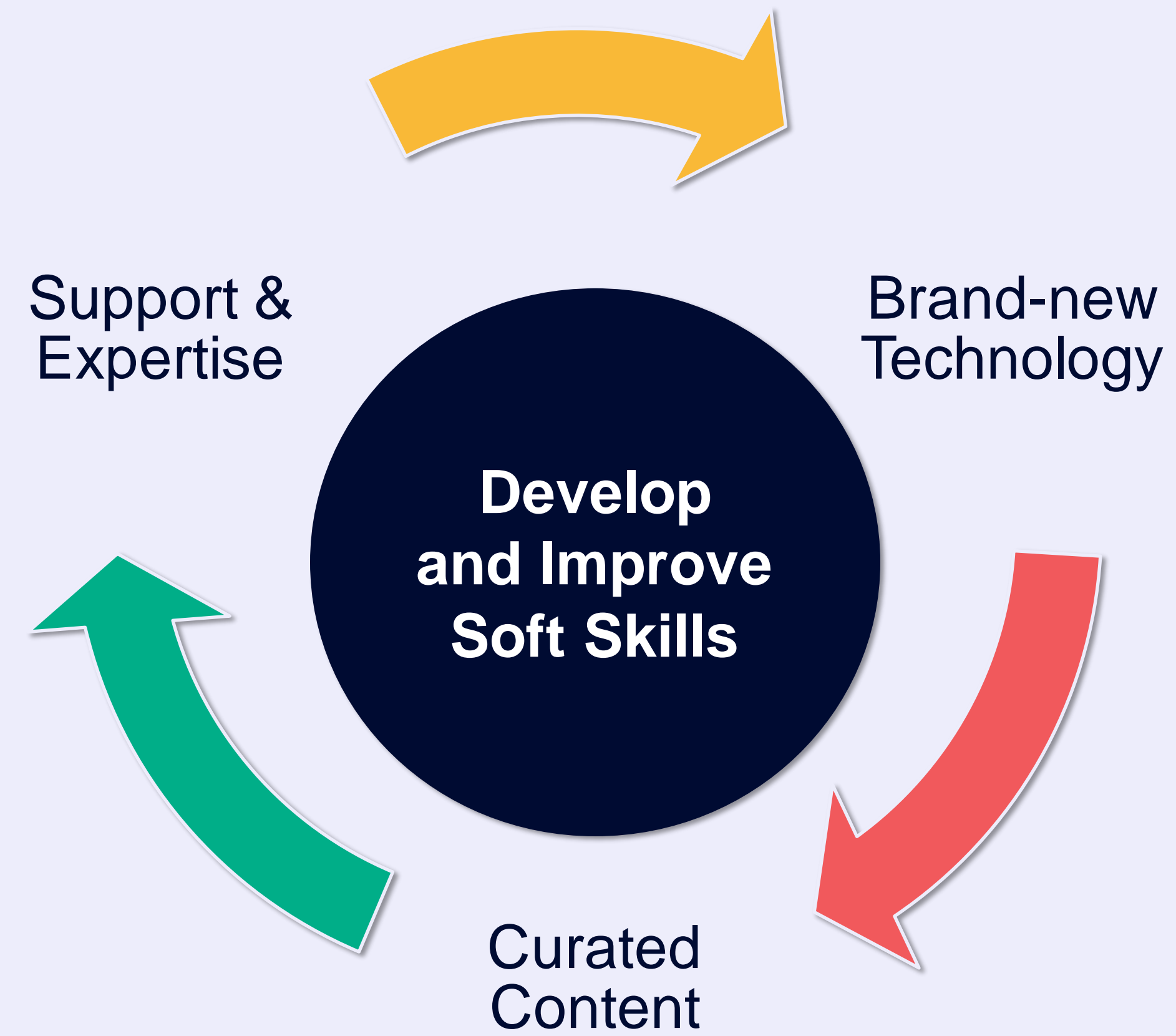
(and let's see what happens)

Josep Soler
Esade Business & Law School, Barcelona

INCONECSS Community Meeting Nº 5
24 October 2022

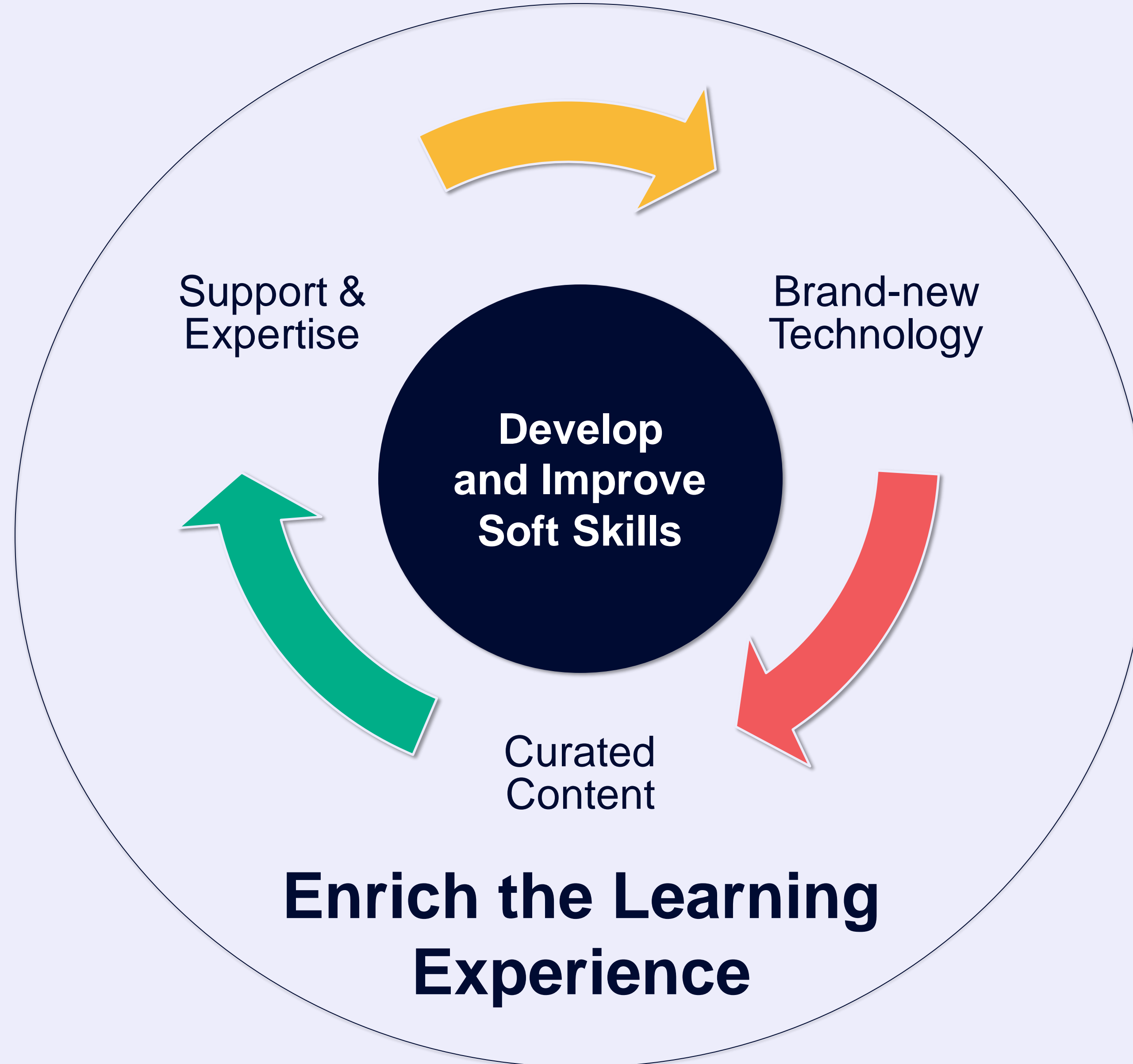
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Our value proposition



VR & The Library... Why?

WHY NOT?



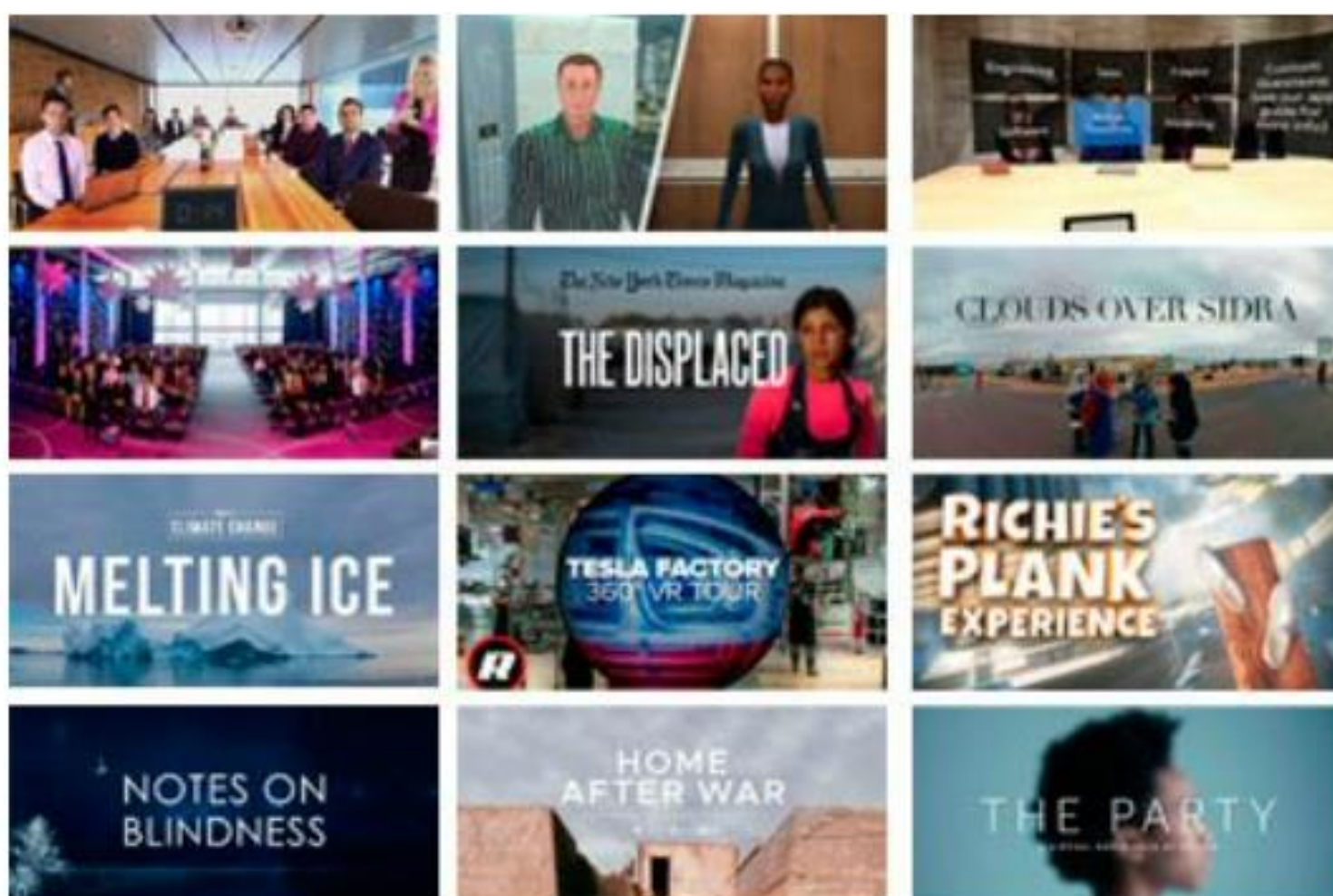


Enjoy virtual reality on our Sant Cugat Campus

Improve your communication skills, look at the world in new ways,
or disconnect while playing a VR puzzle game.

The Esade library is rolling out a new **Virtual Reality and 360° immersive content service**
for students, faculty and staff that will enrich the learning experience.

This new service provides access to VR equipment, and a set of VR applications with immersive experiences for soft skills training, discovering new realities, or simply experimenting with virtual reality.



All this is thanks to a wide content library that includes a range of simulations to practice job interviews, pitch a presentation in realistic scenarios (such as a lecture hall, or a TEDx theatre), load your own slides, receive AI-powered feedback, or record your own pitch.

You can also immerse yourself in 360° documentaries that will transport you to different situations and environments, or unknown realities to help you further develop empathy and raise awareness of social issues.

Research Guides

by ESADE Library

<https://esade.libguides.com/vr>

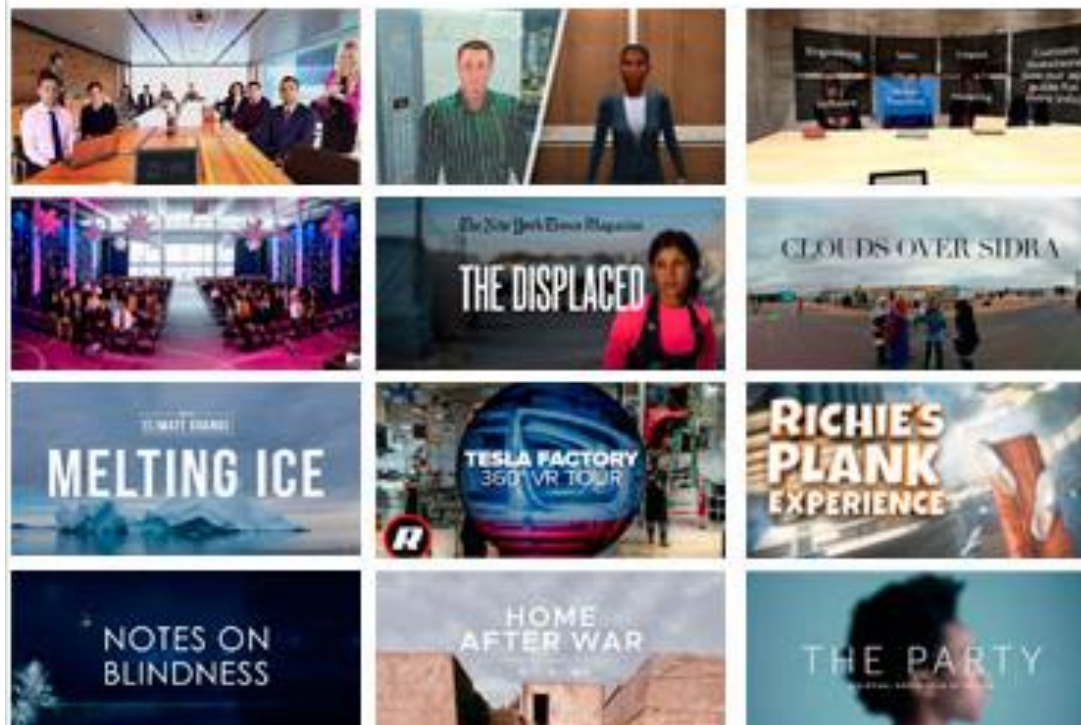
[ESADE Library](#) / [LibGuides](#) / [Virtual Reality at Esade Library](#) / [Let's Start!](#)

Virtual Reality at Esade Library: Let's Start!

[Let's Start!](#)[Content Library](#)[Reserve your VR Headset](#)[About VR](#)

Enhance your communication skills, practice for your next job interview, look at the world in new ways, or disconnect while doing a puzzle VR game

Let's start!



Discover the Content Library

VR simulators, 360° video experiences, and a set of applications to help you to develop your soft skills, or just to take a break and enjoy VR.



Reserve your VR headset

Esade students, faculty, and staff can borrow Oculus Quest VR headsets at Sant Cugat Campus Library. Follow the checkout process.



About VR

Understanding the immersive technology: What is VR, AR, XR? What are the benefits of virtual reality? How can VR help students?

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How did we come up
with the idea?

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our purpose

Enrich the Learning Experience



Esade Library

More than just
just books!
just books!
just books!

Digital Transformation Workshop

EBSLG Continental Meeting

October 2019

DO TRY THIS AT HOME !

PROF. DR. STIJN VIAENE
VLERICK BUSINESS SCHOOL

ELKE'S 5 CENTS...

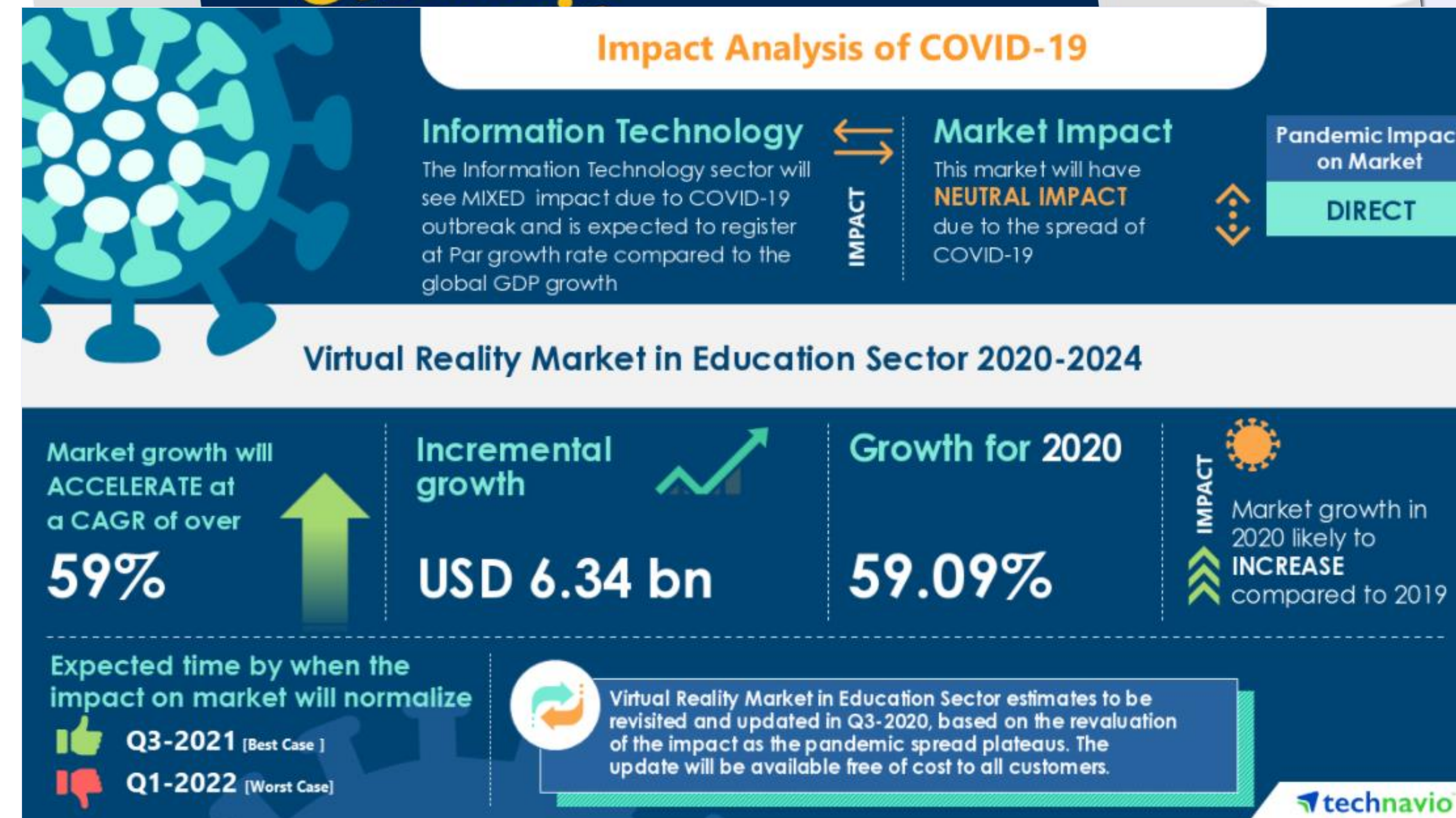
- Librarians have a unique position
- Collaboration & communication are key
- Coming out of the comfort zone
 - From our role as service provider to a role as director of the play
 - Time to act! Experiment, validate, react, implement,...
 - It never is a matter of style!



By 2021, 60% of U.S.-based HighEd institutions will use **VR to create an enhanced simulation and learning environment**

Drivers

- It enhances the efficacy of learning
- It helps to attract and retain students
- It prepares the students for their careers



Affordability of VR gear is one of the key factors driving the market growth

XR (AR, VR, MR, HAPTIC) TECHNOLOGIES

- Institutions set up a **lab or a center as the locus for initial XR explorations**
- XR can be effectively deployed to support **skills-based and competency pedagogies**





Technologies With Potential to Transform
Business and Business Education:
Virtual and Augmented Reality

AUGUST 2018

- Inspire **creative learning**
- Serve as a **complementary learning tool**
- Increase **student motivation**
- Allow for **immediate engagement**
- Create new opportunities for a **school's marketing**
- Offer new options for **distance learners**
- Experiment with **new pedagogies**

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Harvard
Business
Review

TECHNOLOGY

Is VR the Future of Corporate Training?

by Jeremy Bailenson

pwc Tech Effect AI and Analytics

Home > Tech Effect > Emerging Technology > How virtual reality is redefining soft skills

Emerging Technology

How virtual reality is redefining soft skills

Share

The V

MIT
work
OF THE FUTURE

The Work of the Future:

Building Better Jobs in an Age of Intelligent Machines

2020

- A **safe place** to learn soft skills
- Learners are **self-conscious about speaking** compared to talking to real people
- ...VR tools offer innovative ways to make training more **accessible, affordable, and engaging for students, workers, and job seekers** at all stages of the lifecycle.

Business schools bring AI and VR into the classroom

Institutions are increasingly using cutting edge tools to teach a tech-savvy generation of students

How business schools grab Generation Z's attention

Lectures are not enough to keep students engaged

HELEN BARRETT

+ Add to myFT



Virtual reality prepares business students for digital leadership

From VR games to AI and chatbots, teaching technology is changing fast



- **VR Labs, Hubs, Studios + Device lending**
- **Custom content:** Cases, Games, Escape rooms, Fieldtrips
- **Visualize, analyze multi-dimensional datasets**
- **Virtual campus:** lecture halls, breakout rooms...
- **Virtual tours**
- **Gain world-class communication & teamwork skills**
- **Zero-cost equipment for students in online programs**
- **Reducing stress:** mental escape to re-energize focus



Improve S Virtual Re

Increase engagement
progress with VR t
and justify ROI.

Watch Promo

Forbes

The
New York
Times

B B C

VR

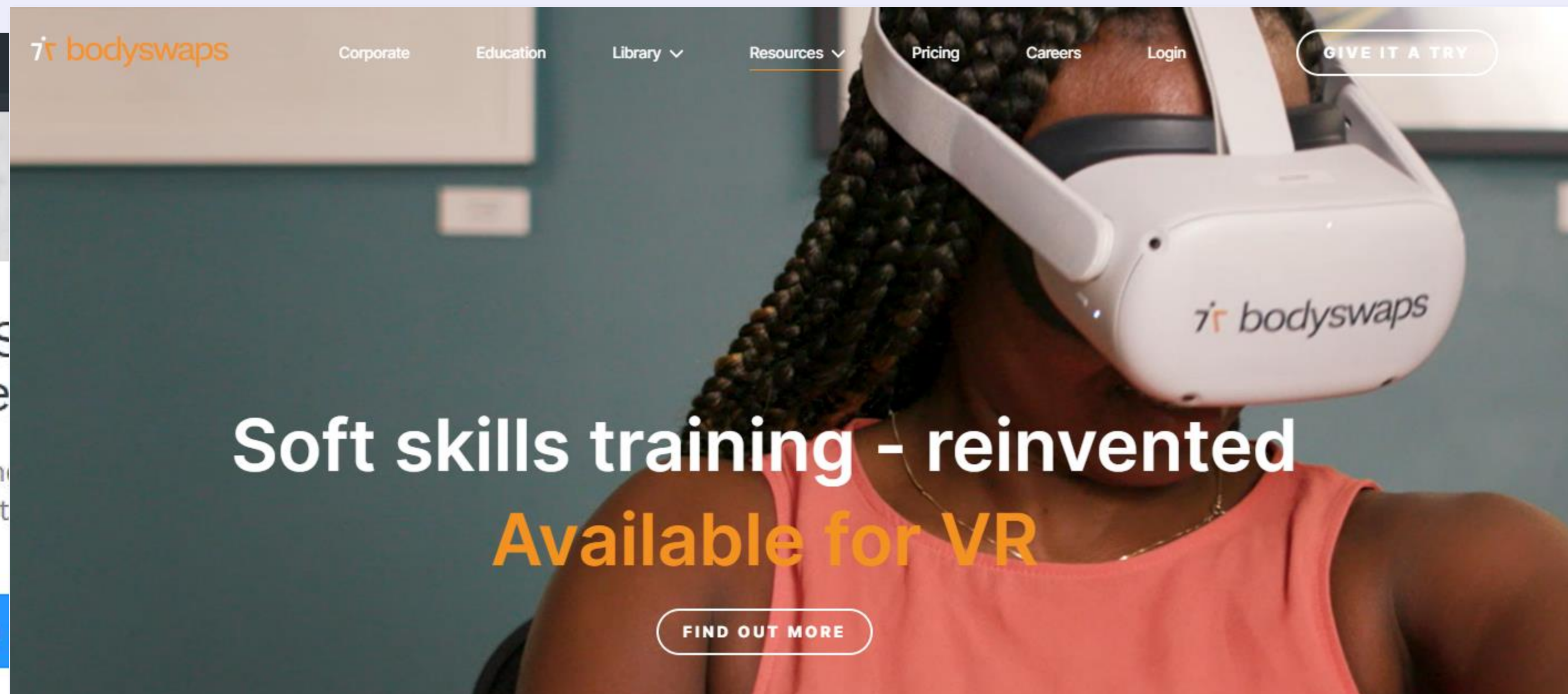
Learn by doing

Courses on leadership, sales, media training, presentation skills and more. No matter your experience level, you'll be practicing within minutes of starting.

Get instant feedback

The VR scenarios and simulations provide feedback on your performance, so you can identify areas you need to work on.

Put your learning into practice



Soft skills training - reinvented

Available for VR

FIND OUT MORE



Speak Confidently From Virtual to Reality

Start Your Free Trial

The future of communication training is here

Do you need help overcoming public speaking anxiety?

Do you want to communicate more effectively?



The Displaced

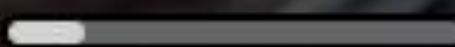
The New York Times Magazine



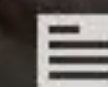
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HD



The Displaced

By Ben C. Solomon and Imraan Ismail • March 24, 2017

Nearly 60 million people are currently displaced from their homes by war and persecution. Half are children. This virtual reality film tells the stories of three of them.



Virtual Reality: Realizing the Power



TEACHING RESOURCE GUIDE

VIRTUAL REALITY

REALIZING THE POWER OF
EXPERIENCE, EXCURSION AND IMMERSION
IN THE CLASSROOM

3

Learning Strategies for V.R.

We suggest a few teaching ideas to get the most out of virtual reality with your students.

Roles and Goals

Virtual reality is experiential; it asks viewers not just to watch the film, but also to participate in it. By giving students roles to play (astronauts, anthropologists, museum curators, deep-sea divers) and having focused objectives (collecting data, sharing insights, making recommendations), teachers provide students with a mission to decode their experiences.

Partners

This medium is all about exploration, inquiry and play, so while students will have a learning objective, they should also have plenty of time to follow their curiosities and investigate the new worlds they find themselves in. We suggest students watch the video at least twice: once to explore and again to make specific observations related to their roles and goals.

Exploration and Inquiry

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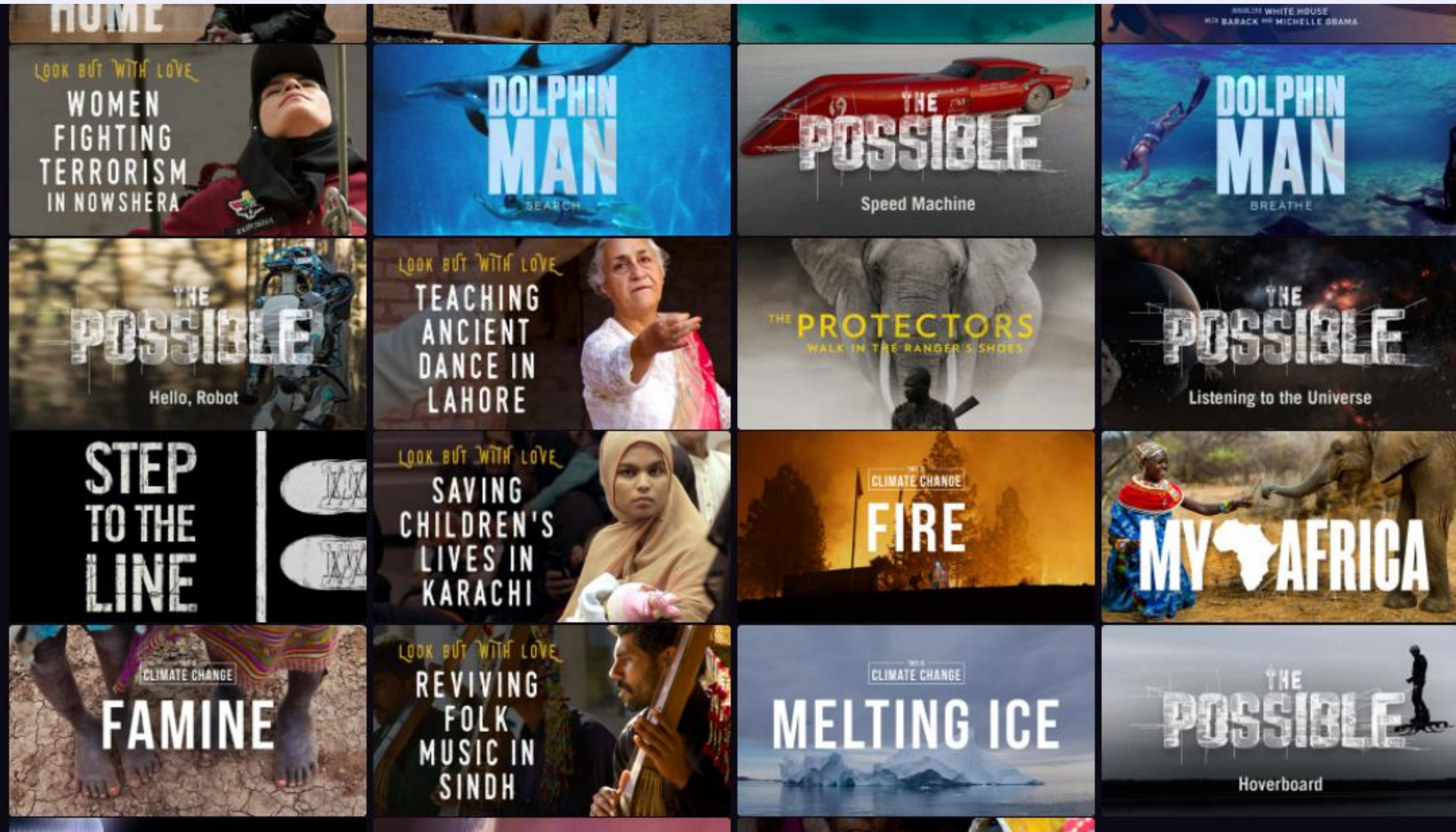
Journaling

After students view the V.R. video, they should have an opportunity to record their observations, synthesize their ideas and reflect on their overall experience. Each of our lessons includes a journaling opportunity, such as the "If I Were There" and "Notice and Wonder" protocols. Then, students can discuss what they wrote.



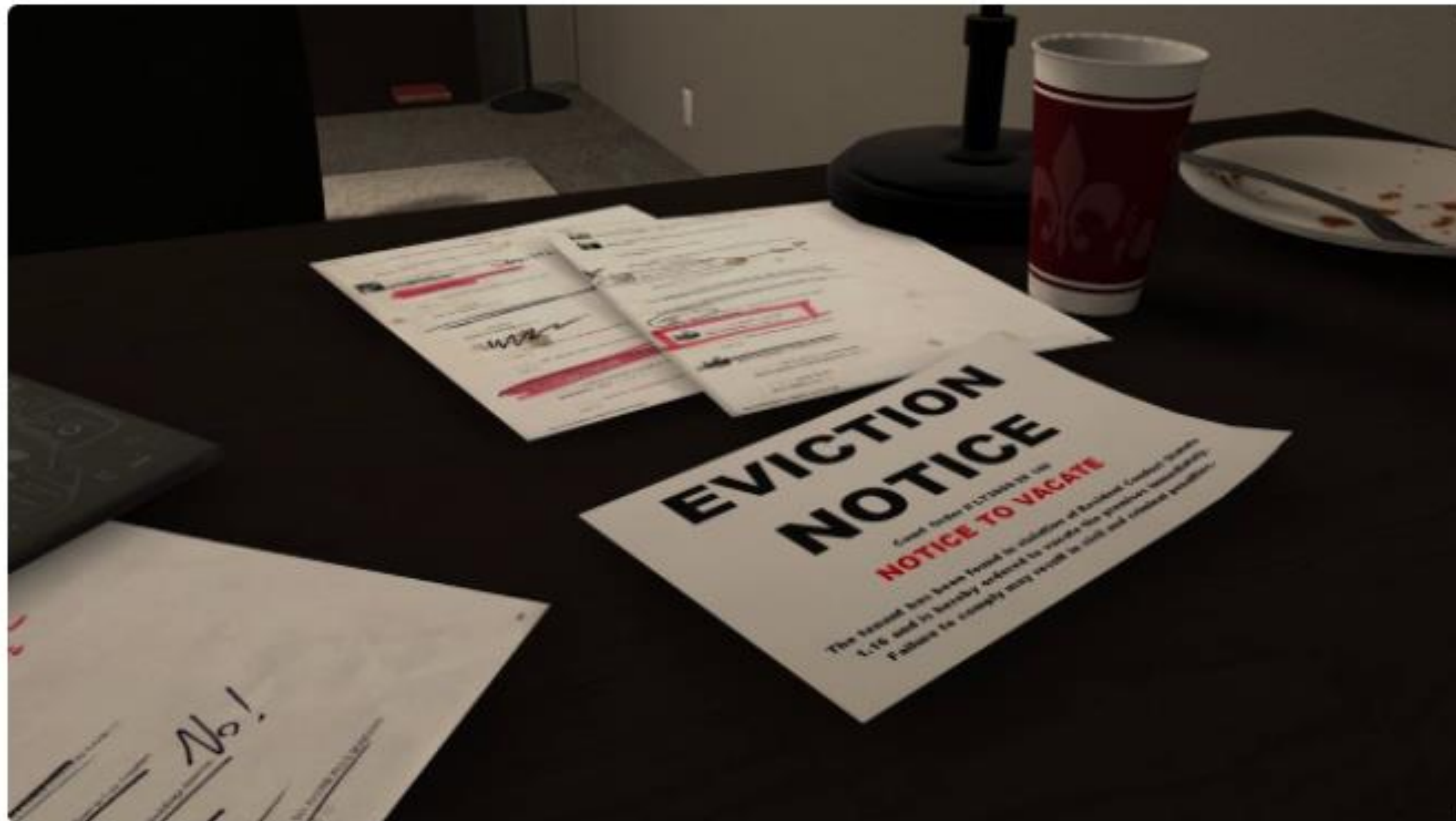
Network

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VIRTUAL REALITY + EMPATHY: BECOMING HOMELESS IN VR

November 28, 2018 Gabe Baker



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VR Labs, Hubs, Immersive Rooms



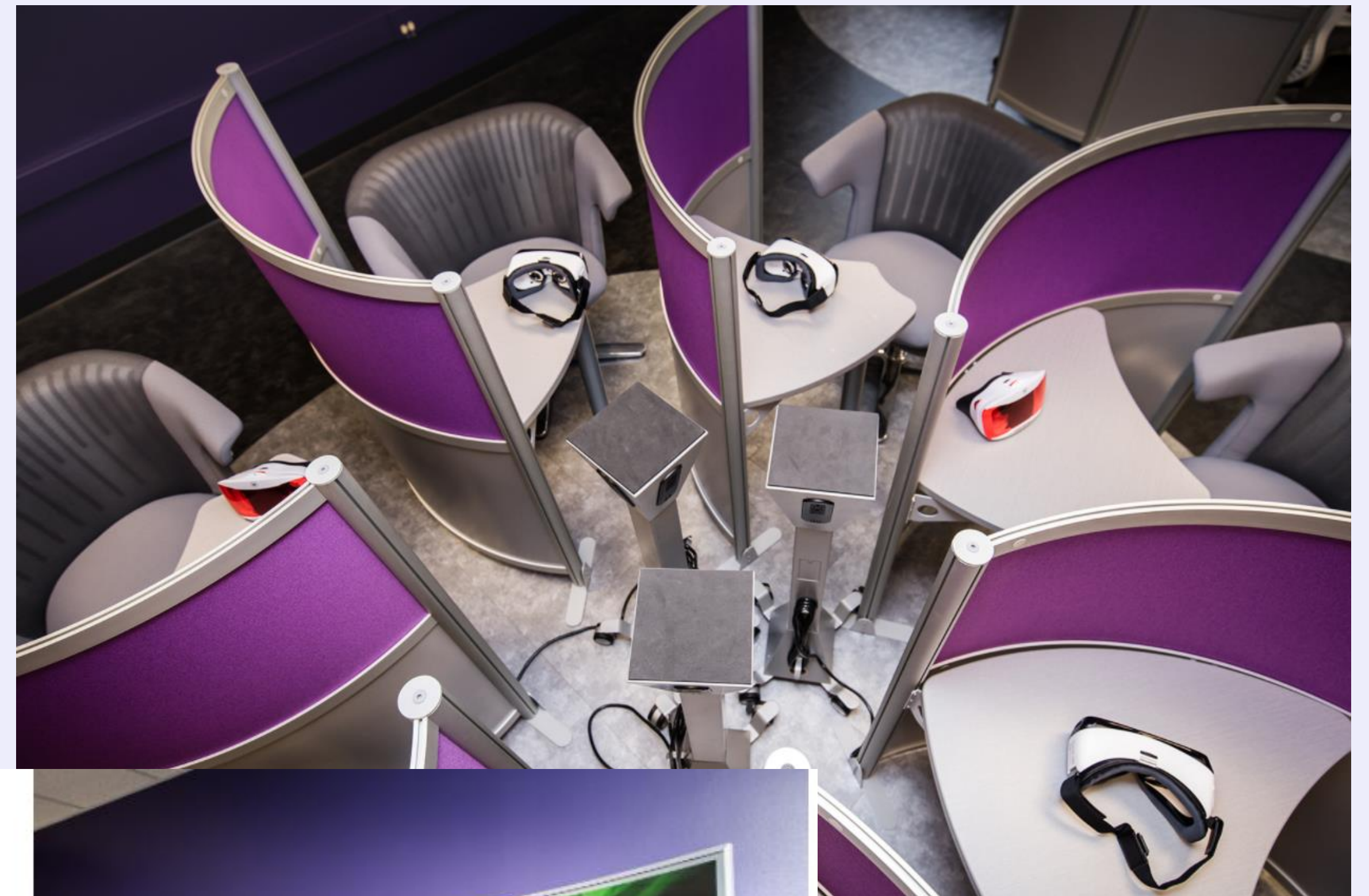
VR Hub – Aalto University



VR-Lab – TU Delft

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VR Labs, Hubs, Immersive Rooms



IMEX Lab – Penn State University

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Where are we now?
Where do we go from here?

work in
progress



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Learning by doing



After six months since April'22...

pioneers of VR in our school

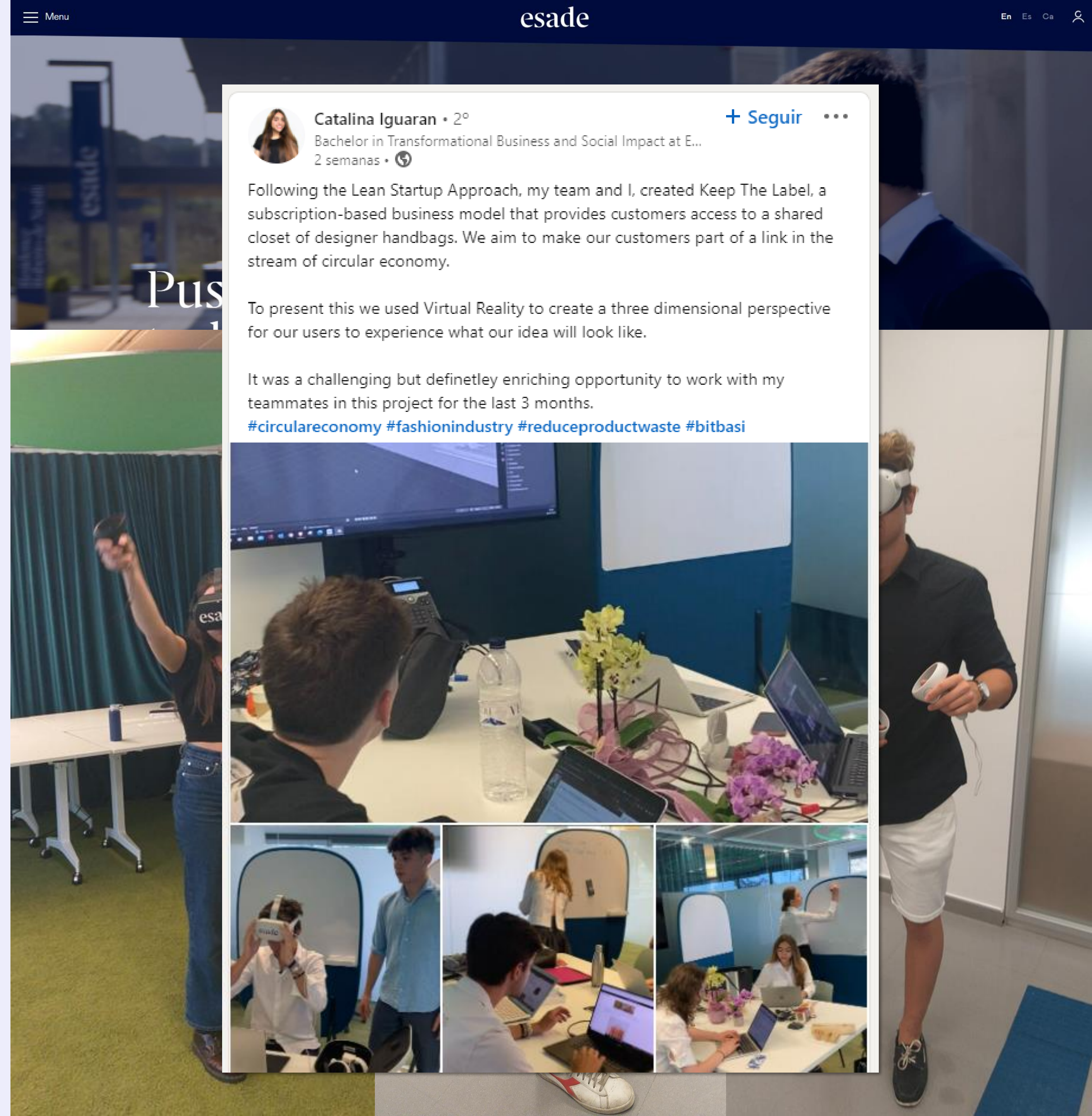
+70 impacts: loans, onboarding sessions, internal presentations

first use case by a professor in class: Disruptive Innovation Legal Industry

lessons learned

next steps:

- more use cases by professors in class
- consolidate the content catalogue
- towards the Esade VR room/lab
- a role in the metaverse?



Thank you

Share your ideas!



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Do Good. Do Better.