



9. Webinar-Modul
VR Trainer/in

VR Collaboration Einstieg

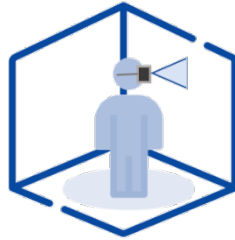


INSTITUTE FOR
IMMERSIVE LEARNING
A NEW DIMENSION OF WORKING AND LEARNING

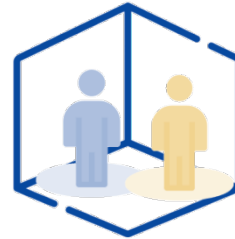
Virtuelle Präsenz



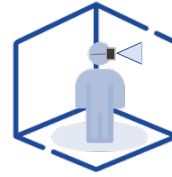
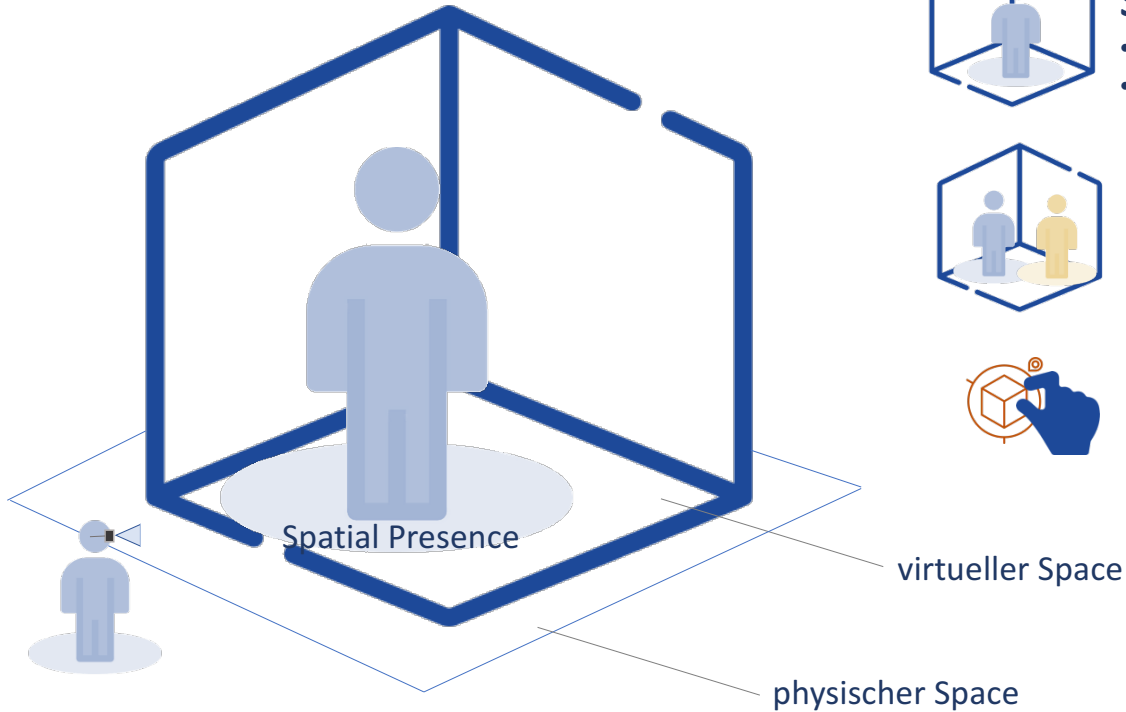
Spatial Presence



Self Presence

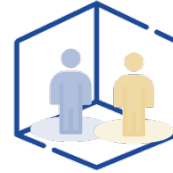


Social Presence



Self Presence

- Embodiment
- Attention & engagement



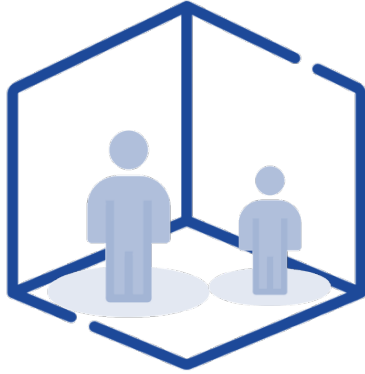
Social Presence

- Soziale Interaktion mit anderen Personen
- Avatare

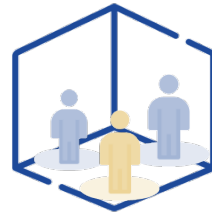


Interaktion mit und im Space

- Interaktion und Manipulation 3D-Objekten
- Interaktion mit 2D-Medien



Location Based
On-Site



Mix
On- & Off-Site

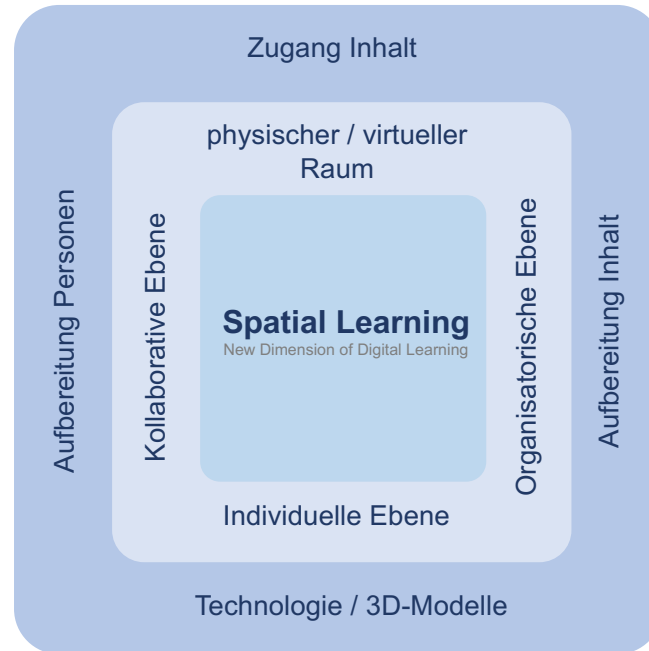
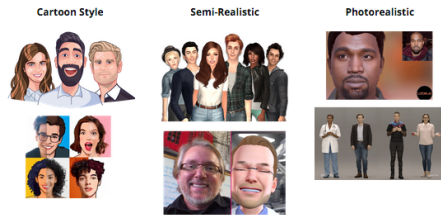


Remote-Site
Off-Site

Home-Office, Büro, in/aus einem Labor

Modell

VR Collaboration Modell



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Einsatzszenarien

(VR) Collaboration

SocialVR

Business
Meeting
Workplace

Training
Workshop

Beratung
Sales
Showrooms

Events
Messen

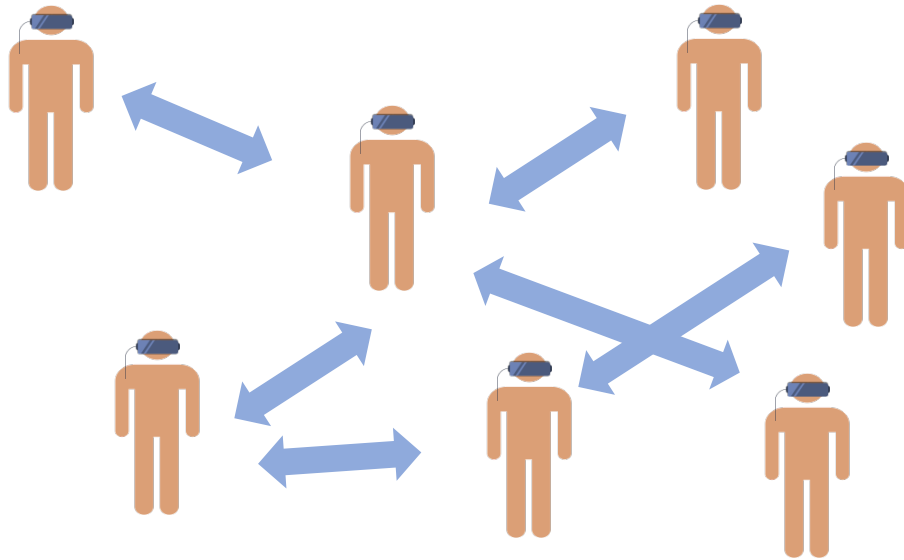
Remote
Assistant

VR

3D/360
am Screen

AR

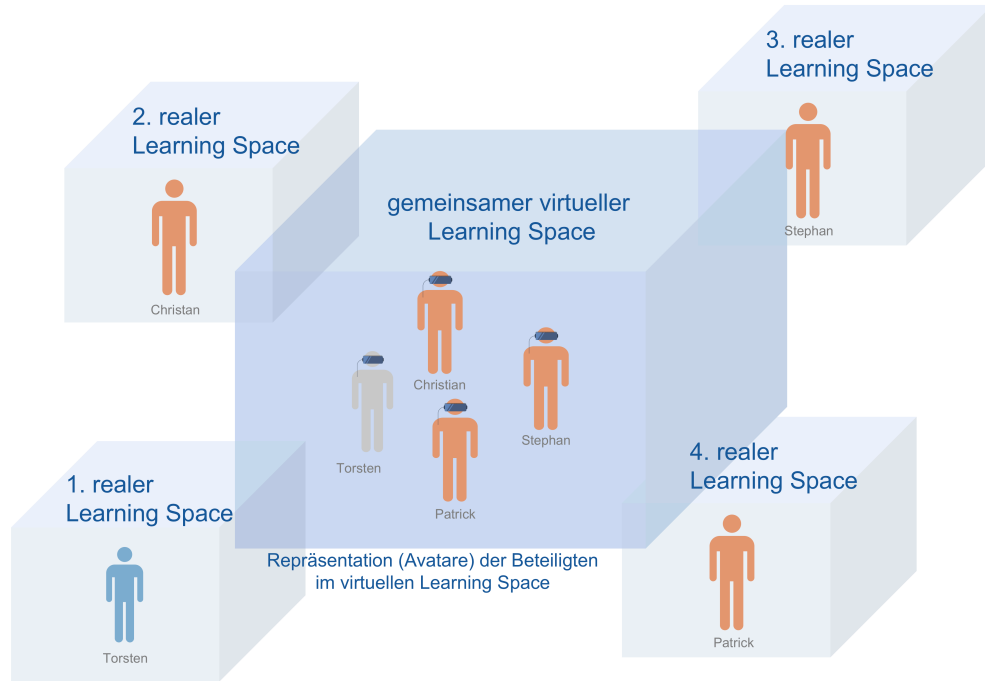
Kommunikation (VR) Collaboration

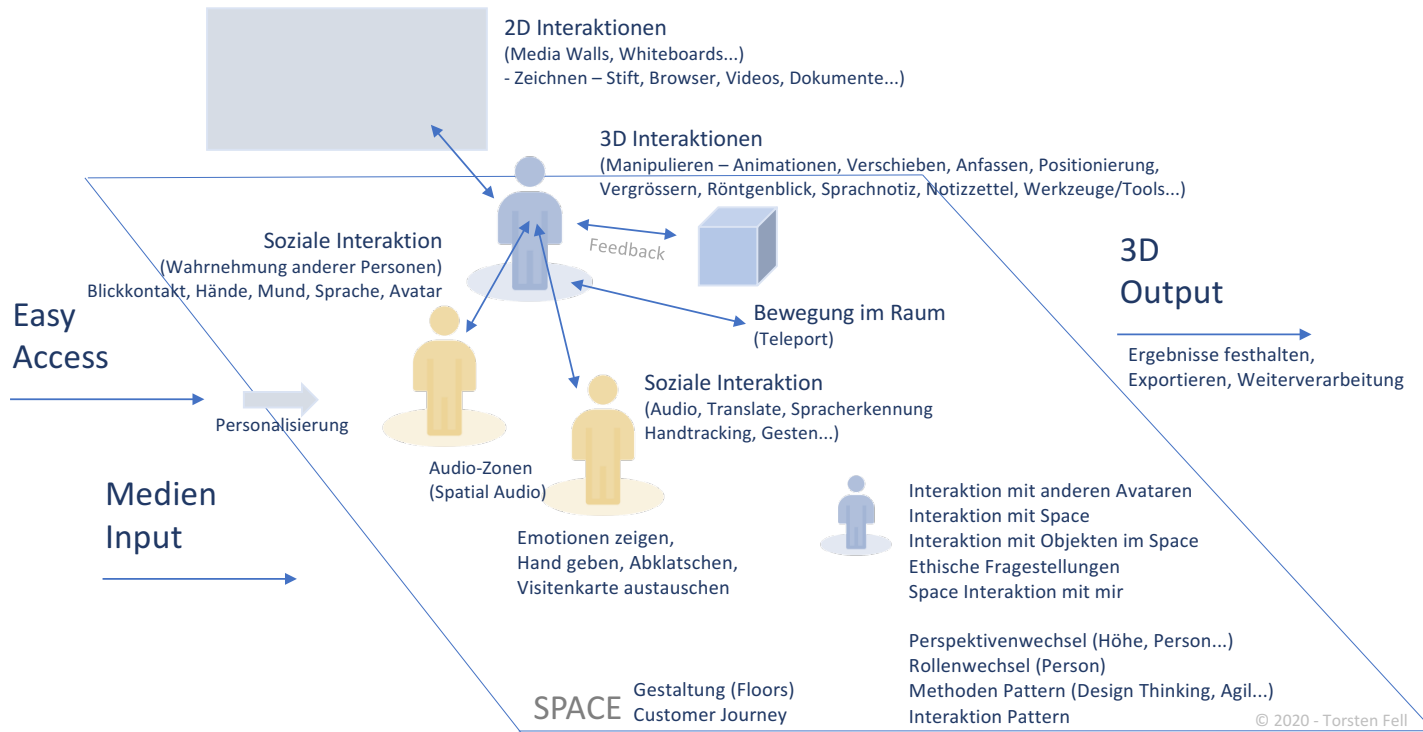


- Es bedarf Regeln und Rahmen
- Kommunikationsverhalten
- Feedback-Regeln
- Ethische Rahmen

Space-in-Space – verschiedene reale Lernort

Lerner und Lerngruppe im Mittelpunkt



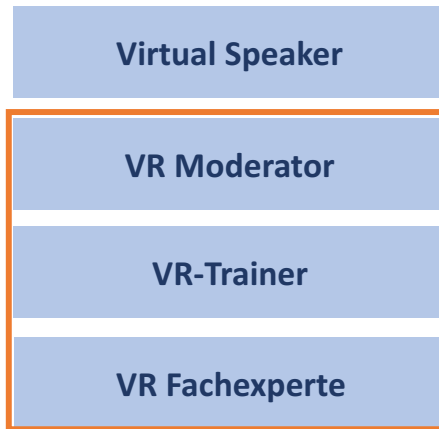


Datenschutz/-sicherheit

Neue Rollen entstehen...

VR Collaboration

Training/Kongresse/Workshops



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...

Beratung/Workshops/Coach



...

Events



...

Einsatzszenarien VR-Learning

Selbstgesteuert

(Home Office, Ausbildungs-
werkstatt)

Alleine in VR



Lerner

Blended Learning

(Seminar, Home Office, Aus-
bildungswerkstatt)



Lerner



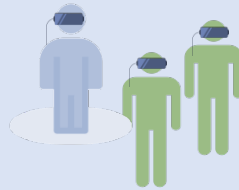
Trainer



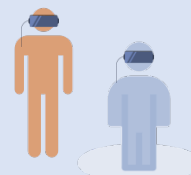
Lerngruppe

VR Collaboration

mit andern Lernern
in VR



mit Trainer/Coach
in VR



mit andern Lernern und
Trainer/Coach in VR

