

Virtual Speech for Presentation Techniques

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Outline of this Session

- Introduction of CASE (10 minutes)
- Discussion subgroups (15 minutes)
- Introduction evaluation model (5 min)
- Discussion subgroups (15 minutes)
- Plenary presentation results (15 minutes)

4TU Centre for Engineering Education

- Virtual simulations and labs
- Virtual Reality Systems
 - Literature review/interviews
- Pilots
 - Exploring E-Coaching with VR
 - Exploring the use of virtual tours
 - Exploring virtual simulation in Go-labs

Criteria for Pilots

- Low threshold for lecturers
- Contribute to economy of scale/low costs
- Quick innovation and when it works (positively effects learning outcomes) hand it over to the institutional organisation
- Does it bridge the skills gap with industry

4TU.CEE believes in jointly inspiring, stimulating, supporting and disseminating effective and high quality Engineering Education through research and application of evidence-based innovations

Preliminary results VR & E-Coaching

- 1st pilot e- coaching
- Presentations skills: Communication Centre had too many students and too little practice time.
- Does extra individual VR practice offer a solution to this dilemma?
- Does it provide the right kind of feedback for learning?

Virtual speech.com

[speech app demo](#)

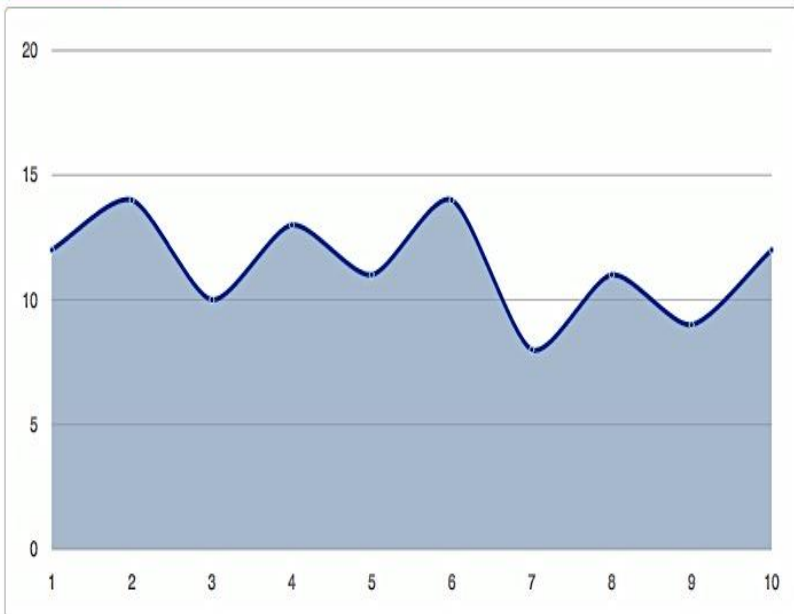
- features



Different audiences, eye contact, loudness, filler words, audience response

VirtualSpeech App - Oxford Uni

Users/Week



229

APP SESSIONS

1,125

MINUTES IN APP

3168

ROOMS OPENED

38/18

ACTIVATIONS

Time in Rooms (min)	
Main Menu	112
Classroom	114
Courses Menu	16
Interview	18
Video Tips	57
Conference	109
Meeting Room	108
Wedding/Formal	26
Recordings & Stats	115
TEDx Styled Room	33
Distractions (C)	90
Eye Contact (C)	104
Introduction (C)	103
Networking (C)	59

Features Used (Coming soon)	
Voice Analysis	N/A
In-App Slides	N/A
Sound Distractions	N/A
Speech Insights	N/A

• Dashboard virtual speech.com

Adapted from Zhang et.al 2017

