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?

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- features

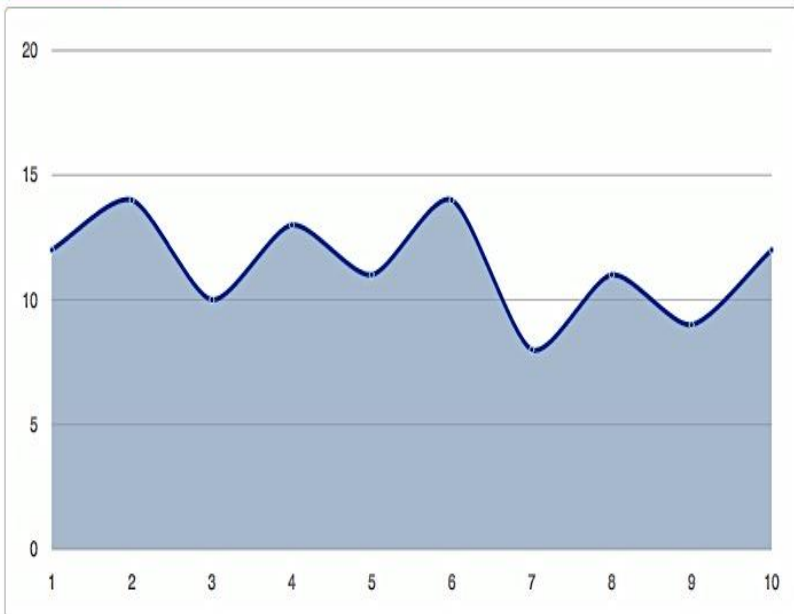Different audiences, eye contact, loudness, filler words, audience response

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Adapted from Zhang et.all 2017

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