

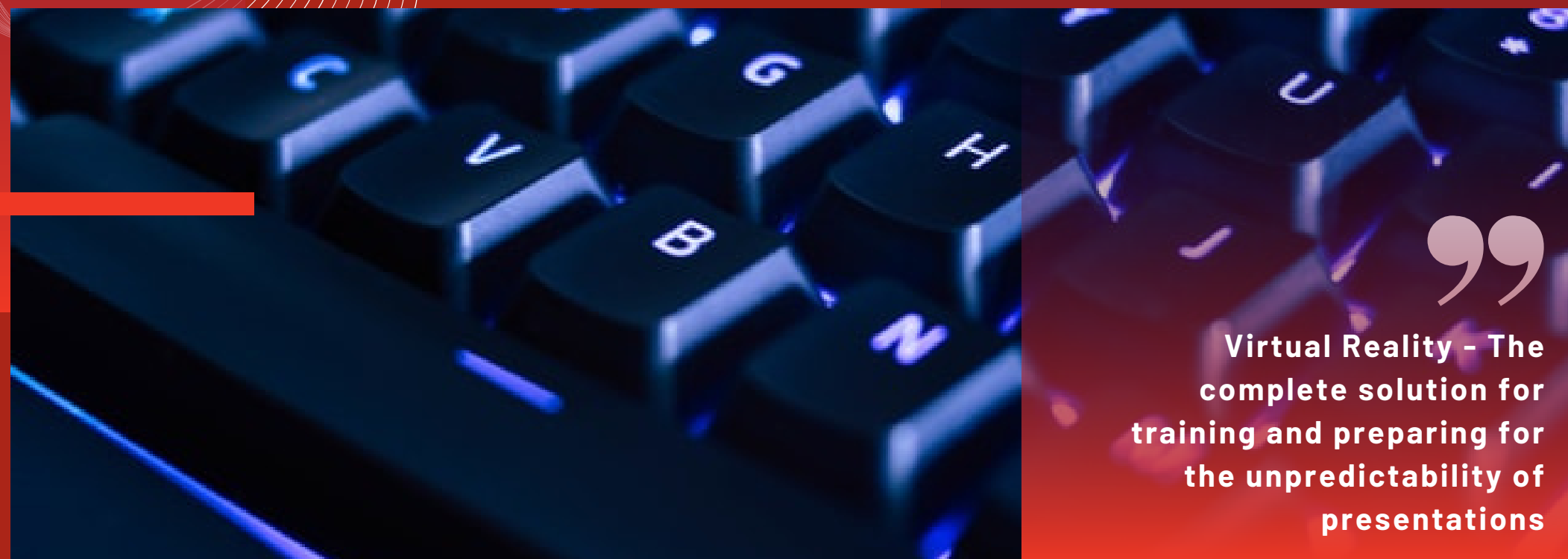
RESEARCH PROJECT ON VIRTUAL REALITY AS A TRAINING TOOL FOR PRESENTATION TECHNIQUES

The ability to give a good presentation is of great importance to the outcome of your customer meetings. With presentation techniques, you can train your own personal impact, become aware of your body language and create more engaged and present customer meetings.

Usually when you train presentation techniques, it can be difficult to imagine the person who will be in front of you and it can be difficult to use the techniques in practice. With virtual reality, it is possible to create realistic scenarios which can be used as a training tool to be better prepared for the presentation.

In this research project, we have investigated the willingness of employees, within a Danish bank, to use VR as a training tool when practising presentation techniques.

The research project is an exploratory research project which is designed to assess if the employees are interested in VR as a training tool and at the same time to assess if the employees had a positive development in their presentation techniques when practising with Head Mounted Displays (HMD's).



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Virtual Reality - The complete solution for training and preparing for the unpredictability of presentations

The pedagogical theoretical background

The main pedagogical theory behind this exploratory research study is Vygotskijs theory on a training process. Mainly, Vygotskijs idea of a person's ability to learn as he put's it is:

"The activity is dialectic and complex battle between the world, the person and in the persons mind."

This means that to be able to train a specific set of skills, a person needs to find a purpose or goal to set at ease the internal battle. But is also means, that the surrounding world has an impact on your training and therefore the training environment is important

The focus in this research project is to develop the presenter's non-verbal communication skills because these skills are generic and feasible to train with HMD's in a VR setting.

The study found that there are 3 main non-verbal presentation skills which have the highest influence on a presenters ability to deliver a message when presenting.

The 3 non-verbal presentation skills are:

1. Keeping eye contact with your audience.
2. Keeping an open posture and using illustrative gestures
3. The presenters can use his/her voice to underline important notion and avoid filler sounds

The results...

- This exploratory study seeks to determine the possibilities of implementing HMD's as a tool for training in the Danish bank sector. This we found valid.
- There is a positive correlation between the amount of time the participants practice with the VR application and their ability to keep eye contact with the audience.
- There is no correlation between the amount of time the participants practice with the VR application and their ability to minimize filler words in their presentation.
- There is a negative correlation between the amount of time the participants train with the VR application and their ability to use gestures in their presentation.

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