

# "VIRTUAL REALITY IN TRAINING" STORYBOARD



# What is Virtual Reality?



# Voiceover defining virtual reality



## Animated graphic illustrating VR headset - voiceover continues.



# Group collaborating - voiceover about soft skills training with VR



## Problem-Solving image - voiceover about soft skills training with VR continues



## Communication image - voiceover about soft skills training with VR continues

# "VIRTUAL REALITY IN TRAINING" STORYBOARD



Self-Management image -  
voiceover about soft skills  
training with VR continues



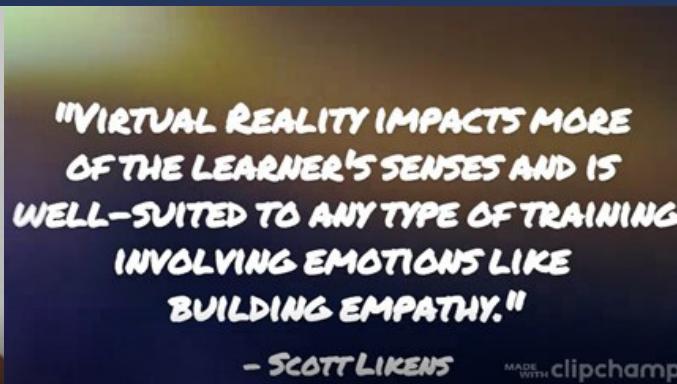
Emotional Intelligence image  
- voiceover about soft skills  
training with VR continues



Diversity, Equity, & Inclusion  
image - soft skills training  
with VR continues



Video image of guy using  
headset - voiceover  
mentionins Pricewaterhouse  
Coopers study



Animated background with a  
quotation from Scott Likens  
of Pricewaterhouse Coopers  
study



Video image of woman using  
headset for VR

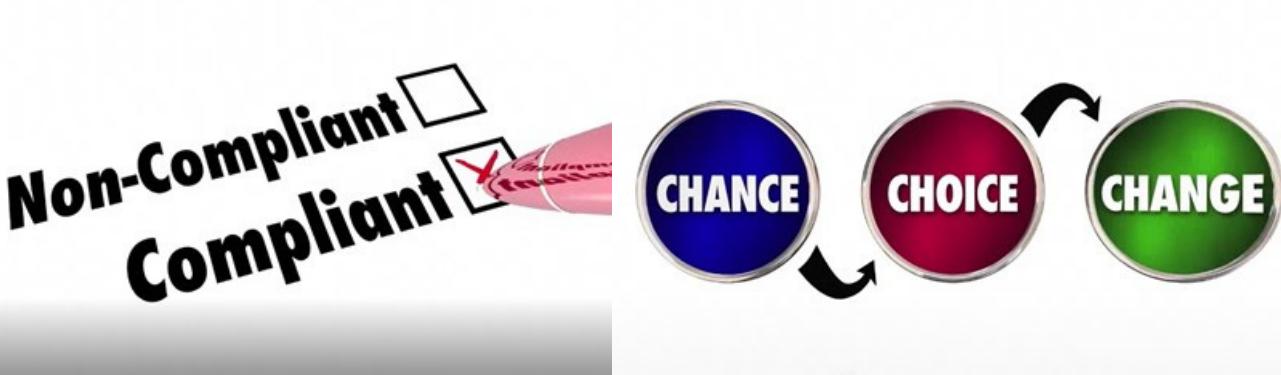
# "VIRTUAL REALITY IN TRAINING" STORYBOARD



Video image of a woman rushing someone to come to her - voiceover about PwC study finding VR trainees learn faster

Video image of car racing - voiceover about PwC study finding VR trainee learn faster continues

Video image of diverse group - voiceover about VR simulations being good for DEI training



Video image marking compliant - voiceover about VR being good for DEI training and not just being compliance-centric

Animated background -voiceover about VR being good for DEI training and how previous trainings were not focused on organization change

Animated background - voiceover about Josh Bersin's opinion pf the value of good VR training.

# "VIRTUAL REALITY IN TRAINING" STORYBOARD



Image of a black man with his head down - voiceover of Josh Bersin's quotation about DEI training in VR leaving a lasting impact.



Video image of different angles of VR headset - voiceover saying that VR simulations are different.



Video image for long transition - voiceover mentioning Cornell Verdeja-Woodson



Image reflecting choice to stay the same or change.



Image of contemplative woman.

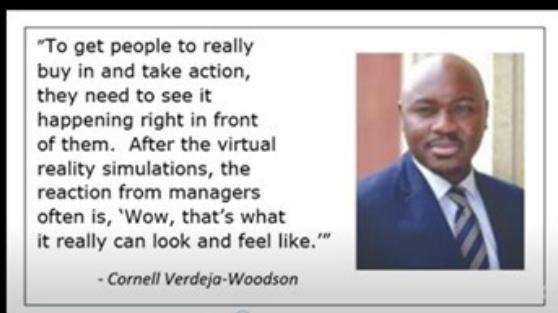


Image of Cornell Verdeja-Woodson and quotation - voiceover about quotation that people need to experiencehings to take action.

# "VIRTUAL REALITY IN TRAINING" STORYBOARD



Video image of a woman enjoying VR attraction - Voiceover begins about VR being used as a training tool called immersive learning

## LEARNING THEORY

MADE WITH clipchamp

## LEARNING BY DOING HELPS WITH RETENTION

MADE WITH clipchamp

## DECISION MAKING

INTEGRATES THE LEARNING

MADE WITH clipchamp

## CRITICAL FREQUENCY

CEMENTS MEMORIZATION FOR REAL LEARNING

MADE WITH clipchamp

## DESIRABLE DIFFICULTIES

ENHANCE LONG-TERM RETENTION  
+ TRANSFER KNOWLEDGE

MADE WITH clipchamp

Voiceover and graphic about Decision Making

Voiceover and graphic about Critical Frequency

Voiceover and graphic about Desirable Difficulties

# "VIRTUAL REALITY IN TRAINING" STORYBOARD

**AROUSAL + AFFECT**  
STIRS EMOTIONAL RESPONSES

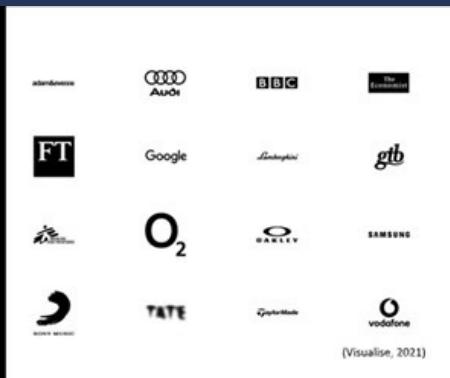
Voiceover and graphic about  
Arousal & Affect



Video image of a surprised  
man - end of voiceover about  
Learning Theory (surprise as  
an emotional response)



Video image of woman using  
VR headset - voiceover about  
VR and AR agency, Visualise



Voiceover and graphic about  
Visualise and some of  
their clients

Image of man using VR  
simulation - voiceover about  
decision-making & skills  
analysis training



Image of two men using VR  
for hands-on experience -  
voiceover about this type of  
training

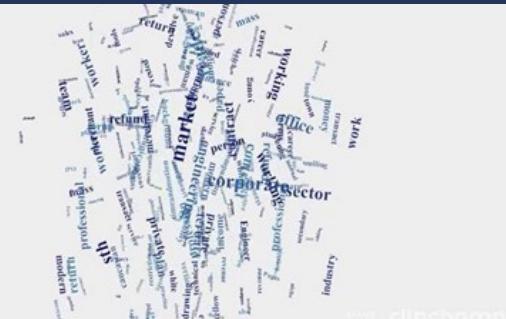
# "VIRTUAL REALITY IN TRAINING" STORYBOARD



# Image of man using VR for remote training - voiceover about Ford using this type of training



Image of man using VR for public speaking training - voiceover about this type of training

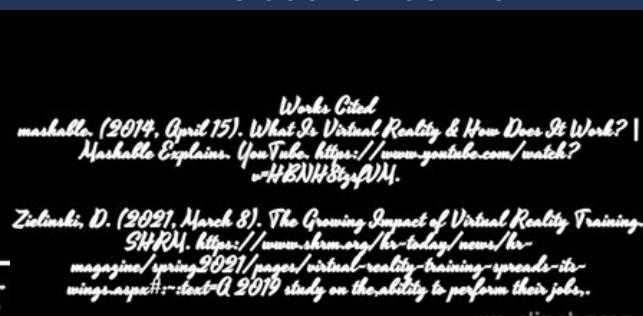


Video image of word cloud about business/corporate workforce - voiceover about whether or not VR is cost effective

Video image of a rainbow as voiceover mentions new VR in development for near future availability.



## Image of Works Cited



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