

"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

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



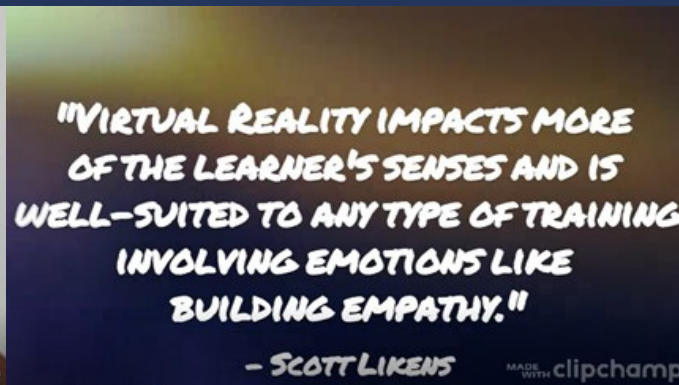
Emotional Intelligence image -
voiceover about soft skills
training with VR continues



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 of the value of good VR training.

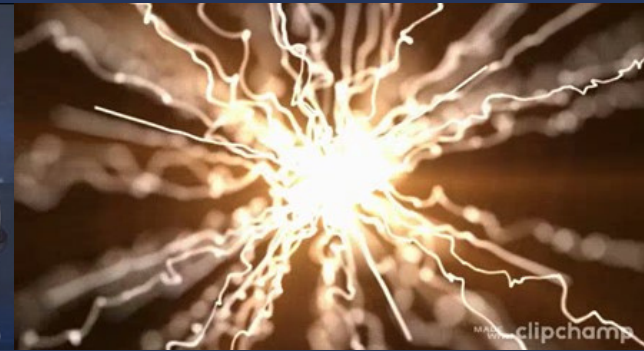
"VIRTUAL REALITY IN TRAINING" STORYBOARD



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.

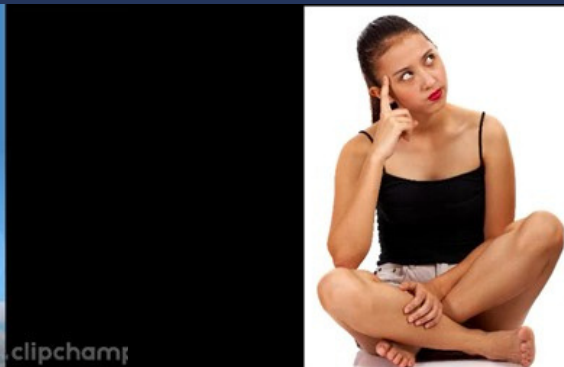


Image of contemplative woman.

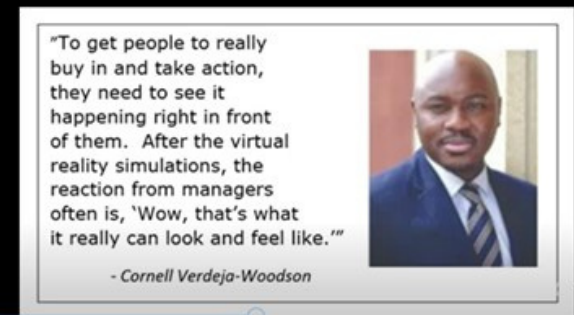


Image of Cornell Verdeja-Woodson and quotation - voiceover about quotation that people need to experience things to take action.

"VIRTUAL REALITY IN TRAINING" STORYBOARD



LEARNING THEORY

LEARNING BY DOING

HELPS WITH RETENTION

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

Voiceover and graphic about Learning Theory

Voiceover and graphic about Learning By Doing

DECISION MAKING

INTEGRATES THE LEARNING

CRITICAL FREQUENCY

CEMENTS MEMORIZATION FOR REAL LEARNING

DESIRABLE DIFFICULTIES

ENHANCE LONG-TERM RETENTION
+ TRANSFER KNOWLEDGE

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

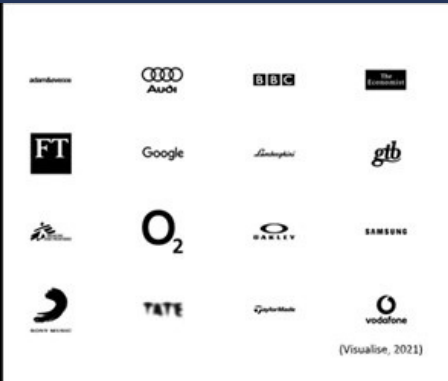
STIRS EMOTIONAL RESPONSES



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



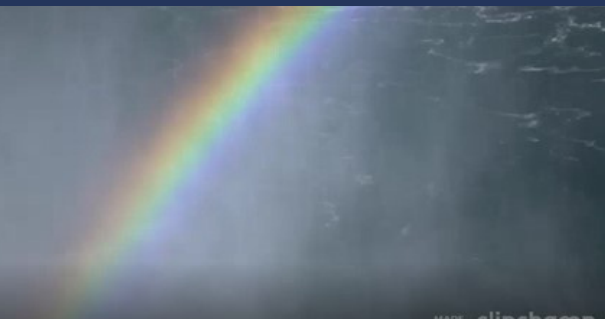
Image of man using VR for remote training - voiceover about Ford using this type of training



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

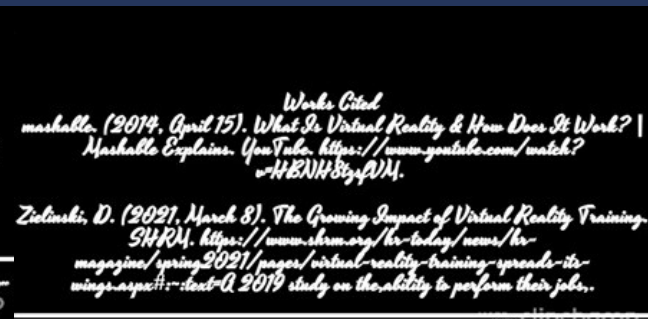


Image of Works Cited