

Immersive Learning Pathway Journey

	Classroom	Micro Learning	360 Simulation	Live Simulation	Micro Learning
Time 120 Min	60 Minutes	2x5 Minutes	15 Minutes	30 Minutes	2x5 Minutes
Purpose	Knowledge transfer	<ul style="list-style-type: none"> • Repetition & reinforcement • Reduces knowledge cognitive load 	<ul style="list-style-type: none"> • Stress inoculation • Situational Awareness • Removal of mystery • Reduces experience cognitive load • Tests instincts 	Tests your behavioral responses	<ul style="list-style-type: none"> • Reinforcement • Repetition • Assessment
Outcomes	Education	Retention	<ul style="list-style-type: none"> • Comfort • Professional Development 	<ul style="list-style-type: none"> • Life Experience • Professional Development • Practice 	<ul style="list-style-type: none"> • Retention • Assessment
Method	Classroom	Mobile First	Headset	<ul style="list-style-type: none"> • On site • In situation 	Mobile First



*Model developed by Culture Coach International
(CultureCoach.biz) and Access, VR (AccessVR.com)*



Development of an Immersive Learning Pathway

Steps to Creating An Immersive Learning Path	Resources	Platform/ Deployment	Purpose
Live Simulation	Learning path with key learning objectives		Foundational learning moments
Record live Simulation with 360	<ul style="list-style-type: none"> • Equipment (360 camera) • Tech assistance • Role players • Orchestrate 	<ul style="list-style-type: none"> • Orchestrate Platform • Headsets • Computer 	Preparation for virtual representation of foundation learning moments
Classroom: Teach your lecture	Instructor		Knowledge transfer
Pull out didactic learning moments of simulation for micro-learning	Instructional design concepts and learning path with key learning objectives in micro moments		Learning alignment
Alignment of 360, lecture, micro learning	Instructional designer to identifying key themes to teach		Test and assess across all modalities
Create micro learning	Instructional Designer to create micro learning	<ul style="list-style-type: none"> • Orchestrate Platform • Computer 	Build micro learning experience
Deploy	Learning Management System	<ul style="list-style-type: none"> • Orchestrate Platform • Phone • Computer 	Education, test and assess workforce



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