

Immersive Learning

Technological developments have revolutionized all aspect of life including influencing pedagogical development. It has provided educators with the means of delivery of programmes to engage digital natives (Gen Z) that goes beyond a blend of 'digestible' learning resources at their fingertips via smart devices, to an experience that correlates with employability.

The use of virtual reality (VR) technology presents one such way to deliver this experience. It offers the opportunity to integrate immersive content into modules, with the aim to enhance learner engagement, knowledge retention, and topic relevance.

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It is evident that curriculum development and pedagogical approaches have not escaped the impact of advances in technology. It is no surprise that immersive learning has made inroads within many educational institutions with the potential for enhancing employability skills and learning experience of students.

This week, **Mr Deji Sotunde** shares his perspectives on the integration of some andragogy into pedagogy in our practice as educators.

INDUSTRY WEEKLY DIGEST



About Mr Deji Sotunde

Mr Deji Sotunde, BEng (Hons), MBA (Tech Mgmt)(Open), FHEA, CMBE, now a Senior Lecturer in **Surrey Business School** spent just over ten years in the corporate professional services environment, providing support on management initiatives

that delivered enterprise-wide business process transformation and change. He also worked as a limited company contractor providing project management and technical support to a number of SMEs.

SHAPING THE FUTURE THROUGH IMMERSIVE LEARNING EXPERIENCES

By **Mr Deji Sotunde**

Immersive learning can be used to support the delivery of complex topics in business management. One such example is the teaching of Operations Management, an interdisciplinary module taught for which learning by doing and seeing it in a real-life setting is paramount. So, although a typical factory visit may be obvious and preferable; in many instances cohort size, logistics, budgets and other factors may impede access.

The use of VR transcends these challenges and offers students an immersive and experiential learning experience. It also has the capability of providing convenience and available learning experiences or discovery at the students' pace. Employing this approach facilitates shifting between two mediums: presenting theoretical concepts and tasks in 2D space (PowerPoint) and practical activity in 3D space via a VR headset. This immersive and very experiential teaching method 'brings the factory into the classroom'.

This approach demonstrates how several simple 'creative' tasks can enhance interest, gain student engagement and clarify the link between theory and practice.

This mode of delivery can also allow students to apply a range of concepts from several modules from their programme. It contributes to students' ability to identify the integrative nature of their programmes and the perceived value of a degree which enhances their general satisfaction and overall experience.

The short-term impact is an increase in engagement and identifying the relevance of a concept. Experiential learning also supports many university-wide initiatives to improve graduate employability by developing graduates that are ready for the digitally enabled workplace.

Further Reading:

Fitrianto, I. and Saif, A., (2024). The Role of Virtual Reality in Enhancing Experiential Learning: A Comparative Study of Traditional and Immersive Learning Environments. *International Journal of Post Axial: Futuristic Teaching and Learning*, pp.97-110.



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