COViR

# Collaborative Virtual Reality Platform for e-Learning: Teaching Communication

## NEWSLETTER nº 3

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It is not science fiction. Virtual reality is -forgive the repetition- already a reality that forms the basis of the metaverse, a new world that we are gradually entering and which is being spearheaded by the video games industry. But... What if we could go further? For example... into the realm of learning? What would be the consequences?

As scientific evidence from branches such as cognitive neuroscience and educational psychology suggests, since the **future of learning will be based on accessing the metaverse through a set of devices such as Virtual Reality glasses**, this will allow students to move away from any other sensory distraction, increasing their level of attention and, therefore, improving their learning performance.

Also, the physical context surrounding the person at the time of learning can better consolidate memory, and a greater diversity of physical contexts significantly improves learners' theoretical abstraction capacity and their ability to develop more flexible knowledge.

On the other hand, emotions have an amplifying effect on memory, generating attention and allowing us to remember more easily.

Last but not least, the metaverse will be the perfect ecosystem in which to develop simulation activities where error is seen as a logical and necessary part of the learning process.

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**How could learning be enhanced through the use of Virtual Reality?** Here are some ideas:

- Designing virtual spaces that avoid distractions within the three-dimensional world.
- Providing a learning space explicitly created to enhance learning, being flexible in designing such spaces.
- Creating specific situations outside the routine, which generate emotions allied to learning.
- Developing simulated environments in which students can take risks and enhance learning through trial and error.

Of course, the development of the technologies that will make this new form of learning possible **requires new professional profiles**, as new needs and challenges arise, according to numerous recent studies carried out by large international companies.

Some of the profiles increasingly in demand will be: virtual and augmented reality designers; Web 3.0 developers; gamification managers; and chief metaverse officers, among others.

Whatever the professional profile required, **what is a cross-cutting challenge for all of them is effective communication** between users.

In this sense, our project **COViR is not only set to boost the digitalisation of Vocational Education and Training at European level, but will also test communication skills, which is considered a difficult subject to teach in virtual spaces, and which will undoubtedly be necessary** for our daily life in this new world called the metaverse.

**COViR will help make this transition by meeting these training needs. Stay tuned and move forward with us!**

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