



UCLL
UNIVERSITY OF
APPLIED SCIENCES

**Creating high end impact
with low end VR**

#MOVINGMINDS



How it started

- 2021: Investigating the needs for VR @ UCLL
- 2022: organising XR playgrounds, sessions to inspire...

2023:

- ➔ 1 interactive 360°-video about suicide prevention
- ➔ 1 3D-VR application for practising a tracheotomy
- ➔ A lot of early adapters who want to explore VR, but don't have to skills or the budget to hire people with skills



Searching for a solution

1) What do we have?

- ✓ A very enthusiastic group of early adaptors
- ✓ An AV-specialist who knows how to film in 360°
- ✓ XR researchers who know how to create a didactical impact with XR
- ✓ A team of ICTO-members (ICT & Education) who can assist



Searching for a solution

2) What is the key element for creating meaningful VR experiences in education?

- ✓ Immersion → telepresence
- ✓ Learning by experience
- ✓ Creating empathy



Searching for a solution

3) A day in the life of people with an intellectual disability

- ✓ Learning by experience
- ✓ Creating empathy
- ✓ 360° view fly on the wall
- ✓ Voice-over from the main character 'Patricia'



Collaborations

- Collaboration with Pasform
- Collaboration with Borgerstijn
- Patricia and her roommates
- The caretaker (alumna UCLL)
- Input script: Lieve, Pasform and Patricia
- Filming & editing by AV-specialist
- Lieve's students creating educational package



Hardware & Software

Hardware:

- Insta360 X3
- ZoomH4
- Lavalier
- Ipad
- Quest 2

Software:

- Insta360 Studio
- Premiere Pro
- Audobe Audition



What about the impact?

Goal = creating impact

- students
- social impact
- inspire colleagues @ UCLL



Feedback & Questions

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