

PleitVRij the next level

elevating student
pleading in the
virtual courtroom.

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PleitVRij





Content of this presentation

- Pedagogy.
- Technical aspects.
- Research.
- Reflections.

Didactical value

- Authentic environment.
- Improvisations skills.
- Embodied experience (nerves).
- Growing self-confidence.





What makes PleitVRij unique?

- Holodeck application
- Green screen technology with VR
- Realistic 360 grades photo and video
- Peer feedback and recording
- Cloud service with thin clients
- Can handle big cohorts of students

Research

- Pleading in VR significantly affects heart rate and electrodermal activity
- Increase on all constructs over time (value, perceived competence, confidence, feedback)
- Reflective thinking following the VR exercises was correlated with the constructs of (peer) feedback, value and confidence
- Confidence in pleading, promoted by our virtual reality exercises, was correlated with good 'objective' results (in final assessments)
- Focus group: central role of feedback and reflective thinking
- Not only the quality of feedback 'in the traditional sense' is crucial, but also feedback when considered as a process involves and/or stimulates reflective thinking



- Student engagement & preparation
- Collaboration between different experts.
- Maintaining knowledge within institutions can be hard.
- Embedding the virtual in the offline learning environment is important.
- Matching institutions.
- Costs per student

Thank you

Questions?