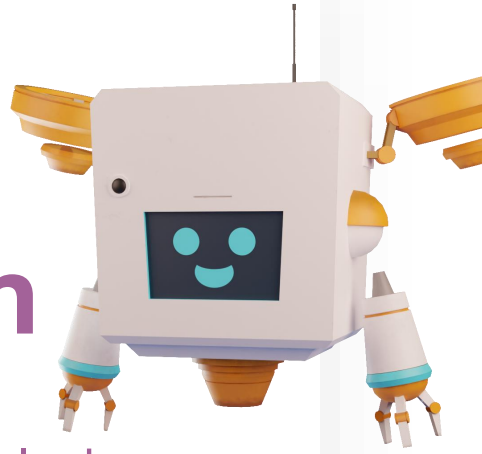
Training Guide

Virtual Reality (VR) game

! See training manual for more detailed information

Introduction



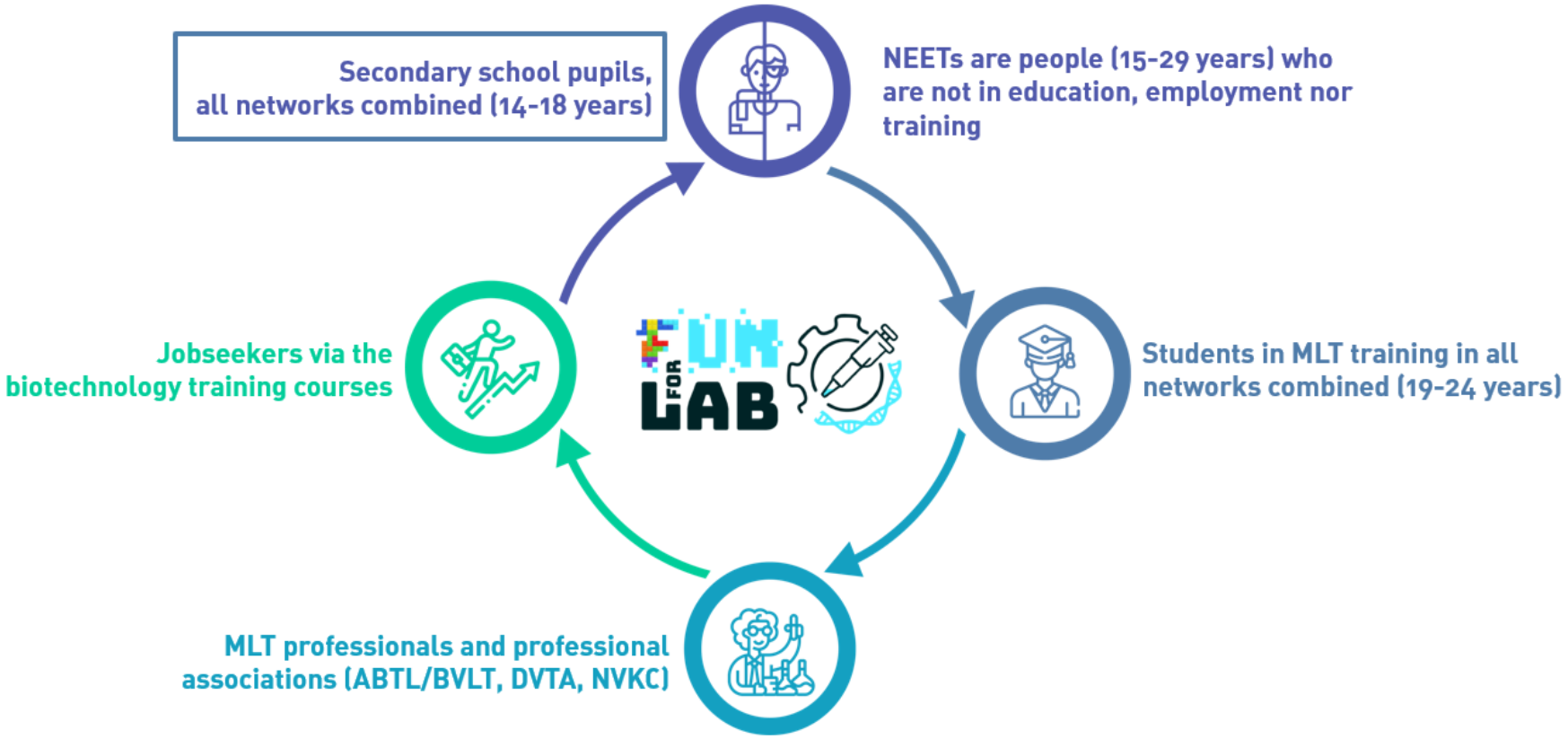
The Training Guide will include:

- FunForLab project context
- Target group + FunForLab MLT education objectives
- Understanding VR training + benefits
- Instructions for using VR game
- VR game FAQs
- Continuous improvement and future developments

FunForLab project context

Purpose: the FunForLab project

Through the development and sharing of two Serious Games,
the Interreg FunForLab project will address several target audiences:



Support


Interreg
Euregio Meuse-Rhine
FUNFORLAB
EUROPEAN UNION
European Regional
Development Fund


HEL MO
Haute Ecole Libre Mosane
CRIG
asbl
RECHERCHE - FORMATION CONTINUE


FRS

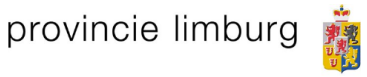

Zuyd
Hogeschool
ZU
YD


ECOTEPE asbl
Centre de Coopération Technique et Pédagogique


UNIKLINIK
RWTHAACHEN


UCLL
UNIVERSITY OF
APPLIED SCIENCES


FÉDÉRATION
WALLONIE-BRUXELLES


provincie limburg


Wallonie


Ministerium für Wirtschaft, Innovation,
Digitalisierung und Energie
des Landes Nordrhein-Westfalen

Partners from Euregio Meuse-Rhine (EMR)

6 partners:

- CRIG (HELMo, Liège, BE)
- CeCoTePe (HEPL, Liège, BE)
- FoRS (Henallux, Namur, BE)
- UCLL (Diepenbeek, BE)
- Zuyd (Heerlen/Geleen, NL)
- Uniklinik (RWTH Aachen, DE)

Target group + FunForLab MLT education objectives

- MLT students and MLT lectors are one of the major target groups for the FunForLab project.
- The SWOT analysis conducted at the beginning of the project highlighted that there is a gap between the MLT training and the highly automated workplace where MLT's conduct laboratory analyses.
- With the help of the FunForLab virtual reality (VR) serious game, we aim to fill this gap and start getting acquainted earlier with the automatons during MLT training.

Understanding VR training + benefits

FunForLab virtual reality training

- **Virtual Reality** is a computer-generated environment that simulates a **realistic** 3D experience, **immersing** users in an **interactive** and **engaging** environment.

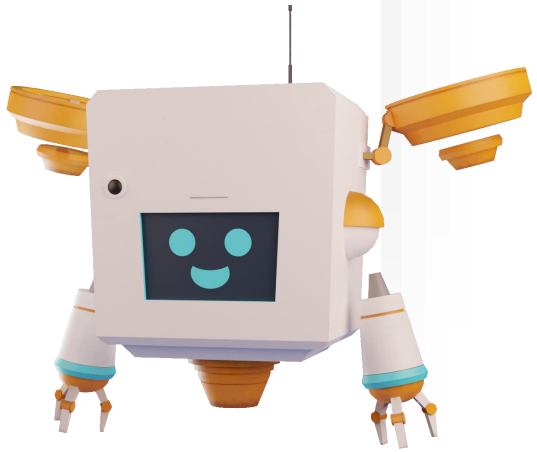
- FunForLab VR game: a **digital/virtual MLT laboratory** environment was created allowing the player to **experience** the different aspects of this work environment and **learning** how to handle samples and in an **interactive** way, including receiving feedback and integrating laboratory **knowledge**.

Benefits of VR training

- FunForLab VR training → **realistic** + safe + repeatable scenarios → enhancing **learning** retention and engagement while minimizing risks.

- Learn by doing = best way to **learn** and **retain** the **information** + **skills**.

- Advantages VR game in a MLT education context:
  - Motivation and engagement
  - Experiential learning
  - Immediate feedback
  - Collaboration
  - Customisation



Instructions for using VR game

Storyline

Earth-to-Mars Rescue mission

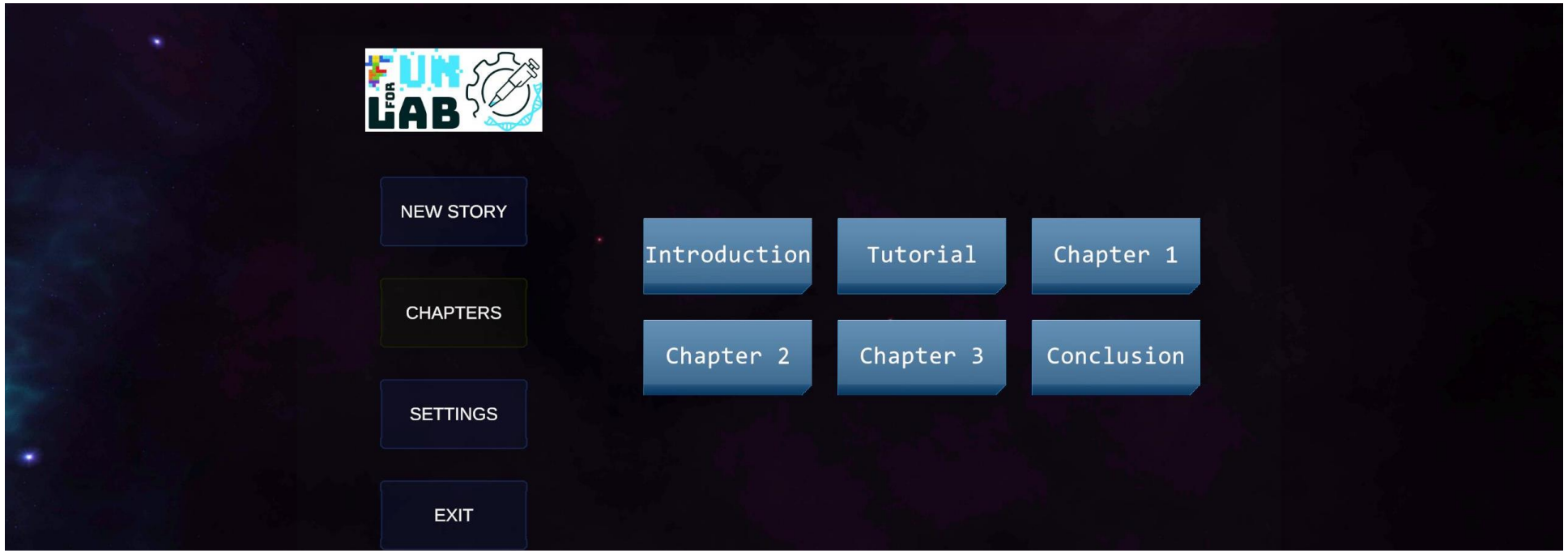
Scan for trailer:

VR game

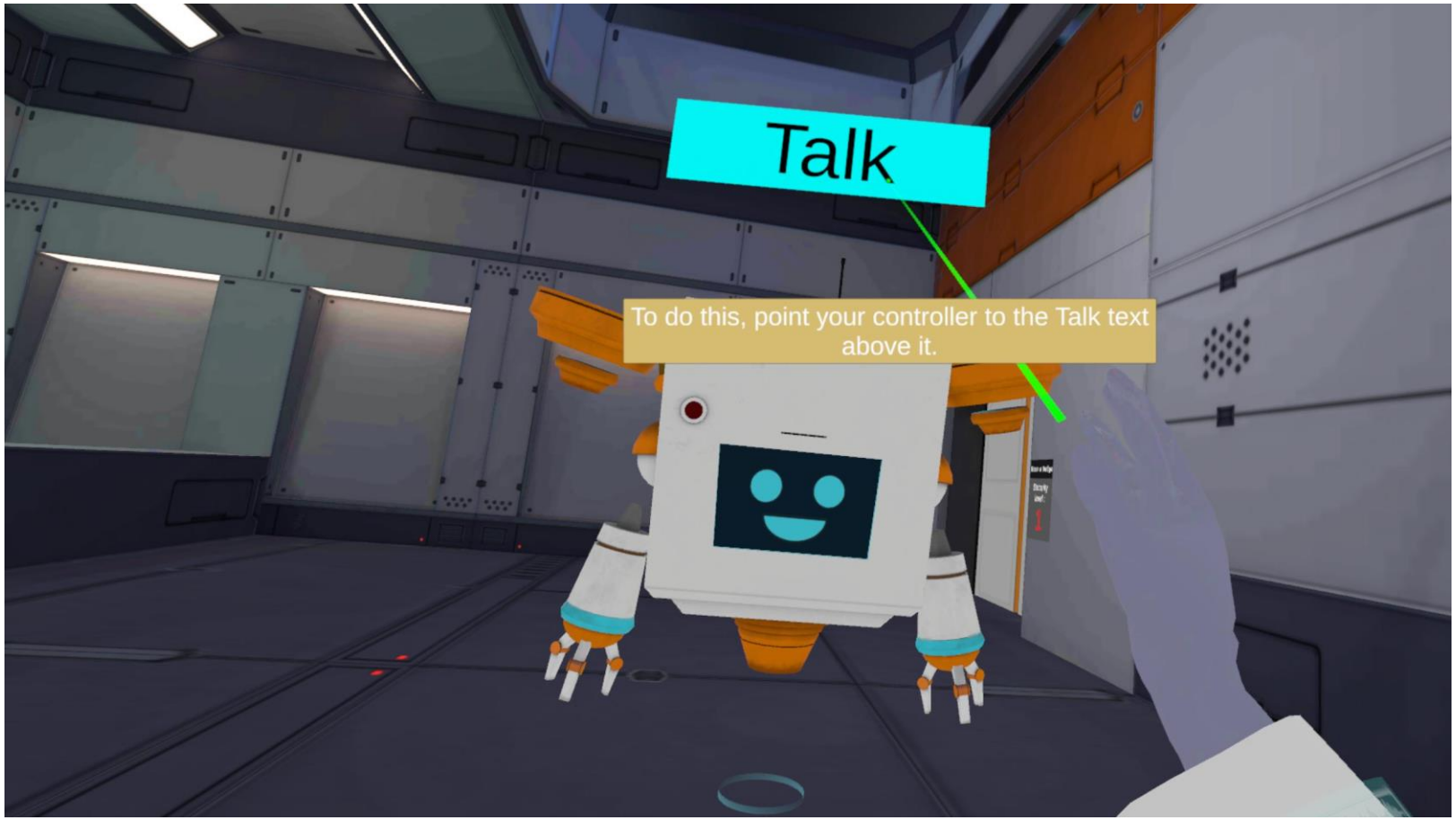
Specific tutorials and instruction video’s can be found online:

Playing the VR game

1) Download + install the game
2) Set up the VR headset
3) Play game: main menu with overview of the chapters:



Playing the VR game



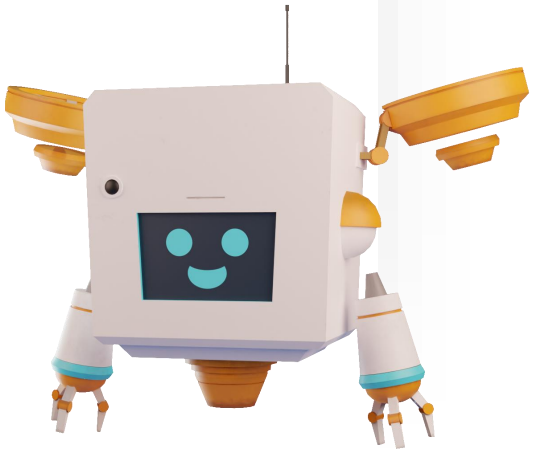
Playing the VR game

Playing the VR game

Playing the VR game

VR game FAQs

- See instruction manual
- Go to the FunForLab Forum for help if you have additional questions:



Continuous Improvement and Future Developments

- In the course of the coming years, when the FunForLab VR game will be **integrated** into the different curricula of the teaching institutions, it will be **reviewed** how the game has an **impact** on the MLT training.

- To keep the discussion going, the FunForLab community (**forum**) is the place to **connect** and **share** practical advice and findings.

- Further, every partner can expand the training scenario's/chapters so that the FunForLab game **evolves** and covers a broader range of skills and situations.

Questions?

Thank you!

! See training manual for more detailed information