

VR as A Training Tool

Charlotte Falko¹, Bjørn Salskov²

Adjunkt at Dania Academy, Silkeborg Denmark

Abstract

This research project examined the possibility of using Virtual Reality as a training tool for soft skills in the Danish Banking sector. To have a specific soft skill to measure development in, presentation techniques were chosen. The choice of presentation technique was derived from several academic articles stating that the academic world does not provide students with good presentation skills, and it is a skill much needed in business.

The project focused on collecting both qualitative and quantitative data to give a deeper understanding of the conclusions of the project. The participants in the study were all interviewed about their experiences practicing their presentation using VR and all participants were filmed before and after training with VR. The films gave the possibility to measure quantitative developments in specific presentation techniques.

The research project conclusions were as follows.

- Participants become better at keeping eye contact with audience when using VR as a training tool.
- Participants did not develop their ability to avoid filler words.
- Participants become worse at using their gestures in a presentation.
- 1/3 of the participants found that the VR setting need more development before it was applicable in business.
- 1/3 of participants found that they had more focus during their training using VR.

To use a VR tool for training in the Danish banking sector the tool has to be developed with a direct purpose to be used in this sector. This research project found that the current VR tools available to the banking sector are not yet developed enough so that it makes sense for the industry to invest in VR training facilities.

Keywords: Training with VR, presentation skills, soft skills, business, banking