

# **Availability Of Human Resource Learning Content in Virtual Reality: Reasons and Implications**

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## **Abstract**

The rapidly growing domain of virtual reality (VR) has witnessed considerable traction in the realm of education. Notwithstanding, a discernible void persists in the accessibility of VR content specifically tailored for the domain of Human Resource Management (HRM). This paper endeavors to explain the underlying causes contributing to the scarcity of HR-related VR content. Furthermore, the paper focuses on the reasons and implications of not having sufficient HR content in the immersive space. The paper proposes an innovative solution in the form of a “VR-HR Training Needs Identification Framework”. This conceptual framework is designed to facilitate VR content developers in pinpointing the precise core requirements inherent to HR, thereby enhancing the development process.

**Keywords:** Virtual Reality, VR Content, Human Resource Management, Higher Education