Michiel Heijnen
michiel.heijnen@hu.nl
Program manager educational innovation

Stan van Ginkel
stan.vanginkel@hu.nl
Senior lecturer and researcher
Virtual Reality for developing presentation skills

Introduction to Virtual Reality within Archimedes Institute

Stan van Ginkel, stan.vanginkel@hu.nl
Utrecht University of Applied Sciences, the Netherlands
Research

The effect of VR on developing presentation skills

Towards a set of design principles for developing oral presentation competence: A synthesis of research in higher education

Stan van Ginkel*, Judith Gulikers, Harm Biemans, Martin Mulder
Department of Education and Competence Studies, Social Sciences Group, Wageningen University, The Netherlands

ABSTRACT

Developing oral presentation competence is an essential objective in higher education. However, a comprehensive picture of effective learning environment characteristics for encouraging oral presentation performance is lacking. This review identifies and classifies relevant studies with the aim of deducing a set of design principles with underlying conceptual and empirical arguments for developing this competence. Fifty-three studies were included in the review, with a comprehensive search across a range of scientific databases. Subsequently, all studies were categorized with respect to student characteristics, learning environment characteristics, learning processes and outcomes. The

The impact of the feedback source on developing oral presentation competence

Stan van Ginkel*, Judith Gulikers, Harm Biemans and Martin Mulder

Department of Education and Competence Studies, Social Sciences Group, Wageningen University, bode 69, P.O. Box 8130, NL 6700 EW Wageningen, the Netherlands

While previous research in higher education emphasized the essence of feedback by the teacher, the peer or the self, it remains unclear whether the acquisition of students’ oral presentation competence differs depending on the feedback source. This quasi-experimental study examines the effectiveness of the feedback source on 144 first-year undergraduate students’ progression in cognition, behaviour and attitude towards presenting, as three interrelated elements of oral presentation competence. Mixed methods of multiple-choice tests and performance
Presenting with impact
Take your smartphone and practice your pitch in front of an audience
What do you need?

Smartphone, App, VR-headset
Personalized Learning within the VR-environment

- Learning objectives
- Instruction video
- Practice in VR
- Measurements and feedback
The application: “Presenting with impact”
Content

Components:
- Eye contact
- Use of voice
- Posture & gestures

Structure:
- Instruction
- Practice
- Feedback
Practicing eye contact
Feedback on eye contact
Presenting in front of a classroom
Presenting in a theater
Presenting in a television studio
Measurements and feedback
Related to your presentation performances
Personal overview
Insights into your developments