



Piloting a Virtual Reality (VR) skills Channel



Work-based Learning (WBL)

- One of the main targets of the Support to Skilling Uganda project implemented by Enabel is closing the gap between the world of training and the world of work, by introducing initiatives such as work-based learning.
- WBL is aimed at exposing trainees to the realities of the private sector in order to learn and develop workplace competencies. In this way, Skilling Uganda aims to successfully adapt training to labour market needs.



VR supported WBL

- To expose students in remote areas to the reality of the labour market, Enabel in Uganda is developing a VR skills channel.
- Short term 'How to' clips to provide viewers with a virtual immersion into real work settings are being produced.
- In June 2017, VR technology was piloted for the first time as an ICT support to a training for hand pump mechanics at the refugee settlements in Northern Uganda.






Continued





Process of developing a 360° clip

| PROCESS | ACTIVITY |
|--|---|
| UP-STREAM  | <ul style="list-style-type: none">• Find a company: Liaise with Uganda's private sector to access facilities, such as a workshop, a garage, etc.• Record 'How to' video clips using a 360° camera: Focus on specific trades and concentrate on a particular activity with well-defined learning outcomes |
| MID-STREAM  | <ul style="list-style-type: none">• Inject spatial media metadata: Add metadata to a video file to achieve a 360° effect• Upload on YouTube 360° channel: YouTube automatically uploads footage as a 360° video on the basis of metadata used |
| DOWN-STREAM  | <ul style="list-style-type: none">• Download videos on micro SD card for offline access to VR clips• Watch in class: Trainees can watch the videos in class as teaching aids using simple VR glasses or google cardboard viewer |



Why Virtual Reality?

- **Immersion into a trade.** The VR technology creates an immersion effect that makes viewers feel as if they are physically present at the sites where the action in the video took place. The viewer is almost literally projected into the kitchen of a five-star hotel or into the garage of a well-established automobile brand.
- **Fun to watch.** VR attracts young people, grabs their attention and gives them a playful way out of their daily environment (such as a refugee settlement).



Thank you