

# 360 3D Interactive Learning Experience for Communication and Feedback

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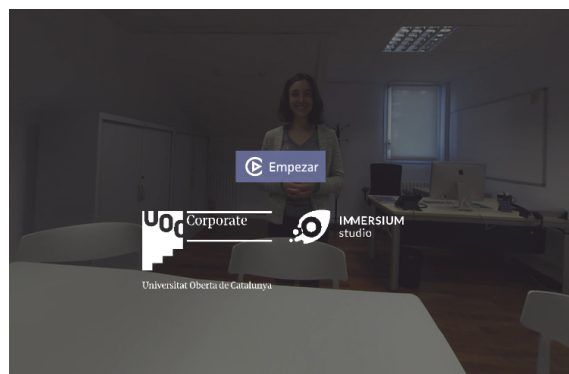
**Abstract.** We present a 360 3D interactive learning experience to improve communication and feedback within the corporate environment. The experience is consumed through Oculus Go. After a brief contextual introduction, the experience places the user in the employee point of view in front of a boss who explains a situation. The user has to take action choosing among three different text responses. Once a user has taken action, the boss answers in consequence.

**Keywords:** 360, interactive, 3D, communication, feedback

## 1 Description

Communication and feedback are two of the most demanded soft skills in today's corporate activity. We have designed an experience that demonstrates how soft skills can be effectively trained through the use of 360 3D Interactive Video.

We have designed an interactive plot in which the user plays the role of an employee that has been called to a meeting at his/her boss' office. The experience starts with the user inside an office. Then a presenter steps into the office and explains to the user the context of the situation and what is expected from him/her (Pic 1).



**Fig. 1.** Introduction

Once the introduction has been completed, the user has to choose among three bosses (Pic. 2). Each boss represents a stereotypical role: aggressive, passive and assertive.



**Fig. 2.** Bosses menu.

Once the user has chosen a boss, the door opens and the selected boss steps into the office. Then the boss sits down at the other side of the table, explains the situation to the user and asks him for an answer. The user is then presented with three answer options, chooses one and the boss reacts to the chosen answer.

Once the boss has reacted with a speech to the user answer, he/she leaves the table and the presenter steps again into the room to debrief the experience and offer the user to either try another answer or try another boss.

This way, the user can explore which is the effect of different strategies answering the three different bosses' profiles.

Immersium Studio is a spin-off born from the Universitat Oberta de Catalunya which focuses its activity on the application of immersive technologies to education, culture, health and tourism.