

INTERNSHIP IN THE FRAMEWORK OF VIRTUAL REALITY APPLICATIONS FOR LEARNING AND TRAINING

The Learning Innovation Programme is searching for a dynamic intern to assist in the design and development of virtual reality applications for learning and training purposes

The future of virtual reality has arrived already and is gradually moving beyond its gadget stage. With the introduction of Oculus Quest the access to immersive learning and simulation experiences has been widely opened in our Training Centre which has led to an initial Virtual Reality Portfolio <https://virtualreality.itcilo.org/>. This internship assignment will explore the potential of the new technology in the world of work and more in particular apply a VR perspective to several capacity building initiatives in the area of immersive meetings, specific VR applications in the area of occupational safety and health and specific projects in the field of using VR for soft skills training .

In this framework, the intern will have the opportunity to contribute to various phases of VR application development (from design to development, delivery and evaluation). The position will entail working closely with Learning Innovation team of experts in e-Learning and virtual reality as well as external partners.

In particular, the intern will have the opportunity to get a first-hand view of how VR is transforming lifelong learning landscape and will work closely on all the groundwork involved in VR application coordination, production and delivery.

Tasks:

- Research and analyse documents related to the virtual reality landscape and latest developments;
- Synthesize information and instructional material for development of VR content;
- Use a variety of media to develop course content in a modular way;
- Explore the pedagogical potential of VR headsets in an educational context;
- Compile quantitative and qualitative data for the joint production of impact evaluation reports.

The outputs of this internship are:

1. An up to date desk review of the current state of VR in specific thematic training contexts.
2. Co-design and co-production of a VR-application in a specific training context..
3. An evaluation report following the VR testing in a specific environment.

We offer:

- A dynamic and diverse working environment in an international setting.
- Insight and hands-on experience in designing and developing VR applications for learning and training.

Grade:

Master in adult learning, educational sciences, instructional design, instructional technology, organization development, design thinking, social sciences or related fields

Languages:

Fluency in English (oral and written).

Experience:

Previous experience in technology enhanced learning projects

Other skills:

- Knowledge of VR headsets and VR related tools.
- Interest in innovative technologies and sustainable development.
- Knowledge of distance and computer-based learning is an asset.

Duty station: International Training Centre of the ILO, Turin, Italy

Start: to be agreed upon

Duration: 6 months

Time schedule: 38h/week (9.00 - 17.00)

Contact:

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