

To whom it may concern,

Your institution has successfully applied for the Immersive Education Research Project, led by Bodyswaps, Meta and Carnegie Mellon University.

The research project focuses on the impact of VR on soft skills development, centring around the hypothesis that Bodyswaps' immersive VR learning can enhance soft skills training. The research team (Master's level students from the award-winning M.S. in Product Management course at Carnegie Mellon University) will study anonymised and aggregated data from self-reported confidence surveys (in-app) and optional surveys (provided by the research partner) to monitor the impact of Bodyswaps on students' skill-building.

As indicated during the application, you have agreed that data will be collected for research purposes. This information letter provides you with the necessary information concerning the research. A research protocol for all participants is supplied in the addendum.

Procedure and duration of the research

Students and educators/facilitators are asked to complete a module from the Bodyswaps library. More information on the library can be found at <https://support.bodyswaps.co/en-gb/project-resources>.

As part of this program, **you have agreed to engage a minimum of 50 learners (this can be faculty and students) to complete a minimum of one module each.**

Students and educators/facilitators are free to decide which module or modules they would like to complete.

After completion, students and educators/facilitators will fill in an online survey investigating their perceptions. The survey will take approximately 10 minutes to complete. All supportive materials on deployment and technical set up will be provided by the Bodyswaps team.

As part of this program, **you have agreed that a facilitator will conduct one exit interview (60 minutes) with our research partner at the end of the project.**

The experiment and survey should be completed by April, 30 2024.

Data processing

Research Facilitator

Bodyswaps reserves the right to share aggregated and anonymised data to the Research Facilitator.

Categories of data

The categories of data to be processed and the basic processing activities these are subject to are described here: <https://support.bodyswaps.co/knowledge/how-does-bodyswaps-use-my-data>

This program also requires us to collect advanced data for research purposes, described here:

https://coda.io/d/Advanced-Data-Collection-Bodyswaps_dZ6JL8HCqZl/Data-format_suNJW#_luxJO

Data purpose and disposing process

Data will solely be used for this research project. Within 60 days of the partners licence being expired, all data associated to the account will be deleted.

Support

In case of technical issues of any kind, please refer to the Bodyswaps team at support@bodyswaps.co.

Research Protocol

Dear educator,

Your institution has successfully applied for the Immersive Education Research Project, led by Bodyswaps, Meta and Carnegie Mellon University.

The research project focuses on the impact of VR on soft skills development, centring around the hypothesis that Bodyswaps' immersive VR learning can enhance soft skills training. The research team (Master's level students from the award-winning M.S. in Product Management course at Carnegie Mellon University) will study anonymised and aggregated data from self-reported confidence surveys (in-app) and optional surveys (provided by the research partner) to monitor the impact of Bodyswaps on students' skill-building.

As indicated during the application, you have agreed that data will be collected for research purposes.

Please provide your students with this information via your own communication channels and/or in class, prior to the experiment.

Procedure and duration of the research

Before the experiment:

- You will receive all necessary supporting materials and training from the Bodyswaps team.
- The Bodyswaps team will provide an initial training for the setup of the headset and app.
- To allow for an optimal experience, a pair of noise-cancelling headphones could be used. In this way, the participant is not distracted by potential noise from the environment
- Predefine the ground level and safe area before the experiment to save time. If necessary, refer to this help section: <https://www.oculus.com/safety-center/>

During the experiment (in a facilitated VR environment):

- If using VR, ask the participant to sit down on a chair at the desk, before putting on the headset.
- Explain how to interact with the virtual environment by showing the controllers and buttons needed (we would recommend the use of casting or the in-app videos provided).
- Assist the participant to put on the headset properly and make sure their vision is clear and sharp, to mitigate nausea and headache.
- The participant takes one or more modules from the Bodyswaps VR library at will. There are no limitations to the content, so each participant can choose which module to take. We advise you limit time in the headset to approximately 20 minutes at a time for the optimal experience.

During the experiment (in an autonomous learning environment):

- Provide the learner with the relevant instructions for completion of the module(s) on their chosen device. Materials have been provided by Bodyswaps to support this.

After the experiment:

After having taken one or more modules, participants must fill in a survey.

Please provide access to the questionnaire in the same room to take the survey to ensure completion or track this in the appropriate and timely way for autonomous learners.

General remarks:

Completion of the research and survey is due by April, 30 2023.

As an educator/facilitator, please take some time to try out the Bodyswaps modules first. In this way, you will be able to help students more proficiently in case of problems.

Bear in my mind, **both students and educator/facilitator(s)** have to take the modules and fill in the survey.

Potential risks

Some participants may experience nausea, headache, eyestrain or other physical discomfort. These symptoms have in general no long-term effects. However, always assist a participant when immersed in virtual reality. Make sure someone is present to observe the experiment. When a participant wearing the virtual reality headset experiences physical discomfort, the experiment should be stopped immediately, and support should be provided.

Support

In case of technical issues of any kind, please refer to the Bodyswaps team at support@bodyswaps.co.

We thank you for your contribution to this research!