Fostering Personal Confidence, Digital Literacy and Futuristic Employability for all at Salford Business School, University of Salford



The University of Salford is a dynamic higher education institution with a thriving community of over 22,000 students studying on its main campus in Greater Manchester, UK.

Salford Business School, at the heart of this partnership, serves 4,500 students and is committed to its mission in building career capital by developing digital competencies and entrepreneurial mindset, along with academic success for all students, regardless of their backgrounds.

Goals

- Develop students' confidence in a safe environment, at their own pace.
- Provide students an opportunity to use
 EdTech by developing digital competency in
 VR, and prepare them for future employment.
- Encourage inclusive participation for all students and staff in learning digital skills

Future Plans

For the academic year 2023-24, the Business School aims to provide each final-year student with the experience of using VR hardware for soft skills development utilising Bodyswaps by embedding it within their learning and teaching delivery.

"It's inspiring to see how everyone, in Salford Business School, has embraced this innovative VR platform, fostering an environment where students gain confidence at their own pace, aligning perfectly with their employability and future career goals."

Professor Vish Maheshwari Associate Dean Academic, Student Experience

Deployment

Workshops for Staff

Embarking on its journey to implement VR and EdTech in student learning, with a gradual start, involved multiple staff workshops.

Ad-hoc Sessions

A three-month rollout featured ad-hoc sessions in dedicated spaces, involving 50 VR headsets and engaging over 200 students in more than 30 sessions. These sessions were a mix of undergraduate and postgraduate students.

Results

- 83% of students would recommend Bodyswaps to their peers
- 81% of students shared that Bodyswaps helped increase their understanding and confidence in using VR
- 77% of students identified areas to improve on their skills using Bodyswaps