



References



Utilizing an Immersive Virtual Reality Activity to Teach Decision Making in an Undergraduate Team Leadership Course

Kenzie Bastian and Dr. Laura Greenhaw
University of Florida



Introduction

- Due to Covid -19, there was a shift to online delivery
- Attempts to innovate and integrate new teaching methods online
- Alternative face-to-face learning activities that still simulated the experience
- Online escape room game to evaluate group decision making

How it works

- TEG Unlocked, online immersive escape room. It is a self-led multiplayer problem-solving exercise students work together to complete, applying leadership and team based competencies.
- Students (N = 27) were assigned to teams. 3 four member teams, 3 five member teams.
- 45 minutes to experience one of the escape rooms.
- Teams convened on Zoom with their assigned observer, remote access control given to one student to lead the team in the game.
- Students completed a lab report reflection after the experience. Additionally, students took a pre and post survey of the decision making experience.

Future plans/Advice

- Allow more time for full experience.
- Purchase a game code for each team.
- Provide structured reflection to assist students' connection of lesson content with the decision making experience.

Results & Implications

- Students connected the experience to decision making concepts taught and derived meaning through practical application. This suggests that immersive virtual activities can provide effective experiential learning in team problem solving and decision making.
- Eleven students responded, the majority indicating the virtual experience was engaging (n = 8) and allowed for every team member to participate during the activity (n = 7)
- Initial findings indicate that while students engaged in team decision making through the immersive virtual reality activity, it was not their preferred type of experience.



Costs	Resources
TEG Unlocked access code bundle for 3 games : \$ 28.00	Two graduate TAs + an instructor facilitated three games simultaneously.
One game code cost : \$10.00	Group meeting software with screen sharing capability. We utilized Zoom.