



The Empathy in VR Project

SASPA Conference 2023



Acknowledgement of Country

In the spirit of reconciliation, we acknowledge the Kurna, Traditional Custodians of the Adelaide plains whose Country we meet on today.

I would also personally like to acknowledge the Ngarrindjeri, whose land I have grown up on, learnt on, and now teach on. In whose Country I wish to develop an empathetic generation.

We pay our respect to their Elders past, present and emerging and extend that respect to all Aboriginal and Torres Strait Islander peoples today.

Welcome and Session Overview

Introductions

Intro to Immersive Learning

Goolwa's Immersive Learning Journey (So Far)

Case Study: Empathy

Workshop

Discussion

Q and A

Meet The Presenters



Shai Coggins, *MTeach,*
MSoc Sci, Bsc
Learning Design Lead

Program designer and PD lead.
Former classroom teacher +
Tech teacher (R-6) + STEM
Coordinator. Practised in digital
media industry & psychology.
Loves art, books, tech, & dance.



Travis Roach
Deputy Principal

Travis is the main LLL
Champions contact. He
drives vision development,
curriculum planning, PD
alignment, and many other
initiatives for the GSC LL Lab.



Joseph Davidson
Teacher - Lab Champion
(Drama, HASS, Digital Technology, Media Design)

Joe ran 'The Empathy in VR' Pilot
Project in one of their Studio classes at
Goolwa Secondary College's LLL. He
also pioneered the use of the Lab for a
student ESports Club. He co-hosted a
student incursion and Transition Day in
the Lab.

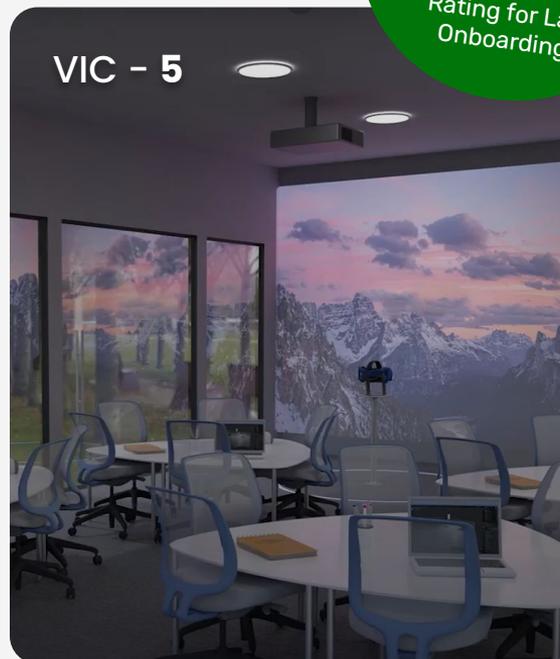
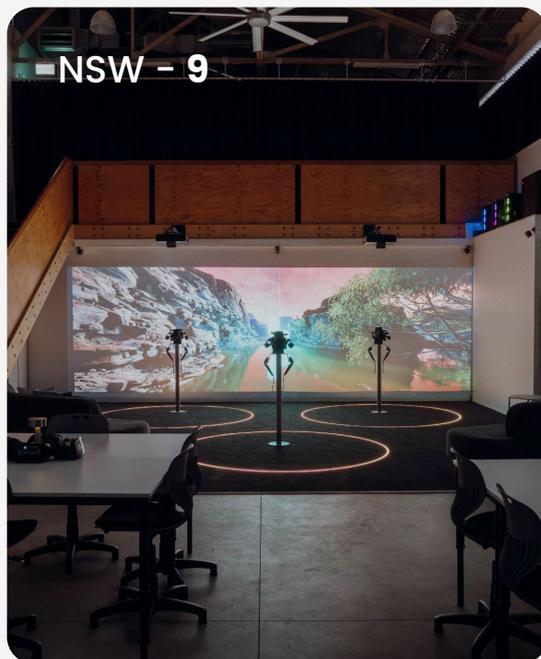
Our Mission

Revolutionise
the way we
**teach, learn
& work**



LLL in Schools and Industries Across Australia

Over
90%
Client Approval
Rating for Lab
Onboarding



Completed LLL Schools in South Australia



AUSTRALIAN
SCIENCE &
MATHEMATICS
SCHOOL



Schools Partnership Program

Education Team

Team of qualified educators with several years of classroom experience. Each school gets a dedicated educator for the duration of the Onboarding program.

1 or 3 Year Partnership Program

Transition Year (1), Evolution Year (2), Vision Year (3)

Teacher Professional Development

10-Step Onboarding Program, Lab Champions Program, Teacher PD Menu, Education Centre, Certified Educators Program



Goolwa's Immersive Learning Journey (So Far)



Goolwa's Vision

Proudly the first public high school in Goolwa.

A place of excellence for all to thrive. Innovation and collaboration nurtures deep learning, develops expert learners and creative and critical thinkers.

Ready for their future, ready for their community.

All we do at Goolwa Secondary College is underpinned by our three pillars:

Innovation

Collaboration

Excellence

The Empathy Project



XR Project

Key Question

Can virtual reality (VR) be effectively used in teaching students empathy?

Project Design

Shai - Initial research & design + report.

Joe - 10-week Implementation & feedback

Themes Explored

- **“The Gift of Water”** - To see how water as a resource doesn't come easily for everyone.
- **“The Gift of Sight”** - To have a better understanding of visual impairment.
- **“The Gift of Clean and Safe Environment”** - Looking at SDG No. 12, Responsible Consumption and Production.
- **“The Gift of Peace”** - To learn about the issues of migration and racism during World War 2.
- **“The Gift of Freedom”** - To understand the effects of war and imprisonment.



LLL Initiative

LLL Onboarding

Student incursions

Case Study

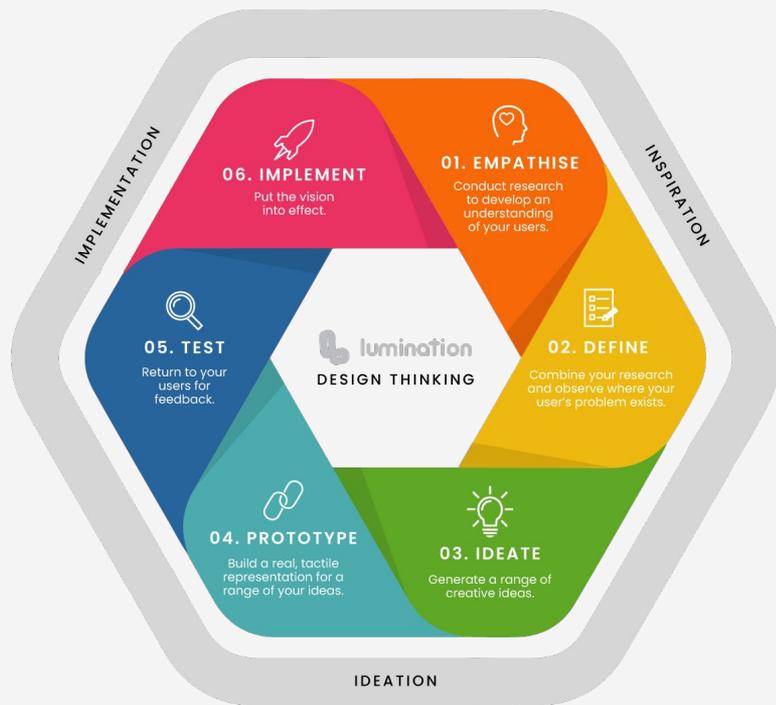
Findings / Results

12% increase in Empathy using PES

70% student engagement

Student projects

Design Thinking Framework



Empathise what it's going to be like in a particular scenario using VR/AR.



Define the issue that you would like to focus on. What is it about?



Ideate some potential solutions. Would you be inventing, innovating, or campaigning?

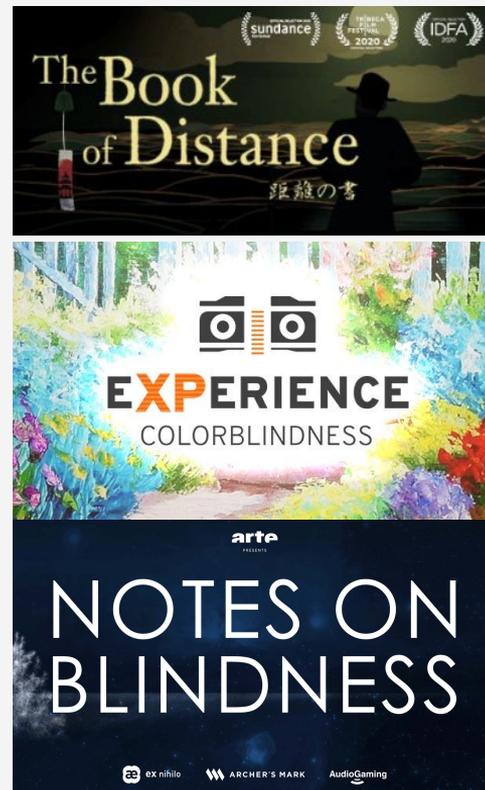


Prototype a solution using CoSpaces and Kai's Clan Robotics. What will you create?

Empathy In VR Pilot Project: The Inspiration and The Tools



Stanford University study on empathy, 2018. ("*Becoming Homeless*")
(Image credit: L.A. Cicero)



Empathy In VR Project: The students thoughts



Empathy In VR Pilot Project: Perth Empathy Scale

Name: **PES**

Date:

This questionnaire asks about how easily you recognise and experience the emotions of others. Please score the following statements using the scale provided. Circle one answer for each statement.

	Almost never	Sometimes	About half the time	Most of the time	Almost always
1 Just by seeing or hearing someone, I know if they are feeling sad.	1	2	3	4	5
2 When I see or hear someone who is sad, it makes me feel sad too.	1	2	3	4	5
3 Just by seeing or hearing someone, I know if they are feeling happy.	1	2	3	4	5
4 When I see or hear someone who is happy, it makes me feel happy too.	1	2	3	4	5
5 Just by seeing or hearing someone, I know if they are feeling angry.	1	2	3	4	5
6 When I see or hear someone who is angry, it makes me feel angry too.	1	2	3	4	5
7 Just by seeing or hearing someone, I know if they are feeling amused.	1	2	3	4	5



<https://forms.office.com/r/inumENg5e9>

Health and Safety



VIRTUAL REALITY HEALTH & SAFETY



Limit sessions to 10 minute intervals.



Sanitise headsets and devices between users.



Ensure space is clear of objects and hazards.



Supervise users at all times when using VR.



If a user feels sick, stop their VR session immediately.



People with epilepsy should not use VR.

Contrasting Experiences



**John Hull: On Sight and
Insight excerpt**



Notes on Blindness VR

<https://www.youtube.com/watch?v=tb5DwAZIQZw>

VR Experience: Discussion Questions

1. In what ways did the VR experience and John M. Hull's writings shape or challenge your perception of blind individuals and their lived experiences?
2. Which medium held more power? Why?
3. How did each medium evoke empathy and promote a deeper understanding of the emotional and psychological aspects of blindness? Which do you think holds more power in a classroom setting?



Notes on Blindness

Q + A Panel



Q and A



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Thank You