The use of VR, AR, and AI in higher education to advance and enhance the student learning journey.

Rach Strzelecki

Head of Quality Assurance for Academic Programmes – Arden University

The use of VR, AR and AI have many benefits within the higher education sector, not only to improve teaching and learning outcomes but also for enhancing the overall student learning journey. At Arden University, VR and AR have been used within a BSc (Hons) Forensic and Criminal Investigation degree since October 2022, as a supplementary learning tool to enhance student learning and engagement on the distance learning programme. Each module has a unique scene filled with formative tasks, which supports the learning materials on the VLE platform. As part of the GUS Fellowship, a new enhancement has been created for formative and summative assessments, utilising AI. Students take a pre module quiz, they engage with the online content and then take a post module quiz. The results show each student an individualised report with their learning progress. This allows each student to identify their knowledge gaps, enabling them to revisit the material before completing their end point summative assessment. Although this pilot is in its infancy, the initial results are positive. This tool adapts to the needs of each student and can help to improve the confidence of each student whilst also improving the student outcomes.