



NEXT WORLD

# Workplace Communication

## VR Module Overview



VR module created by  bodyswaps



50 minutes



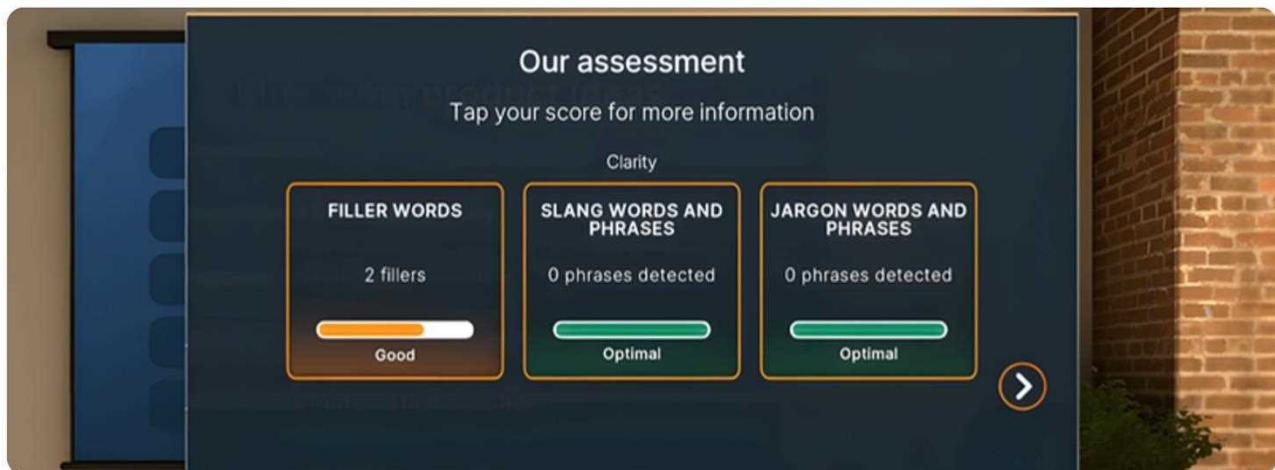
Training



Certificate

# Workplace Communication

This module is part of our Communication & Public Speaking Module Series



**Empower your students and workforce to build the skills they need to foster personal and professional relationships and communicate effectively in the workplace.**



VR, PC, mobile and web



Completion certificate



LLM & scripted roleplays



Lesson planning resources



AI-powered personalised feedback



25+ Module library

## Who is it for?

This comprehensive module is designed for a diverse range of learners and a broad range of competency levels. It's particularly beneficial for:

- **Higher Education institutions:** Enables students to develop essential soft skills in preparation for the transition from academia to the workplace.
- **Business Schools:** Offers graduating students essential skills for leadership roles and business communication.
- **Hospitality, Leisure, and Tourism programmes:** Elevates awareness of customer engagement strategies and how to effectively interact with clients, customers, and colleagues.
- **Corporations and Enterprises:** Provides essential workplace skills, key for junior or apprentice-level employees to help them transition into work.
- **Employability agencies:** Supports individuals transitioning into new roles where effective communication is key.
- **Healthcare institutions:** Equips practitioners and students with vital interpersonal communication skills to enhance interdepartmental interactions.
- **High Schools & Further Education colleges:** This module can help your institution meet the Ofsted's Inspection Framework expectations on Personal Development specifically on Developing confident, resilient pupils, Developing communication skills, Career guidance, Preparing for employment and Responsible, respectful and active citizens.
- **High Schools & Further Education colleges:** This module can help your institution meet the following Gatsby benchmark: #4 Linking curriculum learning to careers



# Module Structure

What's included in VR Workplace Communication



**The complete journey takes the learner through 4 interactive mini-modules, each containing a different challenge, followed by a final challenge in the form of the season finale. The module also includes ancillary activities such as onboarding, self-reflection questions, and the exit survey. We recommend that learners fully interact with each activity to get the full benefit, and that learners take a short break after every 10-15 minutes in the headset.**

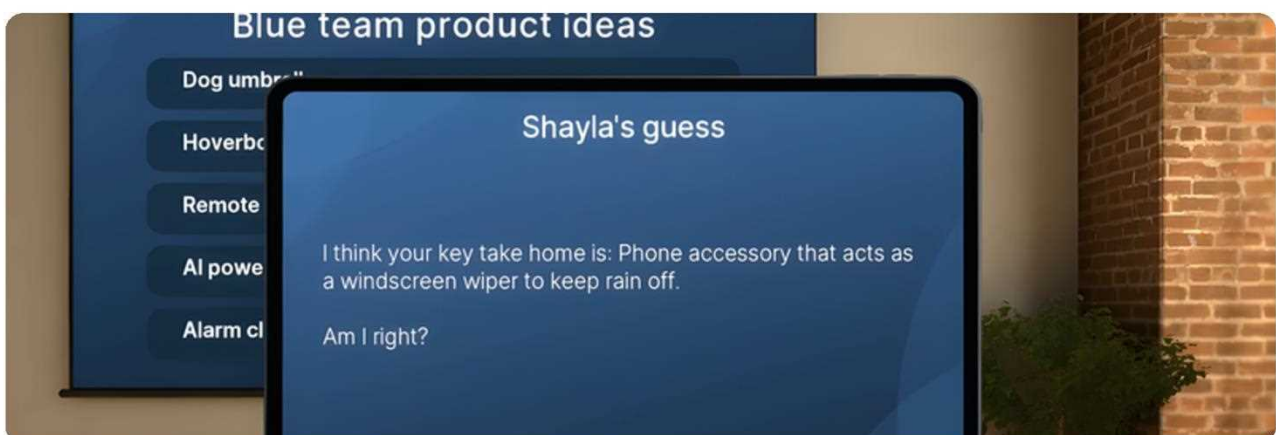
The default route through this module is a linear experience, but learners can complete the four challenges in any order. It is estimated that each topic will take the learner approximately 5-10 minutes to complete, although completion times vary depending on whether the learner chooses to repeat topics to explore different options (encouraged) or fine-tune their freeform responses.

Each challenge begins with a Likert-scale self-reflection question to indicate how confident they feel in the key area of communication that they'll be learning about. The same question is repeated at the end to assess how the learner's confidence levels have changed.

## Learning goals

By completing this module, students will learn how to:

- Use non-verbal signals to enhance your message
- Communicate with clarity, concision and confidence
- Demonstrate active listening to build trust
- Speak persuasively using a basic argument structure



# VR Trainee Certificate

Employees will receive a VR Trainee Certificate upon successfully completing a training module.



**Certificate of Completion:**  
Finished the module, underperformed the pass threshold



**NW**

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