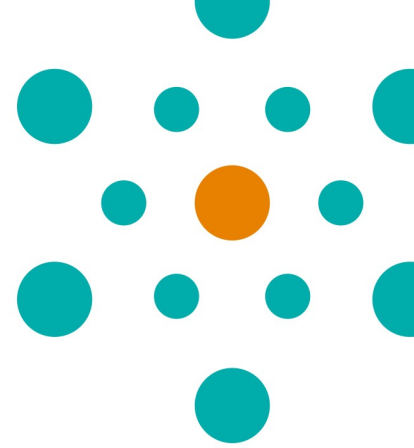**institute** for
cultural excellence

How social is VR?

Opportunities and risks of training social skills in VR

How social is VR?

Virtual Skills Lab

- How to effectively use VR for training social skills

- Technology-mediated simulation of human-human interaction

How social is VR?

Structure of the Talk

- Solutions

- Sociality in VR

- The case against using VR for training social skills

- Why and how to use VR for training social skills

How social is VR?

Solutions

- 360° video: immersive

- CGI/Avatars: interactive/RPG

- CGI/Socially interactive agents (NPC): Replace human interaction partners (?)

How social is VR?

Sociality in VR: interaction vs. structure

- Avatar solution: *direct social interaction* (platforms, communities)

- Building friendship, intimate relationships

- Downside: abusive behaviors; Sociality implies also negative *structural aspects*.

How social is VR?

The Case Against VR for Training Social Skills

- Many applications for diversity training

- Walk a mile in another's shoes? →
  Ambiguous results

- Brief experience of perspective taking
  does not bridge structural divide in
  sociobiographical experience

How social is VR?

Why and how to use VR for Training Social Skills

- Experience combined with reflection →
  "as-if" mode

- Comprehensive training concept

- Learning cycle (Kolb):
(1) Concrete Experience
(2) Reflexive Observation
(3) Abstract Conceptualization
(4) Active Experimentation

How social is VR?

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How social is VR?

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