
Media Trip Organisers Pack

Visit to 'LA12 Ltd' for a VR experience

This trip will provide learners with the ability to experience Media Arts in a employment setting, with the opportunity to explore various careers and education pathways into this sector. The day will focus on the learners testing prototype Virtual Reality games, and providing their feedback to the game designer.

Rationale

The nature of the Media Arts Package underpins the 'Creative and Cultural' sector of the Careers Strategy developed by the Cumbria LEP.

The intervention aims to bridge the gap between creative learners and the employment world in alignment with the CLEP and learner's likelihood of pursuing a career in the showcased industry.

- The intervention activity will include 'learning' in a non-traditional education setting to develop target learner's academic capital.
- Learners will develop new skills, apply existing skills to new tasks and challenge their skill-sets (such as through participating in workshops at a level higher than their current educational level).
- Learners will have increased their individual confidence and developed positivity towards their future.
- The intervention activity will increase a learner's academic, social and cultural capital in relation to new environments.
- Learners will have meaningful interactions with HE Alumni through individual face-to-face contact with a University graduate. The rationale for this is that in the local CFE dataset only a third of Cumbrian learners said that they knew someone who has been to University.
- The intervention aims to increase the likelihood of individual target learner progression to HE or a degree apprenticeship.

Aims

To allow the learners to explore the various careers in the creative media sector, and witness how these opportunities present themselves in Cumbria.

Outcomes

- Engage in discussions with staff to discuss their educational and employment pathways.
- Use their learner voice to provide feedback on the games design in order to inform game makers on potential improvements.

Planning the trip...

This section provides the details of the trip destination—LA12, and their contact information. This page can be used to assess the potential costs associated with running this trip, such as coach costs and lunch prices.



Destination details...

LA12 Ltd

Website: <https://www.la12-ltd.com/>

Location: 1st Floor Offices, Barclay's Bank Chambers, Ulverston, LA12 7AL

Who to contact...

To begin inquiries, contact the Managing Director - Paul Helm

Tel: +44 (0) 1229 583869

Mob: +44 (0) 7785 343 746

Email: MAIL@LA12.LTD.UK

Costs to consider...

Below we have included an example of expenditure when this trip was arranged in the academic year 2019/20

Item	Description	Cost
Trains	From Barrow-in-Furness to Ulverston (8 adult tickets)	£42.30
Lunch	£3.33 per head (6 students and 2 staff - 8 total)	£26.64
Costa	Morning hot drinks	£9.00
Total Spend		£77.94

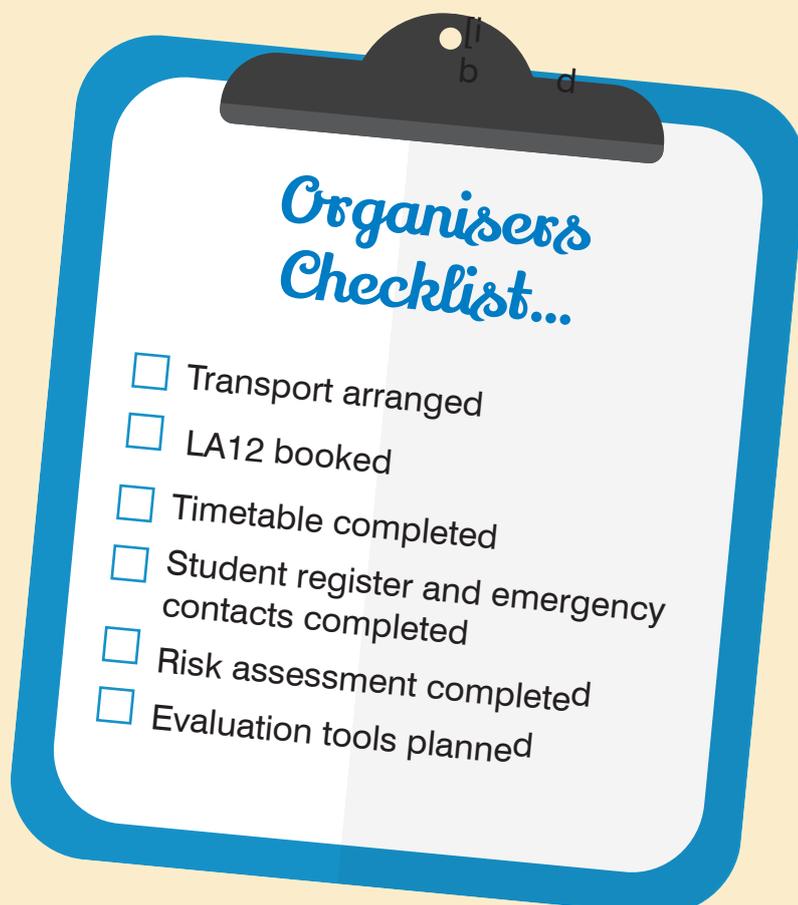
Planning the trip...

Timetable

Here is an example timetable which was used in February 2020.
A blank timetable is included in this pack for you to plan your own day.

Time	Activity	Description
8:30	Depart	
9:00	Arrive and go to Costa	Walk 10 minutes to Costa for hot drinks and the pre-evaluation questionnaire
10:00	Arrive at LA12 and Welcome talk	Introduction to the staff and company
11:00	First VR session	Learners use VR headsets to play various games and complete tasks to win
12:30	Lunch	
13:00	Second VR session	Learners replay the games to observe the games design and graphics in more detail
15:00	Q+A and Depart	Complete post-evaluation questionnaire and depart for train

Use the following **organisers checklist** to track your planning process. In the rest of this pack, we have included templates for registers and timetables as well as examples of evaluation tools, risk assessments and discussion points.



- Transport arranged
- LA12 booked
- Timetable completed
- Student register and emergency contacts completed
- Risk assessment completed
- Evaluation tools planned

Discussion points...



Below we've included some of the questions and ice breakers we asked on the day, either on the train or whilst walking, to engage the learners in conversation.

If money were no option, what would be your dream job in this industry?

What skills would you like to develop today and why?

What is your favourite part of the Media and Creative arts industry?

Would you consider pursuing Media and Creative arts into Higher Education?

Icebreaker game - Guess who: Each learner writes an interesting fact, skill/talent about themselves. One person reads them all and the others guess who it relates to

If you enjoy your visit today would you consider work experience with this company?

Risk Assessment considerations...

Below we have listed some of the considerations to take into account when conducting your risk assessment or the trip. These were some of the considerations most unique to the trip.

Hazard	List of controls, safety procedures
Collision risk whilst wearing VR headsets	VR headsets obscure the view and participants may accidentally hit observers or nearby equipment. The user will be supervised by a member of LA12 staff at all times and all physical equipment will be positioned outside of the VR limits in order to avoid trips and falls.
Overcrowding and confined spaces in the small workplace	This is an active workplace, with small cramped offices/rooms and equipment spread around. In the event the learners enter into a small room, they will be split into smaller groups appropriate to room size. Staff will ensure learners are in the designated groups and rooms and listen closely to staff instructions.
Eye strain / nausea for VR headset user	Prolonged use of a VR headset can result in 'motion sickness' or eye strain. The learners will be given a maximum exposure to the VR headset of 30 minutes. The LA12 staff will adjust the headset to ensure it fits correctly to minimize motion sickness. The learners will be clearly instructed to remove the headset immediately should they feel any ill effects.
Walking from Ulverston train station to LA12	Staff will lead the group and follow from the back to ensure no one is lost. If roads need to be crossed, they will be done so at Zebra crossings when it is safe to do so. Students will be reminded of moving traffic and the importance of following pedestrian safety guidelines.

Trip Timetable



Below we've included an example of the timetable used on the day. We have also included a blank timetable on the next page for your input.

Time	Activity	Description
8:30	Meet learners at the train station	
08:46	Catch train from Barrow to Ulverston	
9:04	Train arrives and walk to Costa	Walk 10 minutes to Costa for hot drinks and the pre-evaluation questionnaire
10:00	Arrive at LA12 and Welcome talk	Welcome talk from staff and introduction to their work and their educational backgrounds
11:00	First VR Session	Learners use the VR headsets to engage in a simulated game where they complete various team tasks to win
12:00	Feedback and Review from learners	Learners provide feedback to LA12 on their thoughts of the VR experience
12:30	Lunch	Lunch purchased beforehand
13:30	Second VR Session	Learners use what they've discussed with the LA12 staff to replay the game and see if they can beat it quicker and observe the game in more detail
14:30	Feedback and Review from learners	Learners critique this from a designer/ developer point of view
15:00	End of session evaluation and Q+A	Time to fill out post-evaluation questionnaires and have a Q+A with LA12 staff
15:20	Depart to catch train	Walk back to train station and have a catch up with learners about how their day was and what they enjoyed

hello future.

		 Edge Hill University	
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