# Article information:

Immersive Virtual Reality for procedural training: Comparing traditional and learning by teaching approaches - ScienceDirect  
<https://www.sciencedirect.com/science/article/abs/pii/S0166361522001816?casa_token=sBH67yY79tEAAAAA%3AqSYPMAdGGBiKyinJ6ljBoXlvparIFnMXR_-Spbb3j2lhfAj0QrxszXYmmFOeOnUl-iY43RupCg>

# Article summary:

1. Virtual Reality Training Systems (VRTS) have been widely adopted for practical training as they overcome the limitations of real exercises.

2. A case study in energy management was conducted to explore the effectiveness of a VRTS compared to traditional lecture and laboratory-based teaching experiences.

3. The use of the VRTS alone improved participants' performance compared to traditional experiences, and a learning by teaching approach using VR was found to be more effective than traditional learning methods.

# Article rating:

Appears moderately imbalanced: The article provides some useful information, but is missing several important points or pieces of evidence that would be required to present the discussed topics in a balanced and reliable way. You are encouraged to seek a more balanced perspective on the presented issues by exploring the provided research topics and looking at different information sources.

# Article analysis:

The article titled "Immersive Virtual Reality for procedural training: Comparing traditional and learning by teaching approaches" explores the effectiveness of Virtual Reality (VR) Training Systems (VRTS) in the context of energy management training. The authors conducted two user studies to investigate the integration of VR into a learning path and compare different approaches for leveraging VR in practical learning.

Overall, the article provides valuable insights into the potential benefits of using VR for procedural training. However, there are several points that need critical analysis:

1. Biases and Sources: The article does not explicitly mention any biases or potential conflicts of interest among the authors. It is important to consider if any external funding or affiliations could influence the objectivity of the research.

2. One-sided Reporting: The article primarily focuses on the positive aspects of using VR for training and does not thoroughly discuss potential limitations or drawbacks. It would be beneficial to include a balanced perspective by addressing challenges or criticisms associated with VR-based training.

3. Unsupported Claims: The article claims that VRTS alone improved participants' performance compared to traditional experiences, but it does not provide sufficient evidence or statistical data to support this claim. Without proper data analysis, it is difficult to determine the true effectiveness of VRTS.

4. Missing Points of Consideration: The article briefly mentions potential risks associated with practical exercises but does not delve into specific safety concerns related to VR-based training. It would be important to address issues such as simulator sickness, motion sickness, or other adverse effects that participants may experience during VR sessions.

5. Missing Evidence for Claims Made: The article states that Learning by Teaching (LBT) approach using VR proved to be more effective than traditional learning (TL), but it lacks detailed evidence or comparative data to support this claim. A more comprehensive analysis with quantitative results would strengthen the validity of these findings.

6. Unexplored Counterarguments: The article does not explore potential counterarguments or alternative perspectives on the use of VR for training. It would be valuable to discuss any criticisms or limitations raised by other researchers in the field.

7. Promotional Content: The article mentions the E2DRIVER project and VR@POLITO initiative, which received funding from the European Union. While it is important to acknowledge funding sources, it is necessary to ensure that the article does not become overly promotional or biased towards these initiatives.

8. Partiality: The article primarily focuses on the positive outcomes of using VR for training and does not adequately address potential drawbacks or challenges. A more balanced approach would provide a comprehensive view of the topic.

In conclusion, while the article provides valuable insights into the integration of VR into procedural training, there are several areas that require critical analysis and further investigation. Addressing biases, providing evidence for claims made, considering counterarguments, and discussing potential risks would enhance the credibility and objectivity of the research.

# Topics for further research:

* Biases and conflicts of interest in research articles
* Limitations of virtual reality training
* Effectiveness of virtual reality training compared to traditional methods
* Safety concerns in virtual reality training
* Quantitative analysis of virtual reality training outcomes
* Criticism of virtual reality training in education

# Report location:

<https://www.fullpicture.app/item/5353e906f5ebc895f3b0bb7cacb24cba>