

Job Interview Simulator

exeter college 

 bodyswaps

Job Interview

Select a module

Interview simulation

Fine tune your interview technique and put your skills to the test with this interview simulation.

NOT STARTED



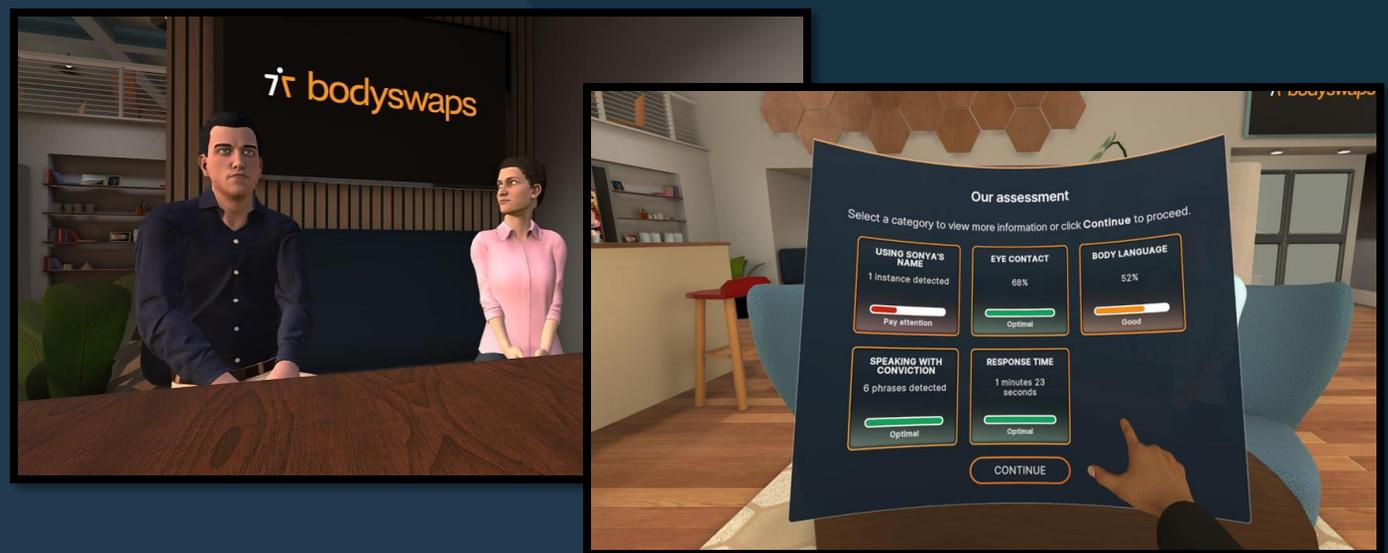
START



Job Interview Simulator

Bodyswaps' Job Interview Simulator is a **first-of-its-kind solution**, empowering students to learn interview techniques, perfect their pitch and practise dozens of interview questions.

Across **4 engaging virtual reality modules** and **over 75 questions**, students build their job interview skills autonomously, through repeated practice, personalised feedback and in total psychological safety.



The Job Interview Simulator is available for **VR**, **mobile** and **PC**.



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Observation

Observe a conversation and analyse good and bad practices

Conversation

One-on-one, listen and ask questions to your virtual colleague

Intervention

Practice your answer, in your own words, using your voice and body language

Bodyswap

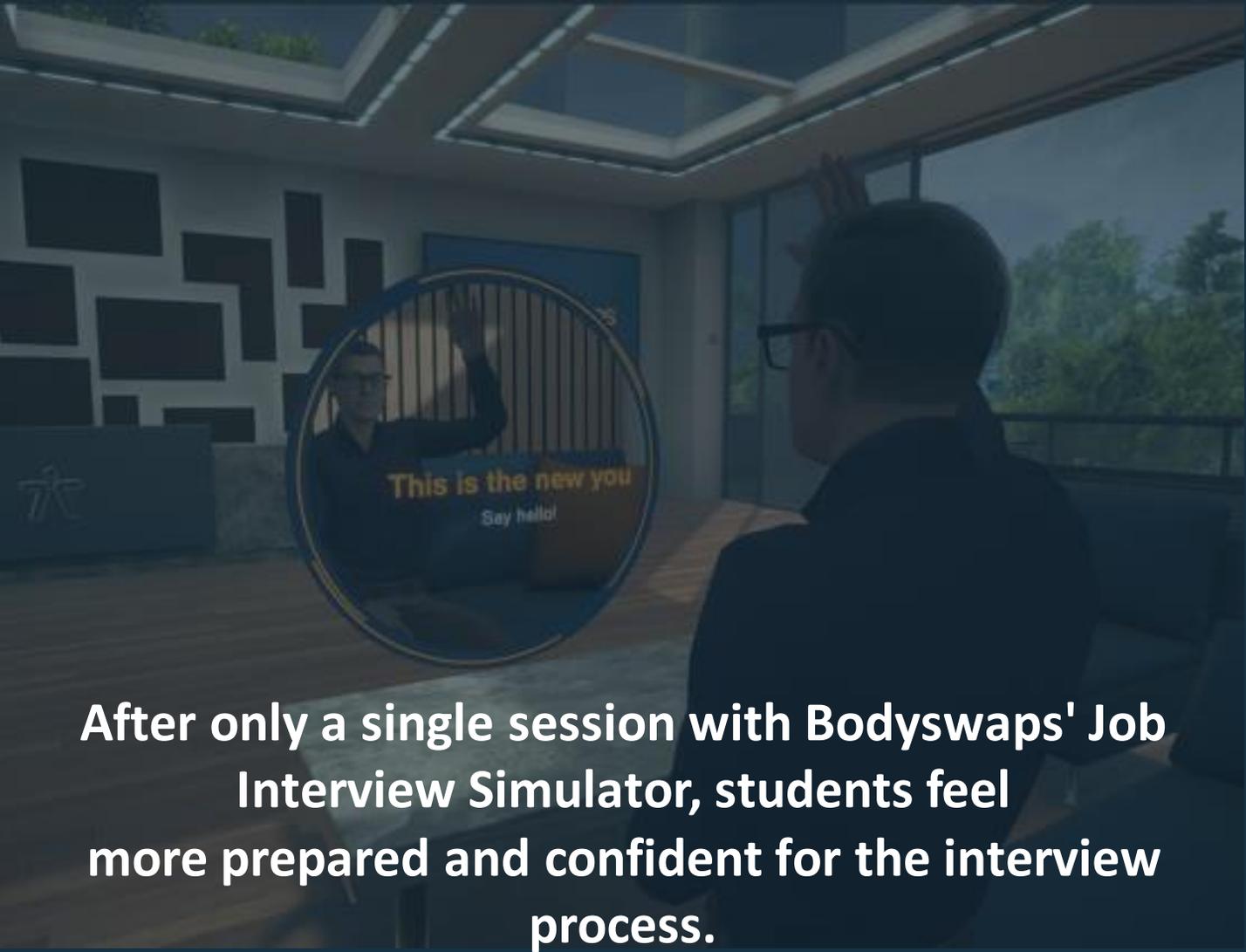
Swap bodies and watch yourself back from another perspective

Analysis

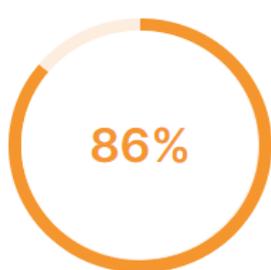
Access behavioural & semantics analytics and get personalised tips to improve

Coach Feedback

Get asynchronous performance feedback from your trainer



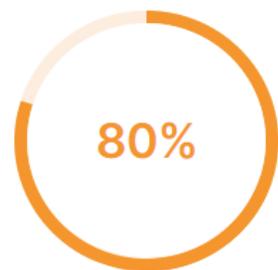
After only a single session with Bodyswaps' Job Interview Simulator, students feel more prepared and confident for the interview process.



would **recommend** the experience to peers



feel more **confident** to apply those skills



report being more **self-aware** of ways to improve their skills

Let's change behaviours....

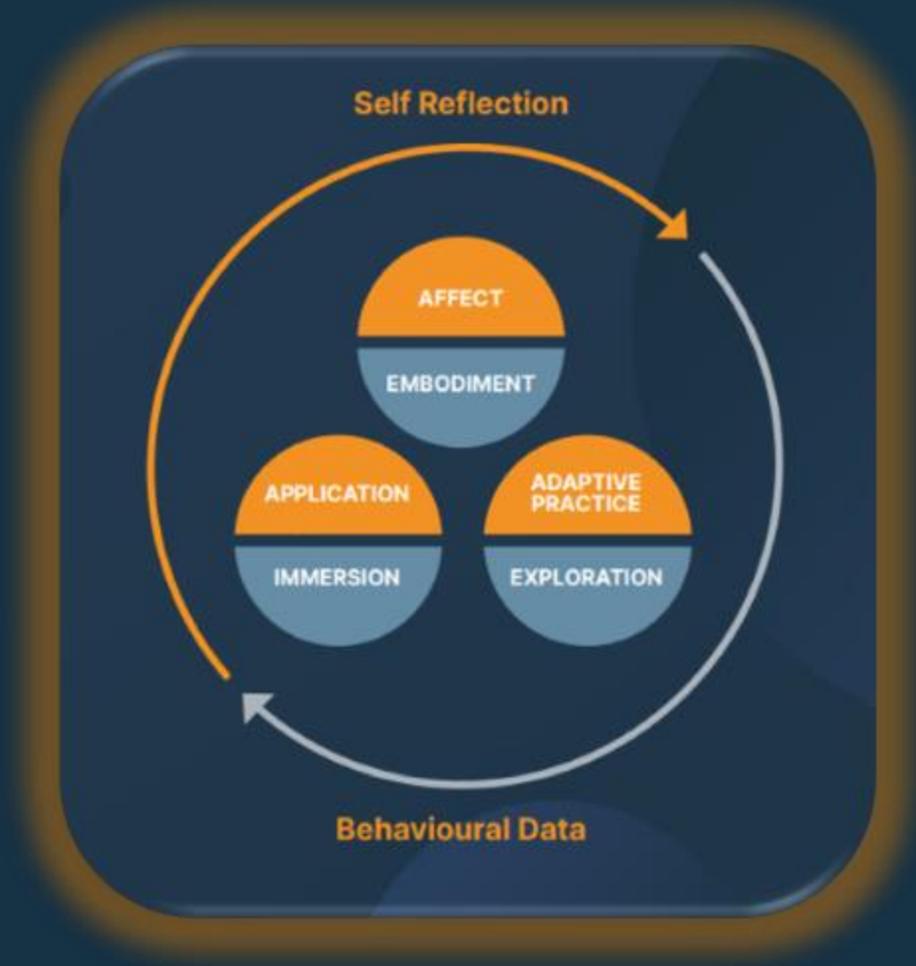
 bodyswaps

BodySwaps lets learners safely **practise soft skills** through realistic workplace scenarios and **learn by observing their own behaviour**.

The scenarios can be delivered as part of face-to-face training sessions, integrated with remote learning programmes or experienced fully autonomously.



Combining learning design & VR design principles



Embodiment + Effect = Emotional Engagement

Immersion + Application = Real-play not Roleplay

Exploration + Adaptive Practice = Psychological Safety

Data + Reflection = Self-coaching

Wearing the Pico Headset

1. Adjust the straps for a snug fit.

To do this, move the dial at the back of the headset to adjust the size. on either side of the top strap.

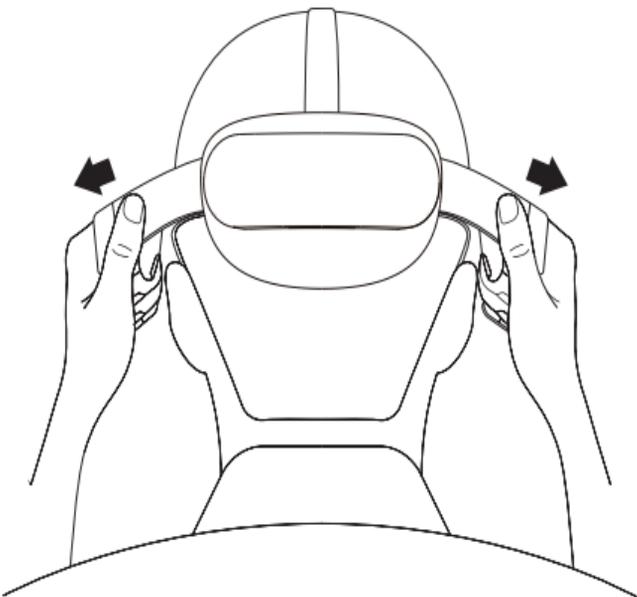
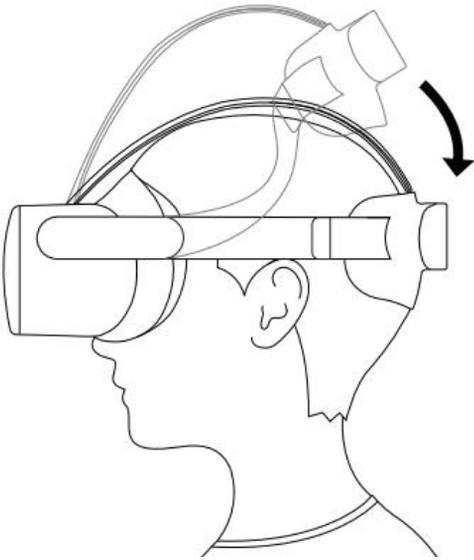
To loosen the side straps, turn the dial anticlockwise.

To tighten the side straps, turn the dial clockwise.

After you move the sliders, centre the top strap on your head when you put the headset on (check image on the left for reference).

2. Once you've got the side straps set, put your headset back on so that the headset rests lightly on your face and the picture is clearly visible in the goggles.

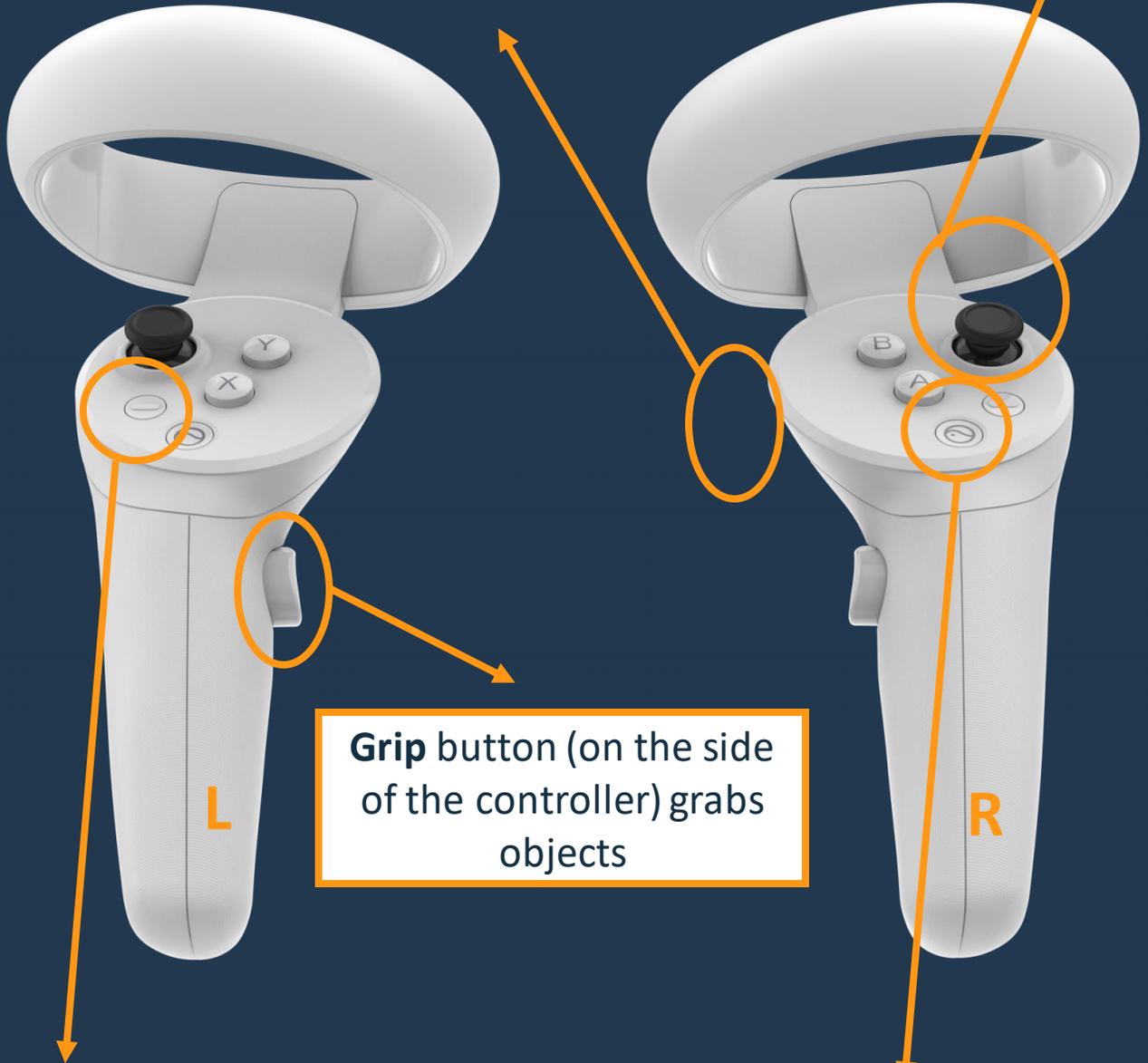
3. You can fine tune your headset fit and clarity by gently moving the firm arms on either side of your headset up and down to adjust the angle of the headset against your face.



Using the Pico Controllers

Trigger (on the front of the controller), A and X buttons select objects in your environment

Thumb sticks navigate your virtual environment



Grip button (on the side of the controller) grabs objects

Back button

Pico button brings up the menu inside apps and experiences

Creating a Stationary Boundary

A **Guardian Boundary** is a 1-2 metre clear zone around you to prevent you bumping into things (and people) while wearing a VR Headset. You should try not to move around within a boundary.

We've already set up a safe boundary around the headset, but if you move outside of this you may be asked to set up a new one.

When this happens, follow the instructions in the headset to set up a new "**Stationary Boundary**"

For the VR Experience to work properly, it also needs to know where the floor is...

So, if prompted, chose '**sitting**' in the usage mode and '**small**' as the boundary size. Then click '**Finish**'.



How to Bodyswap





Starting bodyswaps

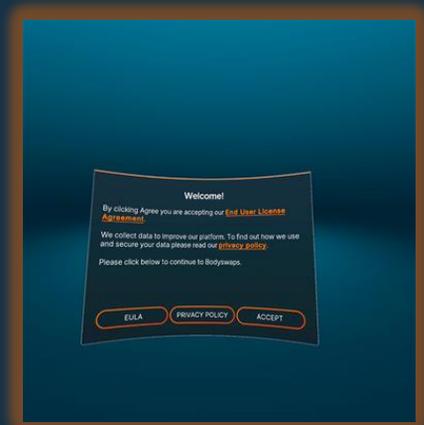
When you power on the PICO VR headset you'll jump into a Virtual Arena (with the Earth in full view) From here you need to launch the **BodySwaps** App to get started.



From the App Launcher – Select **BodySwaps Go** using the trigger button on the controller



When Bodyswaps launches, Press **Start** then **Accept** the License Agreement by pointing



When Bodyswaps launches, Press **Start** then **Accept** the License Agreement by pointing



Click "**Guest Sign in**"



If asked to select an experience Choose the **Interview Simulator** Module.



Scroll through the modules to **Job Interview** then Click **Start**

Your Induction

Take a few minutes to go through the **BodySwaps** tutorial, this will start automatically the first time you log in. It guides you through creating an avatar, how to access the menu and how to leave the app. ~5 minutes



Follow your **BodySwaps** Induction



Choose an Avatar / character to represent you.



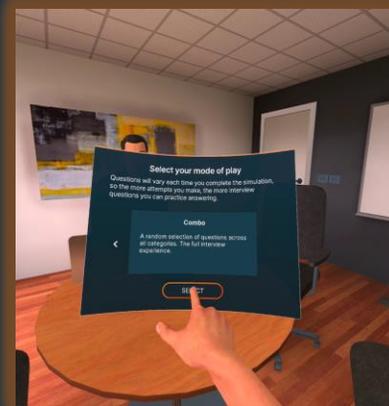
Choose whether to take a meditation session first

Your Interview

After your induction, comes the interview. You can even choose your interviewer, and the type of questions you want to practice. And remember, don't worry, it's just a simulation.



Once your induction has finished **Choose an interviewer** to ask you questions -



Select the types of questions you would like to be asked. We recommend "Combo" questions to get a sample of different styles.



To access your journal, move back and forth in the module, or quit, simply look at the palm of your hands to bring up the menu