Skills VR™

CASE STUDY

Virtual Reality Learning in Higher Education

The University of Miami: Transforming Immersive Education Development with the Skills VR Content Creation Kit (CCK).

UNIVERSITY OF MIAMI

About the Client

The University of Miami is a leading research university in the United States, renowned for innovation across disciplines. Its groundbreaking initiative '**UMverse**' is pioneering how XR technologies can transform education, from healthcare simulations to art history explorations, enabling students and faculty to experience complex concepts in highly interactive, emotionally resonant ways.

Using the **Skills^{VR} Content Creation Kit (CCK), our user-friendly VR content creation tool,** the university has successfully accelerated VR development, broadened faculty and student adoption, and created highly interactive, emotionally resonant learning experiences across disciplines.

The Challenge

For the University of Miami, building certain VR experiences from scratch in Unity was time-consuming and technically complex, especially those that required interactable virtual humans.

Faculty and students were eager to experiment with VR but needed simple, hands-on tools to translate ideas into working prototypes. There was also **no streamlined way to create dynamic, branching scenarios at speed.**

The Solution

The **Skills^{VR} Content Creation Kit (CCK)** is a no-code platform for rapidly building immersive learning experiences. Users can modify and update content effortlessly with an intuitive drag-and-drop editor and pre-built templates.

Key Benefits of the CCK

- Quickly start VR experiences with realistic settings and interactive humans.
- Build interactive scenarios without programming.
- Easily reuse, update, and expand VR modules across courses.
- Accelerates prototyping and deployment.

Click to Play Video: *The Skills^{VR} Content Creation Kit Overview*

Speed, Simplicity, and Impact in VR Development

For the University of Miami, the SkillsVR **Content Creation Kit (CCK) has made immersive learning more accessible, faster to develop, and easier to scale across campus.** Whether it's teaching, research, or discovery, the CCK is a valuable tool that lets faculty and students design interactive VR experiences without needing coding expertise.

For students, this means highly engaging, repeatable learning moments. Many described their first VR sessions as "chaotic excitement"- an energy that didn't fade. With the CCK, faculty and students can rapidly create and update scenarios, keeping content fresh and ensuring learners remain **focused, collaborative, and fully immersed.** For faculty, the CCK **removes technical barriers,** letting professors **concentrate on pedagogy rather than programming.** Across disciplines-from healthcare to engineering and the humanities-educators are now building their own modules, rolling out VR learning quickly, **cost-effectively, and at scale.**

Faster prototyping

VR modules can be created in **half the time** using pre built characters and environments, rigged virtual humans, and no-code branching logic.

Better Accessibility

Faculty across disciplines-from healthcare to humanities-can build, update, and deploy immersive scenarios without technical expertise.

Higher Engagement

Students stay focused and collaborative, engaging in, and creating, virtual scenarios that are memorable, powerful, and innovative.

How the CCK Empowers UMiami to Innovate

We spoke with Bryson Rudolph, Adjunct Lecturer and Senior Research Software Engineer at the University of Miami, to explore how the Skills^{VR} Content Creation Kit (CCK) is empowering faculty and students to build immersive learning experiences.

Click to Play Video: *University of Miami's Bryson Rudolph on the Benefits of using the Content Creation Kit*

"The CCK saves us a lot of **time and frustration**... just the ability to start off with **pre-made environments** and **virtual humans** that are already rigged and can speak-huge.

We can prototype **a lot quicker than we ever could before.**"

- Bryson Rudolph

CCK In Action: Building a Virtual Reality Paramedic Training Simulation

One project underway is a paramedic training simulation, preparing students for high-stakes emergency situations before they ever step into the field. In VR, learners assess and treat a virtual patient who reacts in real time. Each decision branches to different outcomes, simulating the pressure of real emergencies.

Click to Play Video: *University of Miami's Bryson Rudolph on one of their ongoing projects.*

Looking forward

Immersive learning is a powerful force for the University of Miami – now **a core part of how the university teaches and innovates.**

With tools like the CCK, faculty and students can create and update scenarios in-house, making immersive content more **agile, cost-effective, and relevant.** Modules can be adapted across courses and disciplines, while VR opens **new opportunities for research, interdisciplinary collaboration, and global learning experiences.**

This shift signals a future where immersive technology is woven into the fabric of higher education, preparing graduates with the **confidence and skills to thrive beyond the classroom.**

Transform your educational programs with Skills^{VR}

Trial Skills^{VR} and explore how your university can create immersive learning experiences quickly, affordably, and at scale.

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