



Case Study:

Virtual Reality Training in Education

Kiwi High Schools: Re-Engaging Students with
Skills^{VR}

2025



The Client

In high school classrooms across New Zealand, many students struggle to stay motivated and engaged in their education. Without clear career pathways or practical life skills, too many leave school early or enter the workforce unprepared for future challenges.

To bridge this gap, **New Zealand high schools partnered with MyMahi and Skills^{VR} to bring immersive learning into the classroom.**

Challenge:

New Zealand high schools were struggling to keep students motivated, connected, and prepared for life after school. Teachers saw several recurring issues that traditional approaches could not solve:

- Low engagement – Many students felt disconnected from classroom lessons, unable to see how their studies applied in the real world
- Unclear career pathways – With limited exposure to different professions, learners were left uncertain about their futures.
- Lack of life skills – Important capabilities such as conflict resolution, time management, and communication were rarely included in the curriculum.
- Early disengagement – Without relevance or inspiration, students were at greater risk of leaving school prematurely or entering the workforce unprepared.





The Solution

New Zealand high schools partnered with Skills^{VR} to introduce an immersive and scalable VR programme focused on career exploration and life skills. The approach was designed to make learning relevant, practical, and engaging, while giving schools a tool they could easily integrate into everyday teaching.

Key Features:

- **Career exploration** – Students experienced roles across industries such as construction, customer service, and business management, opening doors to professions they may never have considered.
- **Life skills training** – Modules on conflict resolution, time management, communication, and decision-making gave learners strategies to apply at school, at home, and in future workplaces.
- **Safe and inclusive learning** – VR provided a judgment-free environment where students could experiment, learn from mistakes, and grow in confidence without fear of failure.
- **Portable and scalable delivery** – Sessions could be delivered during class time, ensuring every student had access without the need for costly trips or special facilities.





Impact in Action

The results from student and teacher feedback were clear:

- **91% of learners** said the content was relevant.
- **91% of learners** found VR engaging.
- **82% of learners** felt more focused than in traditional lessons.
- **73% of learners** felt confident to apply what they learned.
- **44% of learners** reported that VR inspired them to pursue a career pathway.

"It was the best experience I ever had. It was weird at first, but then I did some things on it and it was so awesome to learn about. 10/10 I would love to do this again and more frequently." – **Student feedback**



Teachers Noticed the Difference Too

Educators echoed the positive outcomes:

- **Increased engagement** – Every student was focused and actively learning.
- **Safe exploration** – Learners could try unfamiliar environments without risk or cost.
- **Personalized learning** – VR created opportunities for one-on-one conversations between students and teachers about career goals and skill development.
- **Breaking down barriers** – Students could explore beyond their comfort zones, sparking curiosity and confidence.

"Our students were able to explore areas unfamiliar to them without the cost of travel. They enjoyed the experience, and it led to richer conversations in the classroom." – **Teacher feedback**



New Zealand Secondary Schools Programme

TESTIMONIAL

Results that Matter

- The success of VR in high schools comes from combining relevance, immersion, and accessibility in a way that traditional classrooms rarely achieve:
- Relevance drives engagement – Students are motivated when learning connects directly to their futures.
- Life skills matter – Training in communication, time management, and conflict resolution prepares learners beyond academics.
- Immersion inspires – VR helps students picture career paths they may never have imagined.
- Teachers gain tools too – VR becomes a catalyst for deeper, more meaningful teacher–student conversations.





Final Thoughts

“VR gave our students the chance to see beyond the classroom walls, explore real career options, and practice skills that will serve them for life. It’s an experience that motivates, inspires, and prepares them for the future.”

– Partner School Leadership Team

With SkillsVR, New Zealand high schools are re-shaping how students connect with learning—turning disengagement into empowerment and helping young people step into their futures with confidence.

New Zealand high schools are now looking to expand the use of VR beyond pilot classrooms, embedding immersive learning as a regular part of education. With SkillsVR, schools can adapt content to local needs, scale delivery, and continue to prepare students for the future.

- Curriculum integration – bringing VR into more subjects and year levels to connect learning with real-world applications.
- Continuous content updates – using the Skills^{VR} Content Creation Kit (CCK), schools can update and tailor modules in-house, keeping costs low and content relevant.
- New modules – expanding into additional life skills and emerging career pathways to broaden student exposure.
- Wider adoption – potential rollout across more schools and regions, ensuring equitable access to immersive learning.
- Global collaboration – creating opportunities for cross-school projects, interdisciplinary work, and international learning exchanges.

The programme has moved beyond a promising experiment. It now represents a proof of value for education, reshaping how students engage with learning, inspiring confidence, and equipping young people with the skills they need to succeed beyond the classroom.





Transform Learning with Skills^{VR}

Discover how Skills^{VR} can:

- Engage students in challenging or disengaged learning environments.
- Increase knowledge retention and learning efficiency while reducing the time needed for instruction.
- Deliver measurable outcomes in career readiness, life skills, and subject mastery.
- Provide scalable, inclusive, and culturally relevant learning solutions adaptable across classrooms, schools, and educational programs.

Contact us today to see a demo, explore your sector-specific solutions, and start building safer, smarter, and more confident learners.

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