

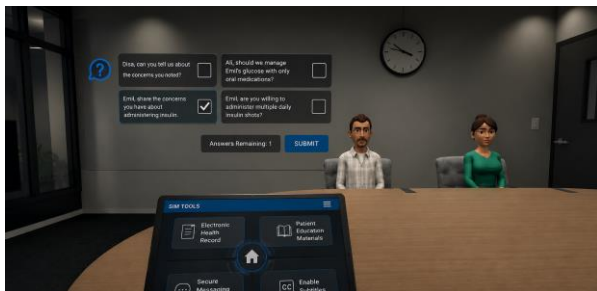
CASE STUDY

WESTERN GOVERNORS UNIVERSITY

*Transforming Higher Education Through
Competency-Based Learning*



Challenge · Solution · Innovation



THE CHALLENGE

Boosting Nurse Assessment for Non-Technical Skills

- Traditional form-based assessments fall short
- No high-fidelity assessment of student performance
- Cognitive skills for chronic & behavioral care coordination



THE SOLUTION

Inclusive, Immersive & Interactive XR

- Cognitive training & assessment for soft skills
- Multiple modalities — desktop, mobile & VR
- Skill-based scoring for a collaborative environment



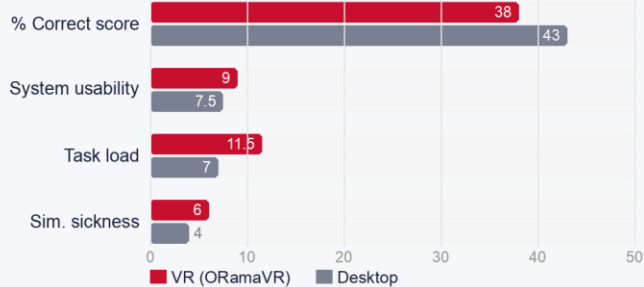
THE INNOVATION

Extensible, High-Fidelity, Future-Proof Platform

- Rewards exploration beyond the obvious answer
- Blackboard integration links XR results to reports
- Custom question mechanics + a novel clinical trial

Clinical Trial: VR Matches Desktop for Competency Learning

VR vs Desktop — Study Variables



Three scenarios assessed first-time users with a novel skill-based method (MAGES Analytics Engine) across summative score, task load, simulation sickness, usability and immersion.

Key Finding

On par

VR matched desktop competency scores — no significant difference

For VR-novice participants, usability and immersion were strong while competency scores stayed statistically comparable to the desktop version.

Results That Matter



Skill-Based Scoring

Granular analytics per action

[Read the clinical trial →](#)



Cognitive Skills

Soft-skill training & assessment



VR ≈ Desktop

Comparable competency outcomes



Any Device

Desktop, mobile & VR