

Solving the teacher shortage through innovative and digital strategies

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Technical solutions @ USP - leverage multi-site teaching and virtual learning to decrease tutor hours per course. We now need to foster collaborations with providers and employers for specialised instruction and simulated work experiences.



Division of roles/staff deployment - specialist tutors cover core learning and basic elements, pastoral duties and 'learner journey'. Specialist tutors handle technical aspects, via VR, VE, Immersive, possibly directly from employers.





The Problem







High staff to income ratios

Rising costs and underfunding

Inconsistent teaching quality nationally (sometimes multi-campus)

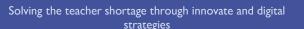




National teacher recruitment issues/high agency fees

A skills lottery dependent on postcode















The Immersive Classroom















part of



Working in partnership with







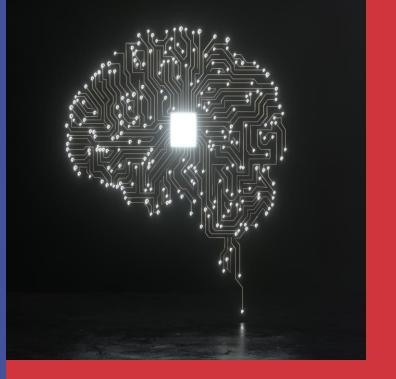


The Facilities





Growth



£1.4 trillion

Globally, VR/AR might add £1.4 trillion to the world's GDP in the next decade, adding to the industry's estimated worth of £41.9 billion in 2019.

(via PwC)



400,663

VR and AR is likely to create 400,663 jobs by 2030.

(via PwC)

£62 billion

Over the next decade, VR and AR could add £62 billion to the UK economy.

(via PwC)

1300%

The need for VR & AR developers has risen by 1300% in 2021

(via Unity)



Learning The Statistics



VR training can more than half your learning & development costs, especially at scale.

(via PWC)



VR training can be completed in ¼ of the time compared to traditional learning & development.

(via PWC)

Solving the teacher shortage through innovate and digital strategies



Retention of information opposed to 5-10% seen in traditional classroom.

(via Accenture)

Thank you

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