



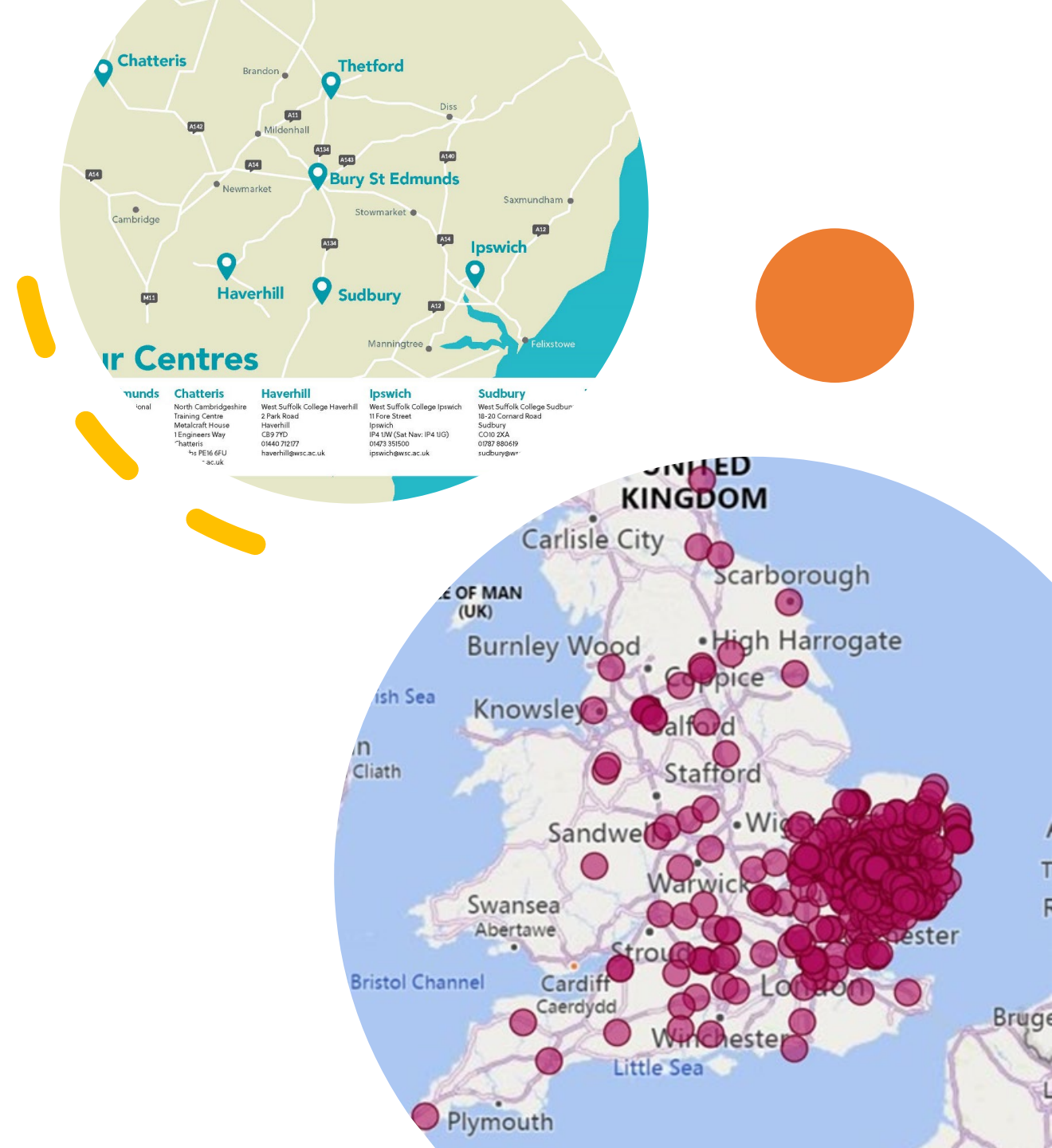
About us

- West Suffolk College (WSC) is a general further education college based in Bury St Edmunds in Suffolk. The college teaches a range of academic, technical and vocational courses, apprenticeships, and adult learning programmes across 15 sector-subject areas. The college forms part of the Eastern Colleges Group, which includes two sixth-form colleges that teach A-level programmes, and a University and Professional Development Centre that delivers higher education degrees (including: HNC/HND/HTQ).
- Professional and Personal Learning (PPL) In 21/22 delivered 2270 learning aims to a total of 1680 adults over the age of 19, that equates to 1.35 enrolments per adult in the academic year. Qualifications span across 13 sector subject areas and have included logistics, HGV driving, construction, education, health and care – These areas are selected due to local and national priorities.
- Apprenticeships: 2000+ apprentices currently on programme, 62 apprenticeships currently being offered from Level 2 – 7 (Accounting L7), Largest numbers in construction, business education and childcare and well as health and science. Regional provision with national pharmacy programme
 - 21/22 numbers for Abbeygate Sixth Form Provision are: 917.
 - 21/22 numbers for One Suffolk Sixth Form are: 2139.

Our geographical footprint

Personal and Professional Learning (PPL) centers

- Bury@wsc.ac.uk
- Haverhill@wsc.ac.uk
- Ipswich@wsc.ac.uk
- Subury@wsc.ac.uk
- Thetford@wsc.ac.uk
- NCTC@wsc.ac.uk



Virtual content and our planned virtual campus will enable us to maximise opportunities for students, staff and our business community, so that geography will not be a barrier to opportunity and engagement!

This will be achieved via a Hub and Spoke model with support of I-Immersive classrooms at our PPL sites





Our new Extended Reality (XR) lab, is one of only five of its kind in the world



XR LAB

A place where learning is as immersive as it is innovative!

Why build it?

The UK is a leader in the development of the augmented and virtual reality market – a global market that is estimated to reach a value of approximately £130 billion in 2023.

The XR Lab demonstrates and pioneers what XR can do for business innovation and commerce.



VR/AR/MR/XR... what's the difference?

WHAT IS VIRTUAL REALITY (VR)?

- In virtual reality, users get to interact with a virtual world. Users are brought into a simulated reality in which their sight and hearing is stimulated. The goal is to immerse the user into a virtual world and prevent them from seeing the real world.

WHAT IS AUGMENTED REALITY (AR)?

- Augmented reality amplifies your real-world surroundings by adding virtual features that the user may interact with. Unlike virtual reality, augmented reality doesn't try to immerse the user and block out the real world - it just overlays graphics and animation on top of real-world environments

WHAT IS MIXED REALITY (MR)?

- Mixed Reality is a term used to describe the merging of a real-world environment and a computer-generated one. Physical and virtual objects may co-exist in mixed reality environments and interact in real time.

Extended Reality (XR) is a catch-all to refer to augmented reality (AR), virtual reality (VR), and mixed reality (MR). Sometimes the abbreviation "XR" is used to refer to all of them.

- [What Is Extended Reality \(XR\)? – YouTube](#)



Staff training set to accelerate thanks to link up between college group and transport big hitter

A transport and logistics big hitter has teamed up with a group of college and university students to help drive forward their staff training.

West Suffolk College University students were offered the opportunity to build on Wincanton's award winning health and safety programme by creating a new avatar for part of their staff education programme called SHELA.

Students were given a brief and then presented their ideas to senior figures of the company at the university's XR lab. Ian Wynd is the creative content producer for Wincanton. He said: "This is all about business and education working together for the benefit of learners, as they are the future."

Staff feedback:

- "the concepts presented by your students for our "SHELA" character, changed our thinking and will take us in a new direction in the way we use SHELA to connect with our colleagues" - Steve Tainton, Head of Sustainability
- Total professionalism and high quality was demonstrated with all the learner presentations, this was both exceptional and absolutely brilliant to see! - Rob Grant Head of Operational Training Wincanton



What is it?

The XR Lab combines Virtual, Augmented and Mixed Reality technologies and environments.

Built with £2 million of funding from the Office for Students (OFS), it enables individuals to learn in a fully immersive lecture theatre, equipped with:

- Virtual Reality headsets - Oculus Quests X60
- Augmented Reality headsets X2
- Omini 3-dimensional treadmill
- Wall-to-wall screens
- Video and motion capture studios
- High end games design computers
- Tesla suits
- £60,000 haptic gloves



Who is it for?

- Our business community
- Our students
- Our staff
- Our communities



Our mission

To be globally renowned for publication of outstanding, bespoke and accredited XR training solutions.



Our vision

To be the leading educational institution for XR across post-16 education within the United Kingdom and beyond. We aim to positively disrupted the traditional approach to pedagogy through outstanding virtual and gamified content. With industry partners and a financially self sustaining methodology, we will create outstanding, effective and bespoke accredited training material that will transform how knowledge is acquired. In doing so, we will be positioned as the desired destination for XR collaboration and research + development across the businesses, awarding organisation and the content creating sectors.





The XR Lab will strive to deliver the following aims:

- Pioneering innovation, research, and development.
- Create, co-design and consume content in the form of virtual solutions.
- Lead the experimentation and development of teaching pedagogy using cutting edge technology, coupled with accredited virtual content.
- Support businesses success and growth with cutting edge virtual solutions

Strategic Priorities

- Embed a knowledgeable, competent and driven XR team
- Obtain eminent sector specific partnerships
- Produce outstanding XR content
- Achieve a viable and sustainable commercialisation model
- Achieve formal accreditation of content via Awarding Organisations endorsements
- Heighten marketing to include brand awareness for reputational advancement





Inspire, collaboration, influence.

The XR Lab is leading and influencing projects that span transport, infrastructure and logistics, construction, nuclear, engineering, computing, science and the health (NHS) sector.

At West Suffolk College, we endeavour to give individuals the opportunities that will support the creation of high-value employment opportunities locally, regional, nationally, and globally.

The XR Lab can tailor specific training and skills solutions to a specific targeted audience, at scale. The possibilities and the opportunities are endless



Our partners

(Non exhaustive)

- Metaverse Learning
- Wincanton
- Co-builder
- Pearson
- Astra Zenica
- ARM
- BT
- I-Immersive
- Orbital Global Group
- USP
- Zeiss



Bricklaying



Plastering



Heat Pumps



Nursing



Carpentry



Tiling



Solar PV



Health & Social Ca



Painting & Decorating



Electrical Engineering



Solar Thermal



Plumbing & Gas



The influence of teachers extends beyond the classroom, well into the future. It is they who shape and enrich the minds of the young, who touch their hearts and souls. It is they who shape a nation's future.

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Any Questions?

Contact to find out more and have a bespoke conversation of how the XR Lab could support you, your business and your sector on:

tom.lloyd@wsc.ac.uk

