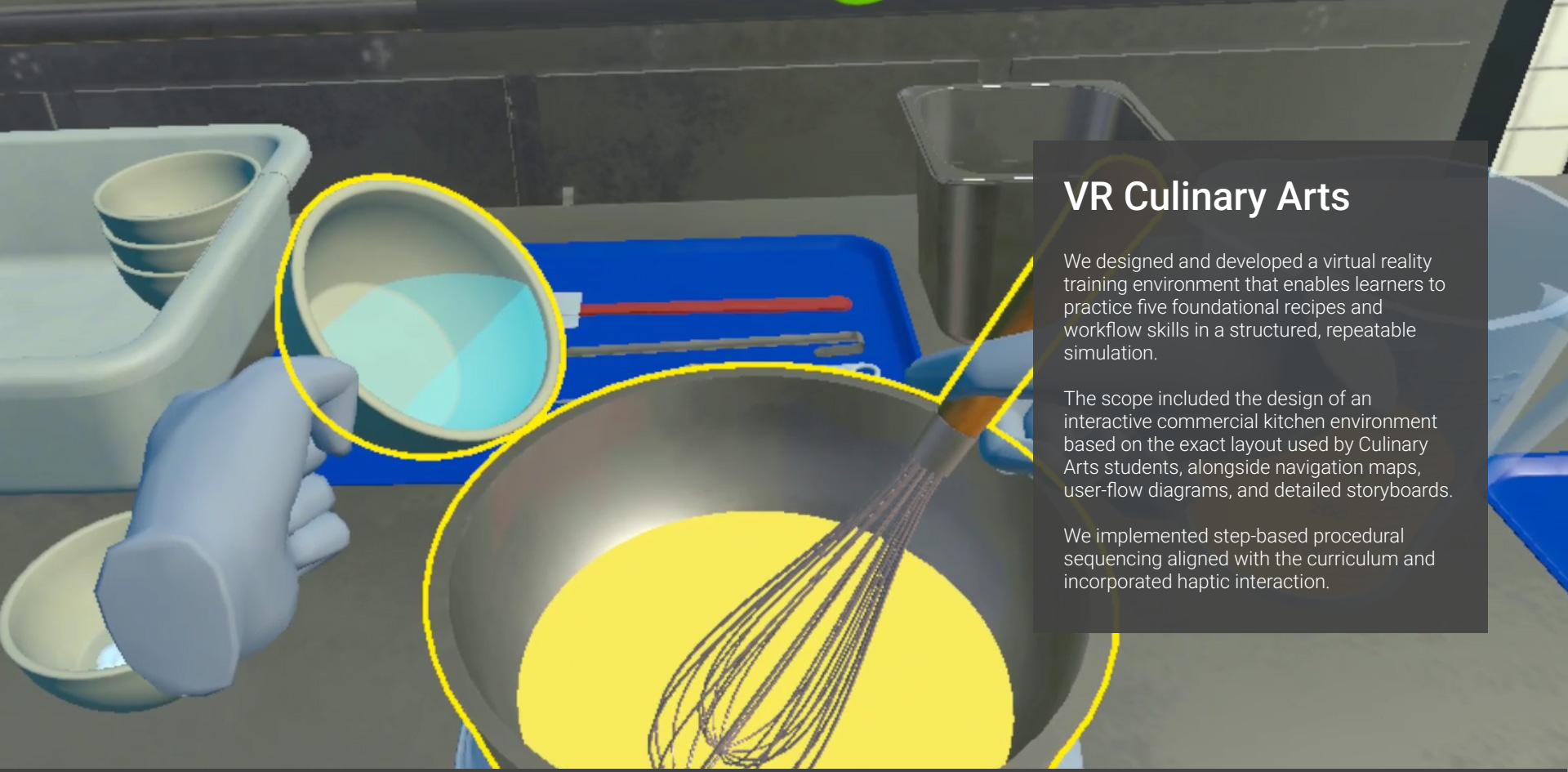


VCC - ORAL HEALTH VR

EXAMPLE: VR CULINARY ARTS





VR Culinary Arts

We designed and developed a virtual reality training environment that enables learners to practice five foundational recipes and workflow skills in a structured, repeatable simulation.

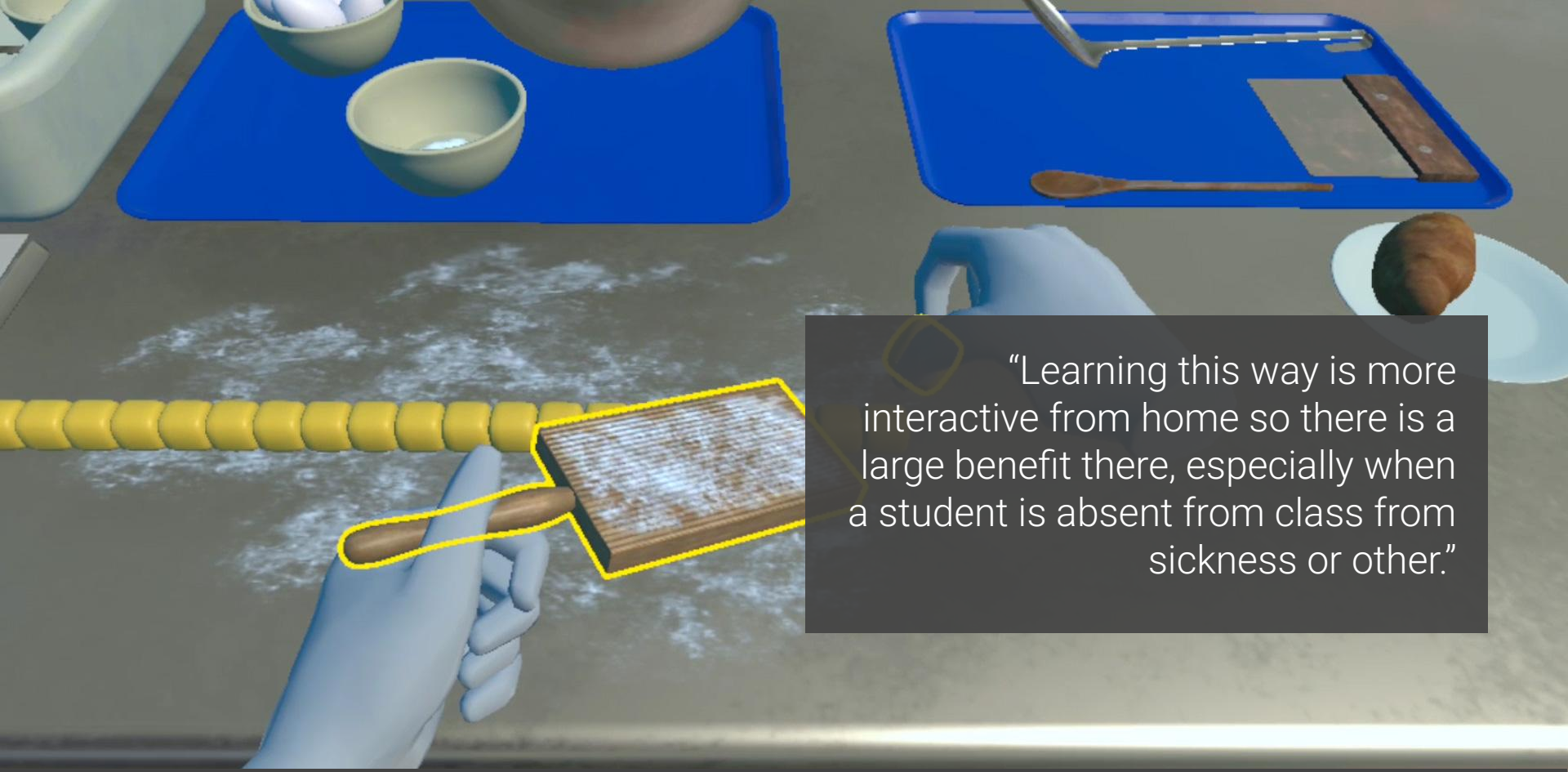
The scope included the design of an interactive commercial kitchen environment based on the exact layout used by Culinary Arts students, alongside navigation maps, user-flow diagrams, and detailed storyboards.

We implemented step-based procedural sequencing aligned with the curriculum and incorporated haptic interaction.

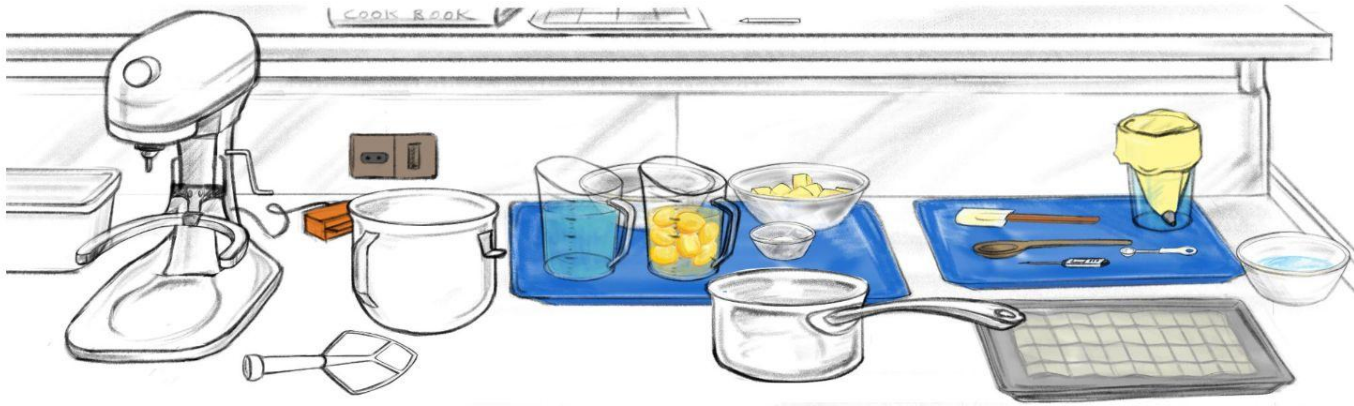
"Its very easy to learn from VR,
because we are literally
experiencing it rather than just
reading from the book."

White Vinegar

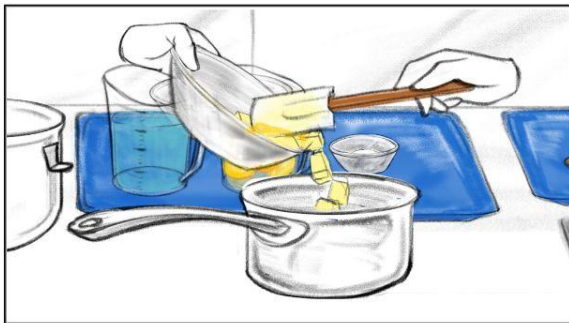
50ml



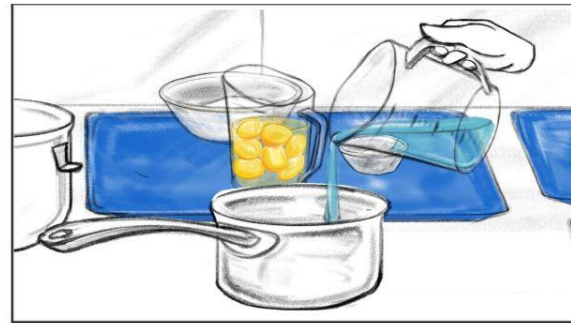
“Learning this way is more interactive from home so there is a large benefit there, especially when a student is absent from class from sickness or other.”



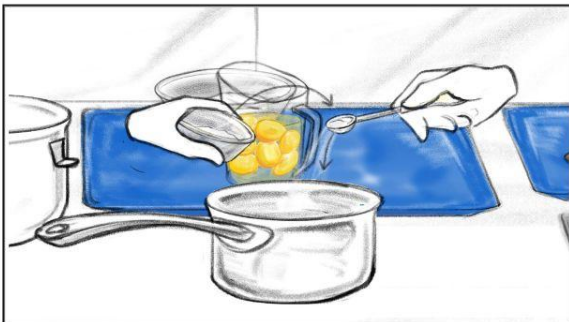
(Work surface with ingredients and cooking utensils laid out)



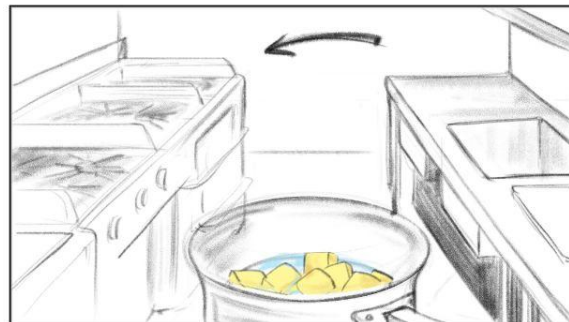
We are making Choux pastry, otherwise known as Éclair Paste or Pâte à Choux, which is used to make Cream puffs, Croquembouche, Gougres, and Paris-brest. Today we will be preparing Eclairs and Profiteroles. To start, put the 175g of cubed butter in to the saucepan.



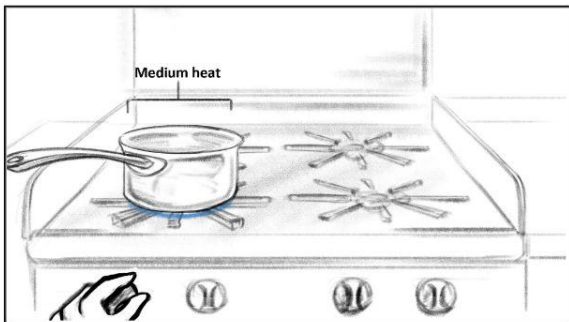
Then pour 350ml of water in to the saucepan.



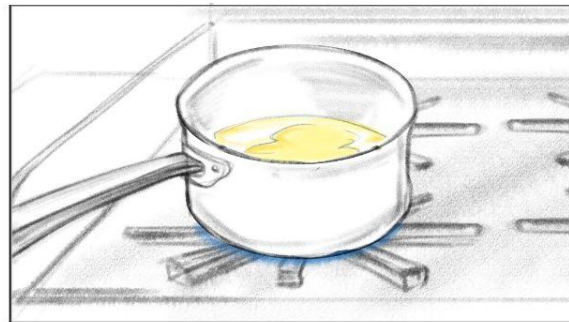
Then add a teaspoon of salt.



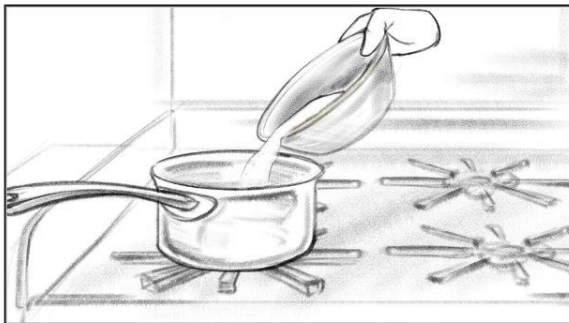
Turn to the stove....



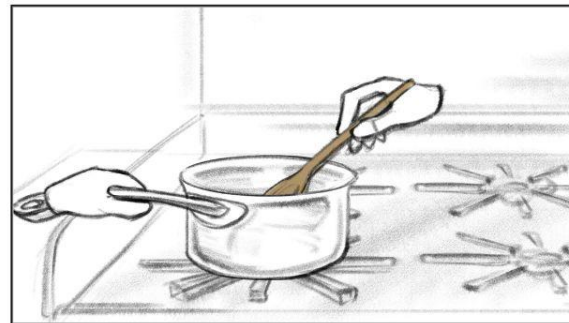
...and put it on medium high heat and bring to a boil.



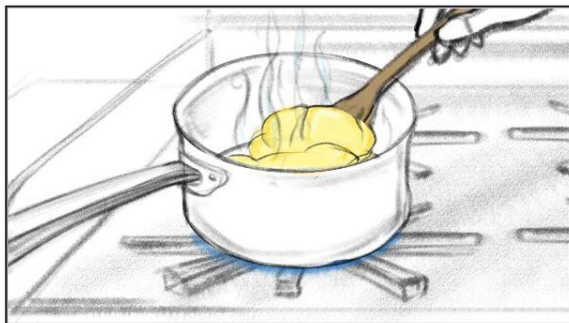
Once the butter has melted and the fat from the butter has been distributed.



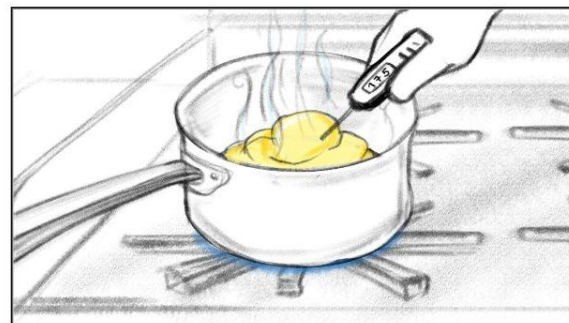
Add the bread flour all at once.



Then stir the mixture vigorously with a wooden spoon.



Stir the mixture vigorously until it leaves the sides of the pan. The mixture should look smooth and shiny. The choux pastry will be cooked a second time, when it goes into the oven.



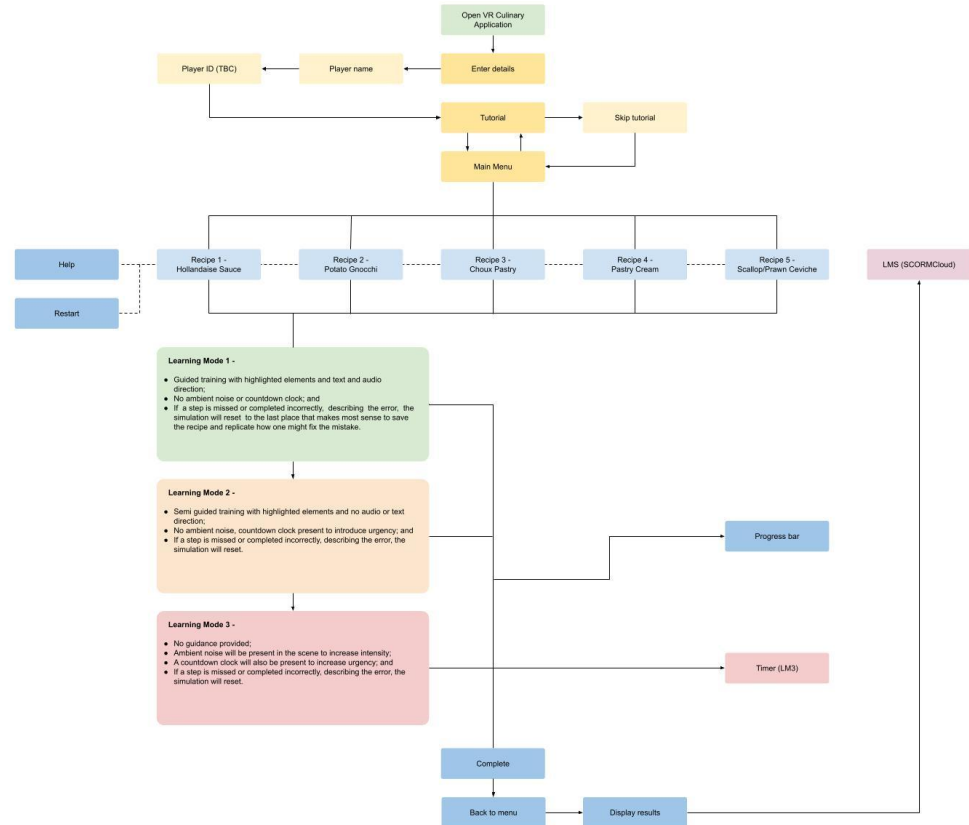
Once the mixture leaves the sides of the pan easily, measure the temperature with a thermometer - It should be above 175 degrees.

Recipes - Nav Map

This navigation map outlines the core user journey within the VR Culinary Arts training app, from onboarding and tutorial choices through to recipe selection and completion.

Recipes are delivered through progressively challenging learning modes, moving from guided instruction to unguided assessment.

The diagram shows how user flow, progress tracking, and LMS-linked timers are structured into a clear, repeatable learning pathway, ensuring the simulation delivers consistent, competency-based culinary training.



This workflow illustrates the complete learning journey within the VR Butchery module, breaking the lesson into clearly defined stages that reflect real industry techniques.

By structuring procedural steps, learner guidance, and knowledge checks into a coherent sequence, the flow demonstrates how the simulation translates a complex hands-on butchery process into an intuitive, curriculum-aligned training environment that supports repeatable, competency-based learning.

