



General description

Name of the course: Professional Communication for Engineers through Virtual Reality

Department: TEORIA H^a I TÈCNiques COMUNICACIÓ

ECTS: **3 ECTS**

Degree: **all degrees**

Level: B1- B2

Language: **English**

Code:

Type: **Elective**

Lecturers

Main teacher: **IAN KENNETH STEPHENS**

Others: -

General learning objectives of the course:

Competencies

Specific competencies	
Generic competencies	

Objectives:

Familiarise students with spoken and written professional and technical communication and enable them to communicate effectively in English in authentic situations proper of their workplace settings. These objectives will be approached by immersing students in realistic professional scenarios in an imaginary company, where they will have to participate in different simulations.

Help students develop a range of professional communication skills, equipping them with a range of careers in bi- and multilingual and multicultural environments, thus familiarising students with intercultural competence.

Acquaint students with persuasive communication to effectively outline and communicate an idea for a product, service or project.

Help students deal with job applications to prepare an effective CV, a cover letter and a job interview. Familiarise students with product development processes to help them write an effective feasibility report and participate in meetings. Help students develop and practise their oral presentations skills, and help them write emails and memos, and read regulation documents regarding safety or environmental issues.



Credits: total hours of student work

		Dedication	
		Hours	%
Directed learning	Large Group (G)	30	40%
Autonomous learning		45	60%

Modules

Module 1: Starting a new job in an engineering company	Dedication: 25 hours	Large group: 10 hours Autonomous learning: 15 hours
Description	The scenario in this first module is as follows: You want to land your new dream job in an engineering company. You know it's tough to go through the selection process, but you're determined to work on presenting yourself as the best candidate	
Related activities (*)	<ul style="list-style-type: none">▪ Job adverts/ job offers▪ Job applications – CV▪ Job interviews▪ Meetings (Panel Interview)	

Module 2: Launching a new product	Dedication: 25 hours	Large group: 10 hours Autonomous learning: 15 hours
Description	The scenario for students is as follows: You now face your first challenge. You've been assigned the development of the company's new product. You're part of a team in charge of the design and development process of (the product). You'll start by brainstorming and sketching your product before you present your prototype to the company's general management board in order to convince them to manufacture the product	
Related activities (*)	<ul style="list-style-type: none">▪ Writing a feasibility report; participating in informal, team meetings;▪ Writing the technical specifications of a product;▪ Delivering a persuasive presentation in front of the management board	

Module 3: Complying with safety, quality and environmental standards	Dedication: 25 hours	Large group: 10 hours Autonomous learning: 15 hours
Description	The scenario is the following: As an experienced engineer in the company, you now have to cope with different problems related to the safety and quality of the product, otherwise you think the company may stand chances of being sued.	
Related activities (*)	<ul style="list-style-type: none">▪ Meetings & presentations▪ Leaflets▪ Regulation documents	



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| | <ul style="list-style-type: none">Email and memos |
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Grading system (assessment)

The final grade will mainly consist of continuous assessment. Assessment will be based on the following activities:

Class participation: 15%

Final task for each module: 45% (15% each task)

Progress tests for each module: 25%

Final written test: 15%

Teaching methodology

Participatory lectures

Participation in role plays and simulations

Autonomous learning by means of the resolution of tasks and problems

Autonomous learning of theoretical content

Immersive learning (through Virtual Reality activities with goggles)

References

Basic	Course materials on Atenea from the I-BEE-VR Erasmus+ Project, ' <i>An immersive Business and Engineering English through Virtual Reality</i> '
Complementary	