Havening Techniques®
VIRTUAL CAMPUS
A GUIDE

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INTRODUCTION TO VIRTUAL LEARNING ENVIRONMENTS

"When you're curious you find a lot of interesting things to do"  
Walt Disney

Havening Techniques® Virtual Campus is a 3D digital learning environment accessible via your pc or mac. It provides a 3D immersive platform for peer to peer networking, learning and continuing professional development.

We support the use of virtual technologies to enhance and accelerate the rate at which new information is assimilated, processed and actualised. To this end we target communities that support mental health and well-being in the context of the healing arts and sciences.

The Havening community provide a rich source of application potential for the use of virtual worlds as a powerful learning pathway to certification in Havening Techniques®, methodologies.
Why Use Virtual Worlds?

Virtual worlds are a medium by which you can train the brain to respond differently. By using digital interface methods you can decide which way the focus of attention goes in terms of applying healing mechanisms for use in their everyday life. Therefore, under the guidance of a skilled practitioner, virtual worlds can provide a useful tool from which to base a safe interactive mechanism for learning and change.

Virtual World Coaching Academy is a 3D digital environment where users drive avatars to interact with and share experiences with like minded others. Learners are able to utilise the learning power of 3D virtual environments by accessing learning 'zones' to create positive behaviour change.

In the fast paced world of technology, 3D immersive learning environments are set to be the classroom of the future. There will be a shortage of professional coaches and trainers who can skilfully use virtual worlds for real world change.

Be ready for when the virtual revolution begins. You will have the clear advantage over those who just use Skype, phones or webinars to coach, teach, mentor and train.
Virtual worlds are a way to use the brain to focus on what needs to be envisioned.

It is through the manipulation of words, images and sensations that we learn to encode, memorise and adopt new information for consideration within our worldview. No matter what direction we choose to guide our thoughts, our minds will take on the 'persona' of 'being' that vibration and thus attracting more of the same. Like attracts like. A vibration is matched to what it perceives as an energetic flow of events that support the construction, vision and enactment of the mind in action.

Training the brain to analyse key scenarios is made easier using virtual worlds.

When the brain analyses situations, it focuses on what needs to shift in its environment in order to make sense of what's left. For example, if we are wanting to avoid pain the brain analyses what needs to remain in order to achieve its goal. Therefore, if pain is going to have an impact on how we perceive our environment, the brain takes away what it doesn't need in order to survive. Virtual worlds can enhance this process of understanding what needs to remain by using cues that represent a person's experience in any context.
Creating useful outcomes can be more easily defined using virtual worlds.

When outcomes are important in terms of defining successful scenarios, virtual worlds can assist in the process of developing protocols, analysis and work flows. Envisioning scenarios where outcomes are structured for trial and testing, can be made visually engaging and structurally placed to effect an expectation of success.

Learning to let go of old emotional baggage is more safely implemented using virtual worlds.

Letting go of emotional baggage is made easier by the ability to transform them into virtual representations and reduce them down to a size that is more manageable in the eyes of the client. For example, a black sphere might represent their pain and can be minimised/made smaller in size. Conversely, a yellow pyramid might mean joy and can be enlarged.
Finding a space to re-generate new states of learning are made more intuitive using virtual worlds.

In learning to build a new state and find resources that are going to enhance an experience, we can use virtual worlds to embed creative scenarios that entrain the mind and body with energetic imprints. For example, finding a serene location to emulate the feelings of peace and happiness, or meeting like minded people in-world to generate a sense of connection.

Learning how to transcend old programmes and beliefs is made more fun using virtual worlds.

Learning how to transcend old programming can be made fun via the application of virtual worlds to belief change patterns. When you can clearly visualise a process for creating neurological pathways for learning and change, you automatically view the world differently and can therefore create a new belief structure. Environments are key to the learning of new behaviours, beliefs and ideas. Virtual worlds provide a fun, interactive experience that engages the learner fully in the process.
Wiping out old systems of intention, regret and grief is made easier using virtual worlds.

Conversely, virtual worlds can ensure that old structures are broken down by revisiting familiar scenarios and reactivating old patterns of belief such that they can be transitioned and let go of usefully. Any environment that re-activates an old memory can be created to enliven the neurological structures that encoded the memory and therefore can be Havened in the appropriate way.

Creating a more robust unified set of personal principles is made easier and more streamlined using virtual worlds.

It's easy to identify when you are making choices in the right direction when you can visualise how it will turn out in the long-run. Outcome Havening can be applied in the relevant environments that stimulate imaginative ways of being in line with your desired outcomes. Virtual worlds can provide a host of ideas that set up the mindful application of living in tune with the future of your desired self.
Feasibility of Using Virtual Learning Environments

Engaging students to support peer learning and networking via shared experience.

"You need to be aware of what others are doing, applaud their efforts, acknowledge their successes, and encourage them in their pursuits. When we all help one another, everybody wins." – Jim Stovall

Article Abstract: Educational Frontiers: Learning in a Virtual World

Virtual worlds are engaging, stimulating spaces where students can meet online for normal class activities, including lectures, discussions, case studies, projects, papers, exams, and labs. Classes are a mix of synchronous and asynchronous activity. A virtual world class differs from a traditional course management system, such as Blackboard or Moodle, due to the three-dimensional (3D) graphical setting, the use of avatars to represent the class participants, and the sense of presence that puts the learner within the scene. The use of virtual worlds expands on the campus-based and online classrooms, enhancing learning experiences. Classes in virtual worlds offer opportunities for visualization, simulation, enhanced social networks, and shared learning experiences.

How Virtual Learning Environments Support Learning

Learning is a process where memory is used to store valuable information. Our hard drive uses the brain to assimilate information and turn it into something we can use and understand. VLE's support our use of information storage by encoding 'soft' memories that can be translated into real world settings.

Manifesting Real Life Scenarios Using Virtual Learning Environments

Learning to create a scenario 'real' or 'imagined' is the key to understanding how VLE's create real life change. Running through a scenario or creating a map of ideas can be used to employ the brain's analytical abilities to engage a more productive and useful outcome.

Learning How to Use Virtual Worlds for Positive Change.

Learning how to use VLE's is a skill that can be utilised for learning how to engage with others when studying for a desired outcome or qualification.

Venn Diagram of How Elements Fit Together

VWPT = Virtual World Proficiency Training
Roles and Responsibilities

Providing opportunities for the advancement of learning, study and change

How can you benefit?
Here are the key beneficiaries:

Trainers – Will be invited to share their knowledge and embed information about Havening theory and practice via workshops, seminars and special events.

Earn extra income. Reach a global audience/exposure. Personal virtual office space with links and information about your products and services.

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ANNOUNCEMENT
We are delighted that Harry Pickens will be leading 3D Virtual Campus sessions for the Havening Community

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Practitioners – Will be able to engage with the VLE to enhance and augment their own or student’s learning and study and practice.

Peer to peer networking. Practice and progression of skills Attend live in world events.

Students – Will be able to practice theoretical concepts, science based learning and study as well as engage with the rest of the community via activities, games and events.

Peer to peer learning. Access to learning resources. Practice in a safe supportive environment.
Here's what to do next

**Step 1: CREATE YOUR VIRTUAL CAMPUS ACCOUNT**

Follow the registration instructions below to receive details of how to set up your virtual campus account. Please note that you will need a pc or mac computer/laptop. The 3D platform is not currently available on a phone or tablet.

An avatar account is mandatory for all those wishing to enter and engage with the virtual learning environment related to Havening Techniques®, attend one-off events or participate in extended peer to peer networking and study sessions.

**Step 2: ACCESS THE ZONE**

We will give you everything you need to access Havening Techniques® 3D Virtual Campus for FREE on enrolment. However, one to one support is available on request for a small fee. We use PATREON to manage our content and payment systems. After enrolment you will be redirected to our information page and how to join our Patreon page.

**Step 3: ATTEND YOUR FIRST LIVE IN-WORLD EVENT**

Attending an in-world live event requires that you are able to access the zone and are ready to participate in a structured session under the guidance of an experienced mentor. A schedule of events will be available at our website - www.virtualworldcoachingacademy.com
Upcoming 3D Virtual Campus Events

We have lined up 6 x 2 hour 3D virtual campus live training sessions with Harry Pickens. Each session is stand alone and consists of a 1 hour lecture, followed by 1 hour of immersive integration activities to embed and accelerate his teachings.

• Session #1 Nurture Your Neural Garden
• Session #2 Cultivating mindful presence and inner stillness
• Session #3 Become Your Best Self
• Session #4 Creating a Good Day
• Session #5 Accessing Creative Solutions
• Session #6 Transforming Fear of Failure into Courage to Act

We are currently taking registrations now for session #1.
**Enrol today to ensure you secure your place** (Places are limited).
Fill out our form and we will contact you with dates and details.

Addressing Your Concerns

**Looks too complicated**
Accessing the Zone is easy with our video, support and training once inside the virtual environment.

**Feels like a lot of work**
Virtual environments are actually a fun way to learn and once you have gained the basic skills it’s up to you if you want to learn more. You can access from home and learn at your own pace.

**I don't have any experience**
Experience is not necessary as we will teach you everything you need from the ground up.

**I am not sure how it all works**
Just follow the instructions below. If you have any questions you can email us at help.vwca@gmail.com
The next step is to enrol at our website
www.virtualworldcoachingacademy.com

1. Access the Zone – Click on the ‘Enrol to Access the Zone’ button

2. Your Details – complete the registration form

3. Opt In – Agree to join our mailing list and receive information, marketing and promotional materials for GDPR purposes.

4. After enrolment – you will be redirected to our information page on how to join our Patreon page.

NOTE - You will need a pc or mac/laptop with the right spec to run the virtual world viewer - details are on our Patreon page.

Contact : virtualworldcoachingacademy@gmail.com
Website: www.virtualworldcoachingacademy.com