

Bas Kollöffel

Bas Kollöffel is Assistant Professor of Professional Learning with Technology. He received a PhD in Instructional Technology from the University of Twente. The focus of his research is on the use of technology-based, immersive training environments for professional and vocational training and education. Examples of such technologies are Virtual Reality (VR), Augmented Reality (AR), GoPro action cameras, simulators, games and online learning environments (including MOOC's and SPOC's). His research projects focus on both the instructional design and the effectiveness of such environments, by assessing the training and learning effects, and studying and finding new ways to support learners, to optimize their learning processes, and to foster transfer of training, in order to facilitate the use of newly acquired knowledge, skills, and attitudes at the workplace.

