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6th International Innovation & Design in Library & Information Science Competition (InDeLib2023)



MAPPING THE LIBRARY OF TOMORROW THROUGH INNOVATION

Editors

Asmadi Mohammed Ghazali
Abd Latif Abdul Rahman
Zuraidah Arif
Zati Atiqah Mohamad Tanuri

Dewan Perdana,
UiTM Kedah

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PREFACE

The first International Innovation & Design in Library & Information Science Competition (InDeLib) was held in 2016 at the international level. InDeLiB became a brand name linked to the Faculty of Information Management, UiTM Kedah Branch, known to many local and international learning institutions. InDeLib is open to all organizations (libraries), librarians, professionals, researchers, academicians, teachers, and students from institutes of higher learning, college, secondary and primary schools. They share their ideas or methods throughout innovation and invention, particularly in library and information science. The 6th InDeLib 2023 is endorsed by the Librarians Association of Malaysia and the National Library of Malaysia.

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VRume: REVOLUTIONIZING RESUMES WITH IMMERSIVE VR VIA DESIGN THINKING

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Abstract

'VRume' is an innovative tool in professional representation, leveraging virtual reality (VR) technology to revolutionize traditional resumes. Built on the Spatial application, VRume turns a professional profile into an immersive, interactive experience, surpassing the capabilities of paper or standard digital resumes. It allows candidates to present their qualifications, achievements, and career paths multi-dimensionally, emphasizing their uniqueness, adaptability, and creativity. This VR environment offers customizable settings and integrates multimedia elements like videos, 3D models, and interactive timelines. For recruiters, VRume provides deeper insights into a candidate's creativity and technological adaptability. It offers job seekers a unique way to stand out and narrate their professional journey compellingly. Beyond individual benefits, VRume promotes technologically advanced, innovative, and inclusive recruitment practices, aligning with the digital nature of modern work and fostering a recruitment landscape that is both modernized and focused on human elements.

Keywords

VRume, Spatial application, Virtual reality resume, Immersive professional representation, Dynamic interactive space, Technologically advanced recruitment, Modernized employment practices

Product Description

VRume revolutionizes professional representation using virtual reality (VR) to enhance traditional resumes. It features the Spatial Application as its core, providing immersive, interactive narratives of career paths, and integrates multimedia elements like videos and 3D models for a dynamic presentation. VRume's unique features include a 360° multi-dimensional perspective, customizable environments, and real-time engagement between employers and candidates. The benefits are significant: for recruiters, it offers more profound insights into candidates' skills and creativity; for candidates, it is a unique way to showcase their professional story; and broadly, it promotes innovative and inclusive recruitment practices.

This research introduces a methodology for creating transformative virtual resumes using the Design Thinking process model, particularly for platforms like Spatial. This model, initially developed for product design and highlighted by Nguyen et al. (2021), follows five stages: Empathise, Define, Ideate, Prototype, and Test. It is iterative, allowing for revisiting earlier stages based on feedback. Key aspects of this methodology include:

- Empathise and Define Context: Understanding users' cultural, social, and technological environments. This context involves deep engagement with Spatial's unique features like Immersive Environments, 3D Avatars, and Real-time Collaboration to design VR resumes that resonate with users' experiences.
- Ideate and Prototype Form: Brainstorming and conceptualizing creative solutions for VR resumes. This form includes enriching content with multimedia like videos and 3D models, personalizing the virtual space, and refining the resume based on feedback. The focus is on creating a narrative flow, an inviting Introductory Space, a Career Timeline, and Interactive Exhibits.

- Test: Validating the VR resume with real users. This phase emphasizes sharing and collaboration, using direct links and guided walkthroughs to provide a comprehensive, interactive experience for potential employers.

The methodology aims for holistic inclusivity and ensures the VR resume is effective across various technological contexts. It aligns the Design Thinking process with Spatial's features to guide the development of VR resumes, ensuring they are innovative user-centered, and leverage the platform's capabilities.

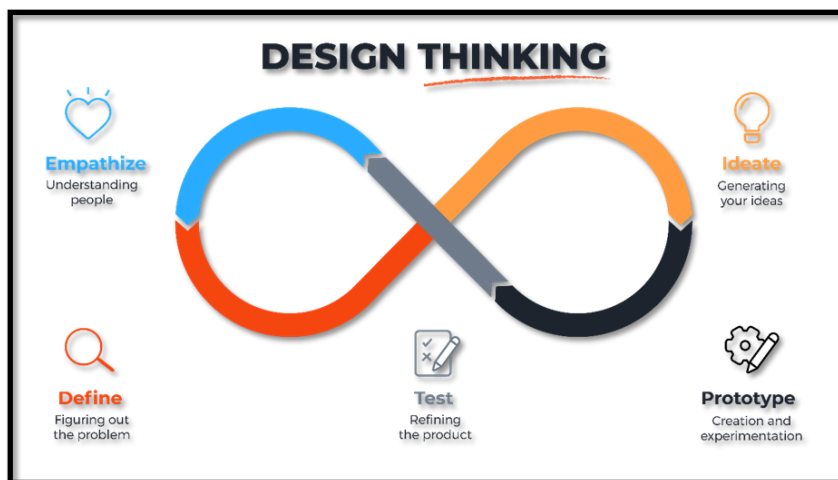


Figure 1: Design Thinking Process

Novelty & Uniqueness

VRume is an innovative virtual reality (VR) solution for professional representation, reinventing the traditional resume. Its distinct features include:

- Immersive Experience: Using VR, VRume transforms a professional journey into an immersive narrative, unlike conventional two-dimensional resumes.
- Holistic Understanding: It offers a multi-dimensional view of a candidate's credentials and career path, surpassing the scope of traditional resumes.
- Interactive Spaces: VRume creates dynamic environments, showcasing candidates' adaptability and innovation.
- Integrated Multimedia: It blends multimedia elements like videos and 3D models for a comprehensive professional profile.

Unlike other products, VRume's uniqueness lies in its VR-based approach, customizable and interactive settings via the Spatial application, and its role in shifting recruitment paradigms towards more innovative, inclusive practices. It blends traditional and modern digital recruitment methods, creating a balanced, forward-looking ecosystem.

Benefits to Mankind

- For Candidates: It offers a way to differentiate in the job market, highlighting adaptability, creativity, and innovation.
- For Recruiters: VRume provides deeper insights into candidates' capabilities beyond traditional resumes.
- In Recruitment: It encourages advancement towards more technologically savvy, innovative recruitment practices.
- Promotion of Inclusivity: It allows for a more comprehensive representation of skills and experiences, fostering a more equitable recruitment process.
- Modernizing Employment Practices: VRume bridges traditional hiring methods with VR, creating an updated, efficient, and human-centric recruitment landscape.

Potential Commercialization

Commercialization Opportunities:

- Partnerships with Recruitment Firms: Collaborating with staffing agencies to revolutionize candidate sourcing and vetting processes.
- Integration with Job Portals: Partnering with job portals to offer VRume as an add-on service, enhancing user profiles with VR resumes.
- Educational Collaborations: Partnering with educational institutions to include VRume in career services, aiding students in job applications and campus placements.
- Freelancer & Portfolio Platforms: Integrating with platforms for freelancers, especially beneficial for creatives like designers and artists, to showcase portfolios immersively.
- Training & Workshops: Offering workshops to teach optimal use of VRume, creating an additional revenue stream and promoting the tool.

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