Virtual Reality in Vocational Training: A Framework for Youth Unemployment Solutions in Lagos, Nigeria

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Abstract

Virtual reality (VR) technology has shown promise in enhancing learning experiences across various sectors, including vocational training. In Nigeria, particularly in Lagos, youth unemployment remains a significant challenge, with many facing difficulties in finding suitable employment opportunities. The study will leverage existing literature on VR applications in education and vocational training. A qualitative approach will be employed to analyse case studies from Lagos-based vocational training institutions, focusing on the impact of VR integration on participants' skill acquisition and job readiness. The theoretical framework presented offers insights into how VR could be effectively integrated into vocational training programmes to improve skill acquisition and job readiness among young people facing unemployment in Lagos, Nigeria. Educational policymakers should consider implementing this framework as a strategy to address youth unemployment by incorporating VR technology into their training curricula. Additionally, ongoing research is needed to refine the VR content for various occupational fields. Virtual Reality, Vocational Training, Youth Unemployment, Lagos, Nigeria

Keywords: *African geography, vocational education, experiential learning, simulation theory, youth empowerment, technology integration, virtual environments*

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