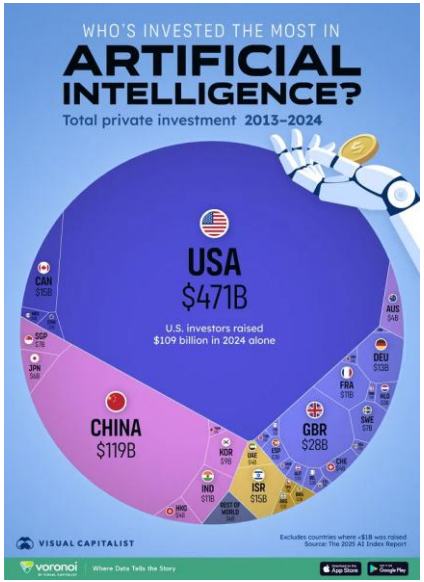
Building Human Skills for an AI Era: Inside the Trinity AI XR Hub

Professor Na Fu
Dr Laura Berry
08/10/2026

Trinity Business School
Trinity College Dublin
Ireland



Increased investments in AI

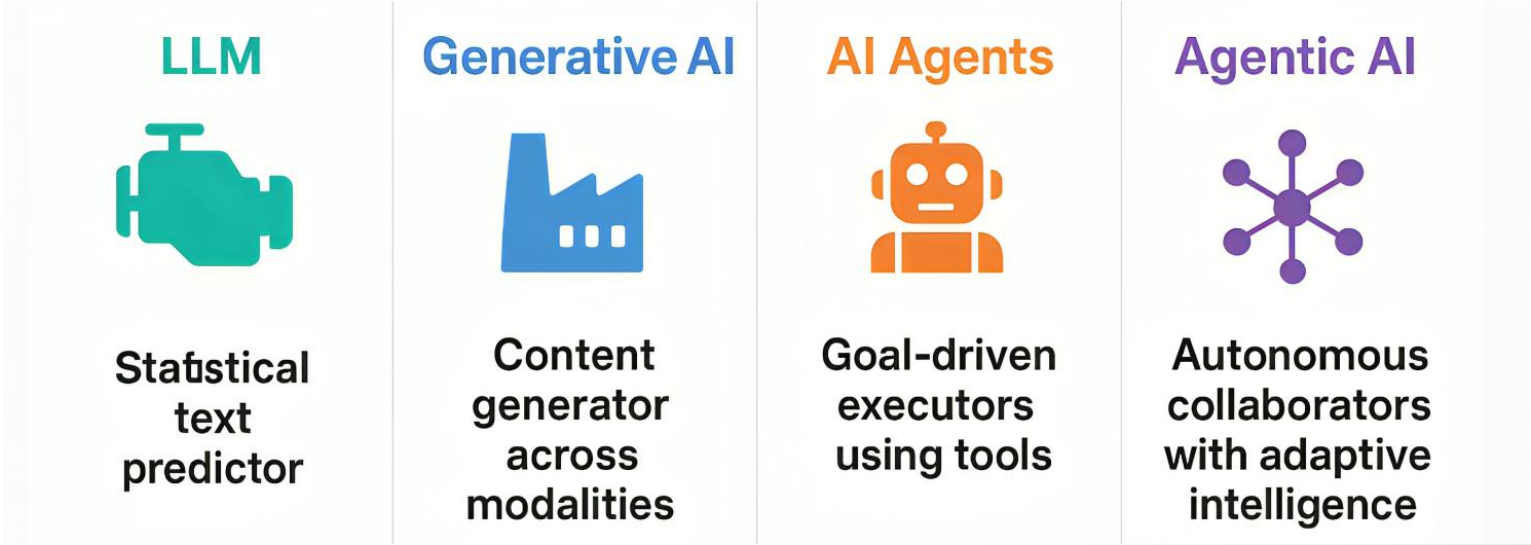








AI is getting smarter,

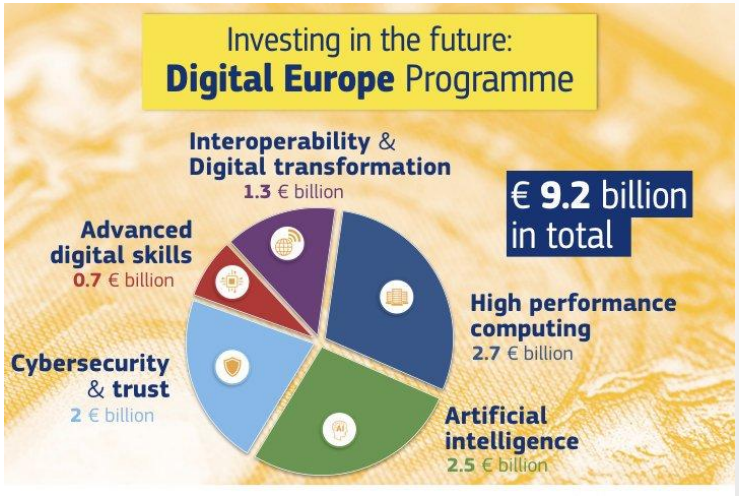


and affecting our work more.

EU Digital Decade

European Commission



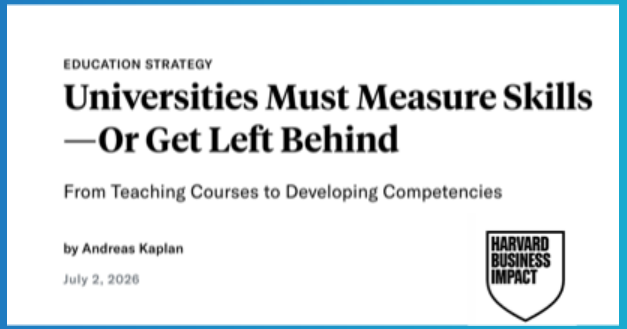


The EU is pursuing a **human-centric, sustainable vision** for digital society throughout the digital decade to empower citizens and businesses.

Increasing importance of human skills











ADAPT to the AI Era

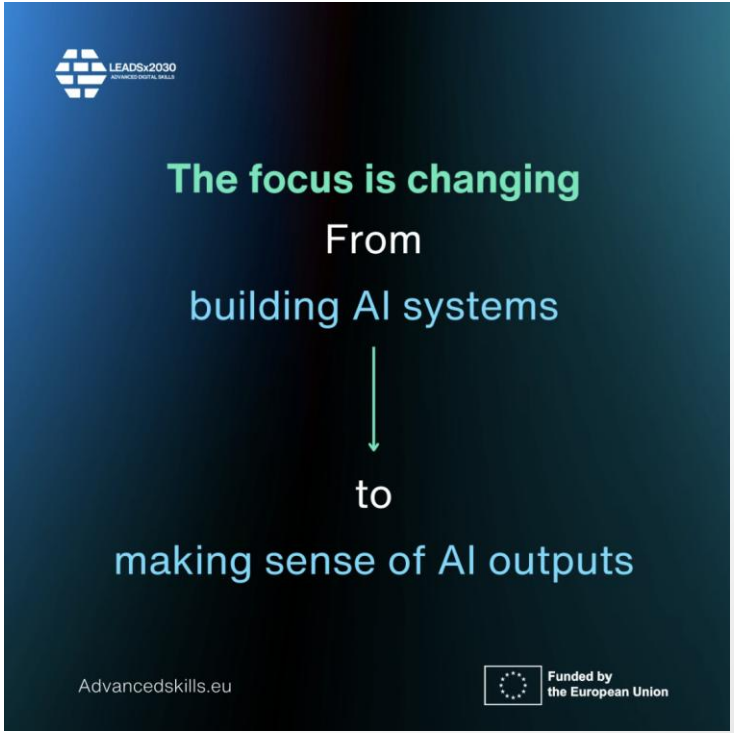
- To read
- To write
- To analyse
- To report
- To think
- To communicate
- To present
- To lead
- To make decisions
- To solve problems
- To change
- To care

To have more human skills

LEADS
ADVANCED DIGITAL SKILLS

4 X

- Data analysis
- AI Application Development
- AI Implementation



TechConnect
Human Tech Index

ASSESSING AND STRENGTHENING HUMAN-TECH SKILL COMPLEMENTARITY

Start: 01/10/2024 End: 30/09/2027
Call: 2024-TRANSFORMATIONS-01-11 (RIA)

5 COUNTRIES

10 PARTNERS

3 EVOLUTIONARY FRAMEWORKS

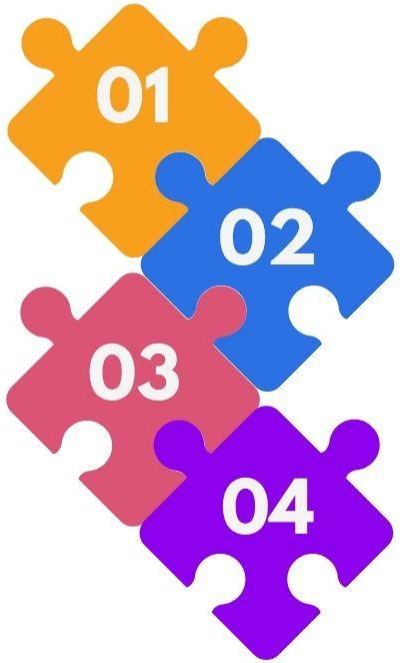
12 OBSERVATIONAL CASE STUDIES

4 INTERVENTIONAL CASES

1 TESTING BED

Human-Tech Complementarity **FRAMEWORK**

Human-Tech Complementarity **MODEL**



Human-Tech Complementarity **INDEX**

STAKEHOLDER TOOLKIT

Funded by the European Union

Trinity College Dublin
Coláiste na Tríonóide, Baile Átha Cliath
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Utrecht University

Mälardalen University

BluSpecs

Tallaght University Hospital
Ospidéal Ollscoile Thamhlachta

IR-CIS

UMC Utrecht

Region Västmanland

Aristotle University of Thessaloniki

TRINITY
AI XR HUB

The future is not AI vs humans.

It is AI + stronger Human Skills.



Trinity AI XR Hub

Immersive Intelligence, Positive Impact.

The Trinity AI XR Hub

A dedicated space at Trinity Business School where faculty, students, businesses, the wider community, and researchers come together — using AI and immersive technologies to build the skills that matter most: judgement, communication, presence, and persuasion.



Students

Business

Community

Researchers

One Hub. Four communities. Built around human-tech complementarity.

Why VR works for soft skills

Immersion, presence and flow

VR removes distractions (immersion), gives learners the sense of being in the scenario (presence), and supports full absorption in the task, where time passes quickly (flow)

Low-stakes repetition

Students rehearse hard conversations — interviews, feedback, sales pitches — without social cost. They can fail safely, then try again.

Embodied learning

Skills are built through doing, not watching.. In the VR experiences learners practise voice, gesture, posture and eye contact together, as they would in real interaction.

From in-person roleplays to roles in VR + AI

In-person roleplay

- Constrained by staff availability — one or two attempts per student
- Feedback is subjective and variable across staff
- Participants self-conscious in front of peers — risk-averse
- Scenarios limited to what staff can roleplay
- Hard to scale beyond a single cohort

VR + AI roleplay

- Available 24/7 — unlimited repititions until the person feels ready
- Consistent, structured, evidence-based feedback
- Low-stakes environment — users take more risks, learn faster
- Any role, any sector, any difficulty level
- Easier to scale

Our platform

Our primary AI + VR platform for soft-skills development. Three core capabilities

PRACTICE



Role Play Studio

AI-powered conversational practice with AI avatars. 50+ scenarios — interviews, sales, difficult conversations, negotiation.

LEARN



Skills Academy

Structured courses on speaking, presenting, and communication — paired with VR practice exercises and progress tracking.

PERFORM



Presentation Rooms

Immersive virtual audiences — boardroom, conference hall, classroom — with reactive AI audience members for public-speaking practice.

Role Play Studio



AI-powered roleplay in a VR meeting room

Practice the conversations that matter

What users do

Engage with AI avatars in dynamic, two-way conversations — interviews, sales pitches, negotiations, performance feedback, customer complaints.

What the AI gives back

Real-time analysis of tone, pacing, filler words, eye contact, and structure — followed by a reflective debrief with an AI coach.

Used in the Hub for

Mock interviews, sales modules, leadership coaching, custom

Skills Academy

Structured learning incorporated in immersive practice.

Skills

Speaking with impact, persuasion, body language, presentation craft — built by communication experts and structured for progressive mastery.

Theory + practice loop

Each lesson pairs with VR practice exercises, so users immediately apply what they've learned.

Personal AI coach

After every practice session users reflect with the AI coach to discuss their feedback and translate insight into next steps.



VirtualSpeech AI Coach — reflective debrief after every session

Presentation Rooms + AI feedback



Conference-hall environment with AI audience



AI feedback dashboard — eye contact, filler words, pace, body language

The audience

Boardroom, classroom, conference hall — with reactive AI audience members who ask questions and respond to delivery.

The metrics

Objective measures of pace, filler words, eye contact, and clarity — recorded session by session, tracked over time.

Register your interest



TrinityAIXR@tcd.ie

As AI gets better,
Human skills matter more – not less

The Trinity AI XR hub is how we build those skills

Immersive Intelligence. Positive Impact

Follow us on Social Media!

TrinityAIXR@tcd.ie

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TRINITY
AI XR HUB

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Transforming Business for Good