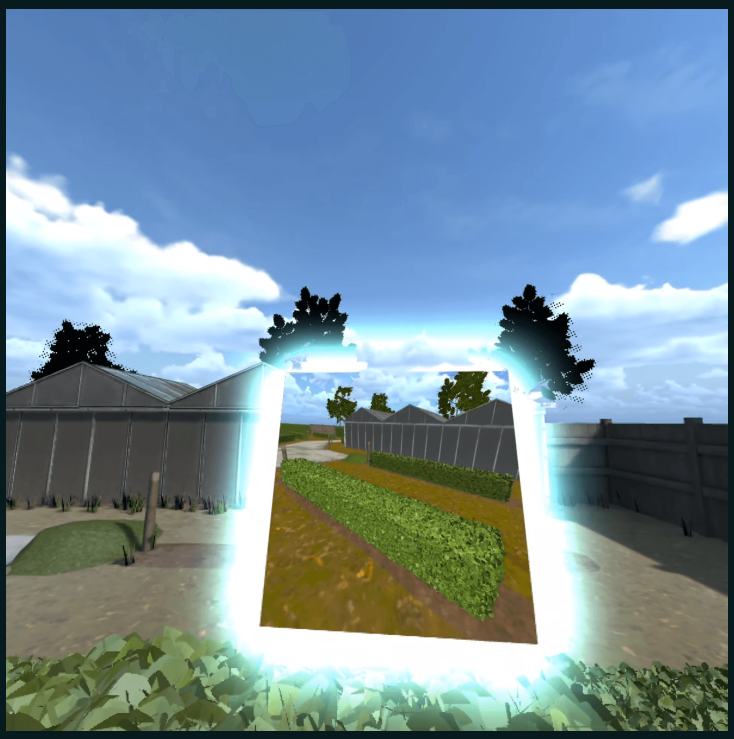
ONEBONSAI

CASE STUDY

VR Hedge Trimming Training for Schools

VR hedge trimming training for a special-needs vocational school: students practise year-round, whatever the season or weather.

Platform: VR / Client: Secondary technical school (special education) / Benefit: Year-round practice



Project overview

VR hedge trimming training for a special-needs vocational school: students practise year-round, whatever the season or weather.

About the project

OneBonsai built VR hedge trimming training for a secondary technical school for special education. Students preparing for gardening and landscaping jobs practise the full trimming process, technique, angles and safe tool handling, in a virtual garden year-round, with instant correction and teachers following their progress.

Challenge

Limited Hands-On Training Opportunities

At a special education school, students preparing for vocational careers in gardening and landscaping often faced a major barrier: the seasonal nature of outdoor training. Hedge trimming, an essential skill for their future jobs, could only be practiced during certain times of the year. In winter or poor weather conditions, students had limited opportunities to gain hands-on experience, leaving gaps in their training.

Traditional classroom-based lessons, demonstrations, or instructional videos provided theoretical knowledge but failed to deliver the muscle memory and confidence needed for real gardening work. Teachers and trainers were seeking a way to give students year-round, safe, and realistic practice opportunities, regardless of the season.

> *"Students couldn't get enough hands-on hedge trimming practice due to seasonal limitations."*

Solution

VR Hedge Trimming Training Module

OneBonsai created a VR training program that immerses students in a realistic garden environment where they can practice hedge trimming at any time of the year. Using VR controllers to simulate tools, students perform the full trimming process, learning correct techniques, angles, and safe handling procedures. The virtual environment mirrors real-world conditions closely enough to build practical skills while remaining completely risk-free. By turning gardening tasks into an interactive simulation, the program allows students to gain consistent practice, regardless of weather or season, and ensures equal opportunities for learning across the school year.

Approach

Safe and Accessible Practice Environment

The solution was developed with the needs of vocational and special education students in mind. The VR module was designed to be intuitive and easy to use, ensuring accessibility for learners with varying abilities.

Training scenarios replicated real gardening tasks and environments, helping students connect their VR experience with actual outdoor work. Teachers were able to monitor progress and provide feedback, while the system itself offered instant correction for improper technique. By emphasizing safe, repeatable practice with realistic feedback, the approach gave students a structured yet engaging way to develop their skills.

> *"Now I can practice hedge trimming even in winter. it makes me feel ready for real gardening work."*

Outcome

Greater Confidence and Skill Readiness

The VR Hedge Trimming module boosted student confidence and helped them develop practical skills in a safe environment. Students reported feeling more prepared to handle real hedge trimming tasks after practicing in VR, and teachers noticed improvements in engagement and skill acquisition. By removing seasonal barriers, the program ensured all students could achieve consistent progress and be better prepared for real-world work opportunities. Beyond gardening, the project demonstrated how immersive technology can make vocational training more accessible, inclusive, and effective for learners with diverse needs.

> *"This VR tool ensures all our students get equal chances to build skills year-round."*

Discuss a similar project

Book a 30-minute technical conversation at hq.onebonsai.agency/meet/evarest