Virtual Reality for Learning Engagement

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The changing workforce

- Career length
- Transient workforce
- Digital technologies
- Data availability
- Data savvy workers
- Skill half-life

Source: Future of HR
The impact of change on the workforce

Employees are unprepared for the workplace
Increasing demand for skilled workers
Connecting learning to career development
Using training to improve employee engagement and retention
Training and engaging millennials
Reacting to rapidly changing technologies
Meeting the needs of a distributed, mobile workforce
Encouraging collaboration and knowledge

Source: What is “Next Generation Learning”?
It is time to reinvent training

Organizations spend a staggering $350B year on training yet when asked, most executives and employees will tell you their company’s learning and development is not as effective as it could be for all job roles.

Source: ARVRA Industry Sector Report: Training Q1 2019
What does the next generation of learning look like?

Source: What is ‘Next Generation Learning’?
What does the next generation of learning look like?

Experiential

http://campaigns.thestarrconspiracy.com/2017-learning-buyer-report/next-gen-learning/
We remember 20% of what we hear, 30% of what we see, and 90% of what we experience.
Surgeons trained via Virtual Reality (VR) to perform operations. Trainees performed 29% faster and made 6x fewer errors than those trained via conventional methods.¹

Ford saw a 70% drop in employee injuries and a 90% reduction in ergonomic issues of assembly line workers.³

Airbus reduced the time required to inspect equipment from three weeks to three days by giving assembly workers access to VR models of aircrafts under production.³

Companies that implement VR technologies on a large scale are more likely to experience noticeable operational benefits.²

Historical challenges of VR

- Required Coding Experience
- Access to 3D Assets
- Integration into Existing Training Catalog
- Expensive
Introducing enduvo
Enduvo, an immersive learning platform that enables anyone to teach and learn in minutes, without coding, and at a fraction of the typical cost.

Our virtual reality (VR) authoring studio and companion application provide a more effective and efficient learning paradigm that drives better outcomes than traditional methods.
We enable anyone to quickly create & share on-demand VR learning experience

**Create**
- Create lessons in minutes
- Use familiar 2D and 3D teaching aides
- Record your own voice and gestures
- Collaborate or work independently

**Curate**
- Distribute and manage content easily
- Deploy private channel for each user type
- Deliver the same content to mobile devices
- Eliminate long lead times for VR training

**Learn**
- Experience realistic, 3D learning
- Learn consistently regardless of location
- Download lessons based on learning path
- Track learning with integrated assessments
Enduvo makes teaching, learning and training better when compared to traditional learning methods

60% savings in content development costs
70% decrease in content delivery time
95% increase in learner competency
Experiencing VR
Demonstration
Enduvo learning process

**Instructional playback**

- Learner sees what we just saw
- Glasses, pointer, hand devices, and audio narration - all me (the instructor)

**Self-paced study and assessment**

- Learner can interact with the 3D model, study infographics, videos and other learning devices
- Typical conclusion is completion of embedded assessments
Content creation process

Equipment and support
Scene setup
Live recording
Lessons learned

Topic selection

Team selection

Setup location
Discussion questions

Do you see value in VR training in your organization?

What applications do you see for VR content in your organization?

What could be some inhibitors to adopting VR in your organization?

What would it take to overcome these obstacles?
Experience how you can use Enduvo during Knowledge Alley