2.Online Seminar

VR Trainer/in

Wieso immersive Medien im Lernen?

Version 07/2021

INSTITUTE FOR IMMERSIVE LEARNING
A NEW DIMENSION OF WORKING AND LEARNING

IMMERSIVE LEARNING NEWS
– VR/AR/MR/XR –

SPATIALComputing. consulting
New Dimesion of Working and Learning

Shift Learning .Space
New Dimension of Learning Spaces

Virtual Reality (VR) & Augmented Reality (AR) barcamp
Working and Learning – Online am 01.02.2021

corporate vision Technology Innovator Awards

Best VR E-Learning Specialists 2020 – Germany
Award for Excellence in Immersive Upskilling Experiences

www.immersivelearning.institute

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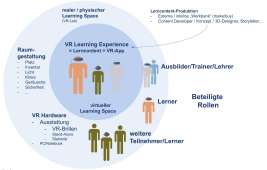
Mehrwert
Immersive Learning



Rollenmodell

Kommunikationsmodell
Magische Dreieck

- Wo liegt der Mehrwert von immersive Medien?
- Was kann VR in einem Blended Learning Prozess leisten?
- Wie sieht die Rolle des Trainers in einem Blended Learning Prozess aus?
- Wie sieht eine Kommunikationsdreieck Lerner, Trainer und Lerngruppe aus?

Wir Leben in einer 3D Welt

Wir Arbeiten in einer 3D Welt

Wir Träumen in 3D

Wir Lernen am besten in 3D

Online Seminar – upskilling

Business Impact “Immersive Media“

Abbildung: Vorteile von VR aus Business-Sicht

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Benefits VR/AR

measured increase in effectiveness, production and training-effects of enterprise employees who have trained in VR/AR solution

50% Schulungszeit sparen [1]

1/3 Schulungskosten einsparen [1]

40% schnellere Getriebeinspektion [15]

33% Faster [2]

25% Produktionszeit sparen [4]

0 Fehlerrate auf... Reduzieren [4]

10% Increase in customer Eatisfaction in less then 6 months [9]

90% less cost maintenance training [12]

60% Reduction training time [19]

80% Ground-Handling-Schulungen per VR [3]

86% less time [11]

85% reduction in overall time for training [12]

66% decreased driver training [12]

90% Ergonomische Probleme verhindern [4]

150% increase in knowledge retention [18]

Studies 6x fewer Errors [8]

70% Surgeons more efficient [7]

97% felt prepared when put in Dangerous situations [9]

Reduced 1 training day to 20 minutes [10]

70% Verletzungen in der Montage verringern [4]

15x more effective than classroom trainings [16]

60% Anlernzeit bei Maschinen Minimieren [5]

30% Mehr Kunden durch schnellere Prozesse [19]

1000 Abschlüsse mehr p.a. [19]

46% Picking Order Steigern [6]

62% weniger Montagefehler durch AR [14]

60% faster machine repairs with smart glasses [17]

40% less time cuts new sales employee training time by [11]

96% Reducation in pickup towerTraining from 8 hours to 15 minutes [9]

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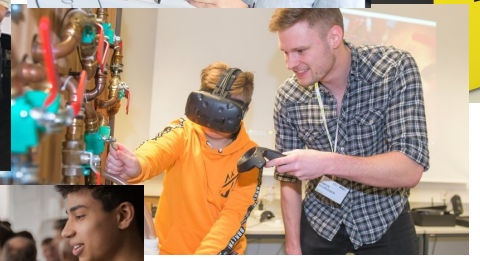
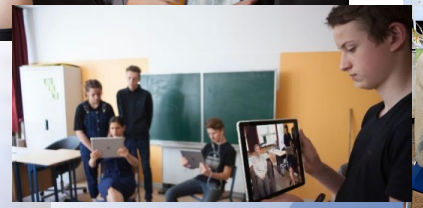
Sources: [1] VR Training - T6 Multivan VW Nutzfahrzeuge Whitepaper Unity 2019 – "The Incredible Impact of Enterprise AR and VR" → [2] AR – Lernen 30 Teile zusammenbauen, Kontrollgruppe 50 Lerner, PTC Video → [3] https://www.airliners.de/80-prozent-ground-handling-ausbildung-firmenbeitrag/52603 → [4] Capgemini Studie „Augmented and Virtual Reality in Operations: A guide for investment" → [5] https://www.fluid.de/software/virtual-und-augmented-reality-im-praxiseinsatz-106.html → [6] https://upskill.io/landing/ge-healthcare-case-study/ → [7] https://www.interplaylearning.com/hubfs/Blog/Case%20Studies/A%20Modular%20Interactive%20Virtual%20Surgical%20Training%20Environment.pdf → [8] https://www.interplaylearning.com/hubfs/Blog/Case%20Studies/Virtual%20Reality%20Improves%20Operating.pdf → [9] https://www.strivr.com/ → [10] Presentation Accenture – Qualcomm Tech Summit 2019 → [11] 3h-traning reduced to 25 Min. https://www.strivr.com/blog/why-companies-virtual-reality-engage-train-employees-faster/ → [12] ebook - QUICK GUIDE TO AR ROI 2019 – ScopeAR → [13] https://www.linkedin.com/posts/linde-engineering_lva-innovation-linde-activity-6649305995874975745-CLOx/ → [14] https://dblp.org/rec/conf/ismar/WerrlichDGNN18.html → [15] https://www.ubimax.com/case-study/airbus-2019 → [16] Linde Engineering → [17] https://www.ubimax.com/en/case-study/becton-dickinson-2019 → [18] Case Western Reserve University. → [19] https://www.turbomachinerymag.com/virtual-and-augmented-reality/ → [16] Thyssenkrupp Hololinc

Lernangebote gibt es bereits für alle Alterskategorien

VR / AR Bildung

Kindergartenkinder → **Grundschulkinder** → **Ältere Schüler** → **beruflichen Aus- und Weiterbildung**





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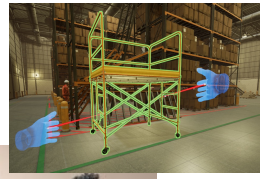
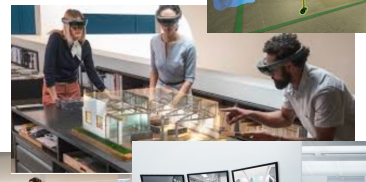
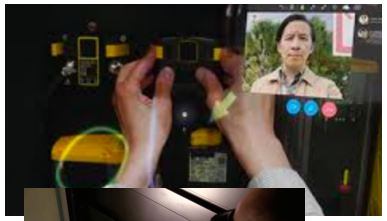
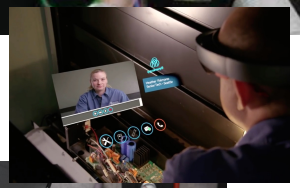
Transforming the Employee Journey

Corporate Learning









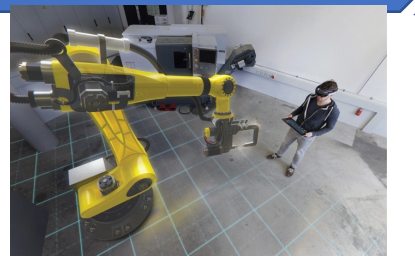
Rekrutierung Employer Branding

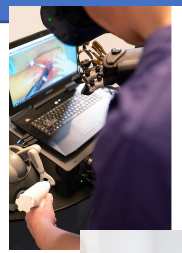
Onboarding

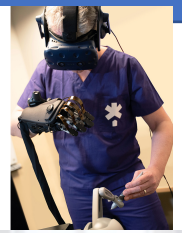
Develpoment / Training

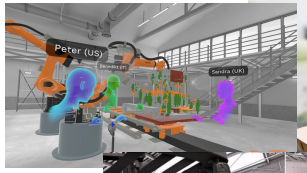
Performance Support

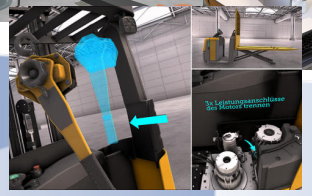
Knowledge / Best Practice Transfer

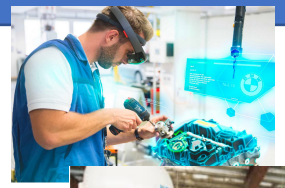


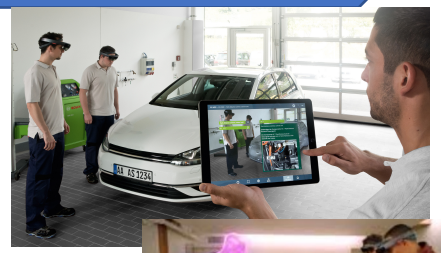












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Möglichkeiten für Lernen mit VR/AR

Trainings physische Produkte

Maschinen, Anlagen, Werkzeuge, Fahrzeuge und Gebäude…

Sicherheit Training

Risiko-Situationen, Notfallprozesse, Awareness, Ersthelfer und Arbeitssicherheit

Onboarding-Prozesse

Rundgänge, Vorstellung Orte und Personen

Soft Skills Training

Rhetorik, Methoden, Führungskräfte und Gesprächssimulationen z.B. Bewerbertraining oder Konflikt…

Dienstleistungs-Produkte

Finanzprodukte, Beratungs- und Verkaufsthemen

Kollaborative Prozesse

Workshops, Seminare, Team-Prozesse, Kreative-Workshops und Coaching/Therapie

PRINT-Produkte

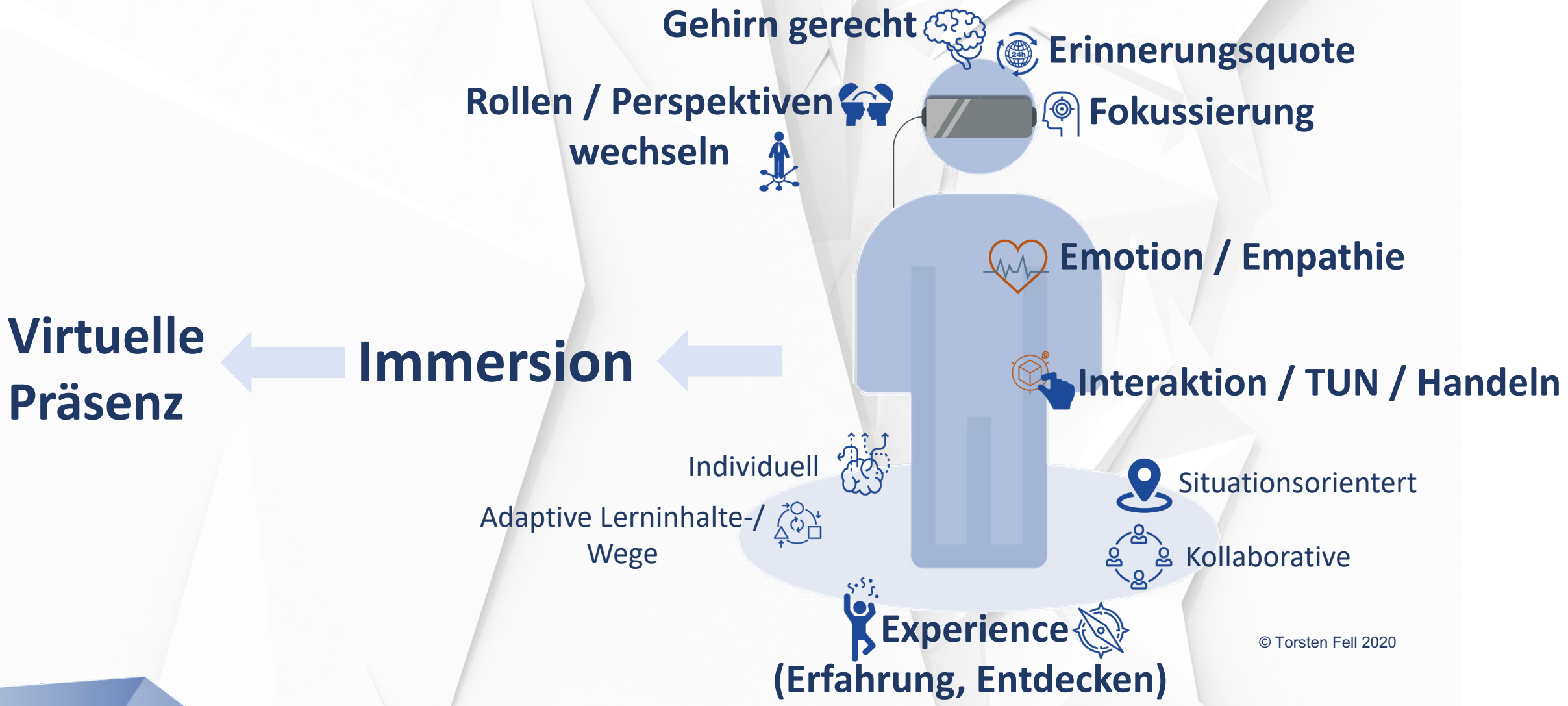
über AR-Technologie bestehende Trainingsunterlagen aufwerten und erweitern

Arbeitsprozesse unterstützen

Performance Support, Schritt-für-Schritt, Beratung / Verkauf

Events

Messen, Kongresse, virtueller Showroom und Inhouse-/Kunden-veranstaltungen



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