VINCI

VirtualReality

VIRTUAL REALITY IS BRINGING POWERFUL AND PROGRESSIVE CHANGES TO JOB TRAINING.

HOW VINCI VR IS CHANGING CORPORATE TRAINING

In the last decade, Virtual Reality has become more accessible and powerful, and its impact on businesses is only increasing. VR has been applied to many fields of business with varying use cases such as data visualization, design and modeling, quality control/assessment, and training. Training in particular has shown quick advancement in VR usage as VR provides the realism needed for full immersion and understanding. While VR training tools vary from industry to industry, the overall purpose of VR is to increase worker awareness and familiarization in the environment, develop stronger procedural knowledge, and identify the trainee's problems during training. The following below examines specific types of training that can benefit from using VR.

▶ VR TRAINING @WALMART

Walmart was one of the earlier large enterprises to use VR extensively in employee training. More specifically, they have been using VR to create training scenarios to help employees learn about new technologies and improve customer service and compliance. By using VR, employees were more eager to learn and felt that the experience is more exciting and immersive than 2D training videos and PowerPoints.

▶ VR TRAINING @UPS

Similar to Walmart, UPS is another F500 company that recently implemented VR training solutions. Their program seeks to help drivers become familiar with the verbiage of the trade quicker by exposure in VR, and learn to spot potential hazards when driving in a virtual road. According to a CNBC article, UPS drivers over a five day period are taught in classrooms, given demonstrations, then put into a VR environment. Since adding VR, retention rate has climbed up 75%.

▶ VR TRAINING @EXXON MOBIL

In ExxonMobil's Digital Garage, a VR training solution for oil and gas operators is loaded with different immersive scenarios from mundane to complex that operators need to react and assess to. Doing so hones their instincts, improves their ability to make instant decisions, and catch their mistakes so that they're better equipped to work smarter and safer.

FAMILIARIZATION

Familiarization training arguably benefits the most as work environments can be replicated near-perfectly with high resolution 3D models. These immersive work environments allow employees to be visually and spatially familiar with their workplace, tackling resource constraints many companies face such as space or equipment. This increased awareness can lead to safer and speedier operations from workers and shorten the lead time for facility or equipment familiarization.

ASSESMENT TRAINING

Assessment training is lesser seen in the world of VR training when compared to the other two types, but it certainly has its place and will only grow as VR training technology matures. Assessment training is creating a VR environment to assess the workers' abilities while integrating relevant metrics for feedback. Because this assessment takes place in a digital world, a myriad more metrics can be available to the developers who create the world. Through these extra dimensions, a worker can be assessed more accurately and strategically.

Virtual Reality

We're making simulated training more effective and accessible for trainers looking for solutions that fit their budgets. Visit www.Vinci-VR.com to learn more about CODEX, our end-to-end Virtual Reality training platform, and see why it can be a great addition to your team. Our teams are ready to answer all your questions or concerns.

LEARN MORE AT VINCI-VR.COM

SCENARIO/SITUATION TRAINING

Scenario training is a more complex offshoot of familiarization training, as it works with the same purpose of familiarizing workers or students to an environment but with added tasks and interactions. For example, familiarization training for an airplane mechanic would be to walk around an airplane in VR, look into parts of an engine, etc. In scenario training, more complex tasks and tools can be programmed into the environment such as requiring the mechanic to fix an engine or undergo preflight checklist procedures. The benefits of scenario training are more readily seen as this directly prepares workers in a risk-free environment before being placed in a dangerous real environment.

VINCI

Visit www.Vinci-VR.com for more info. For a free quote, please contact our sales team at contact@Vinci-VR.com.

BENEFITS OF USING CODEX

▶ Instructors no longer spend 3 hours preparing Instructional Aircraft; enables 10-20X more hands-on training repetitions per student in VR.

▶ Analytics tells instructors that a student consistently struggles with identifying defects on a particular screen; they utilize Codex to create more guided content for the student.

▶ Classroom analytics indicates the class tends to struggle with understanding a particular step in a procedure; they use codex to modify the instructional text and deploy the new app to the entire class immediately.

▶ By using Codex, instructors currently working with Vinci VR saw an increase in hands-on training time by 495 hours.

▶ Instructors saw 85% improved task understanding among students who said they were ready to operate heavy machinery more confidently after training on Codex.