Who am I?

New Zealand based producer of VR/AR serious games

Film & Television Producer

Independent Director

Futurist / Tech Horizon Scanner

We create AR/VR training which improves and saves lives

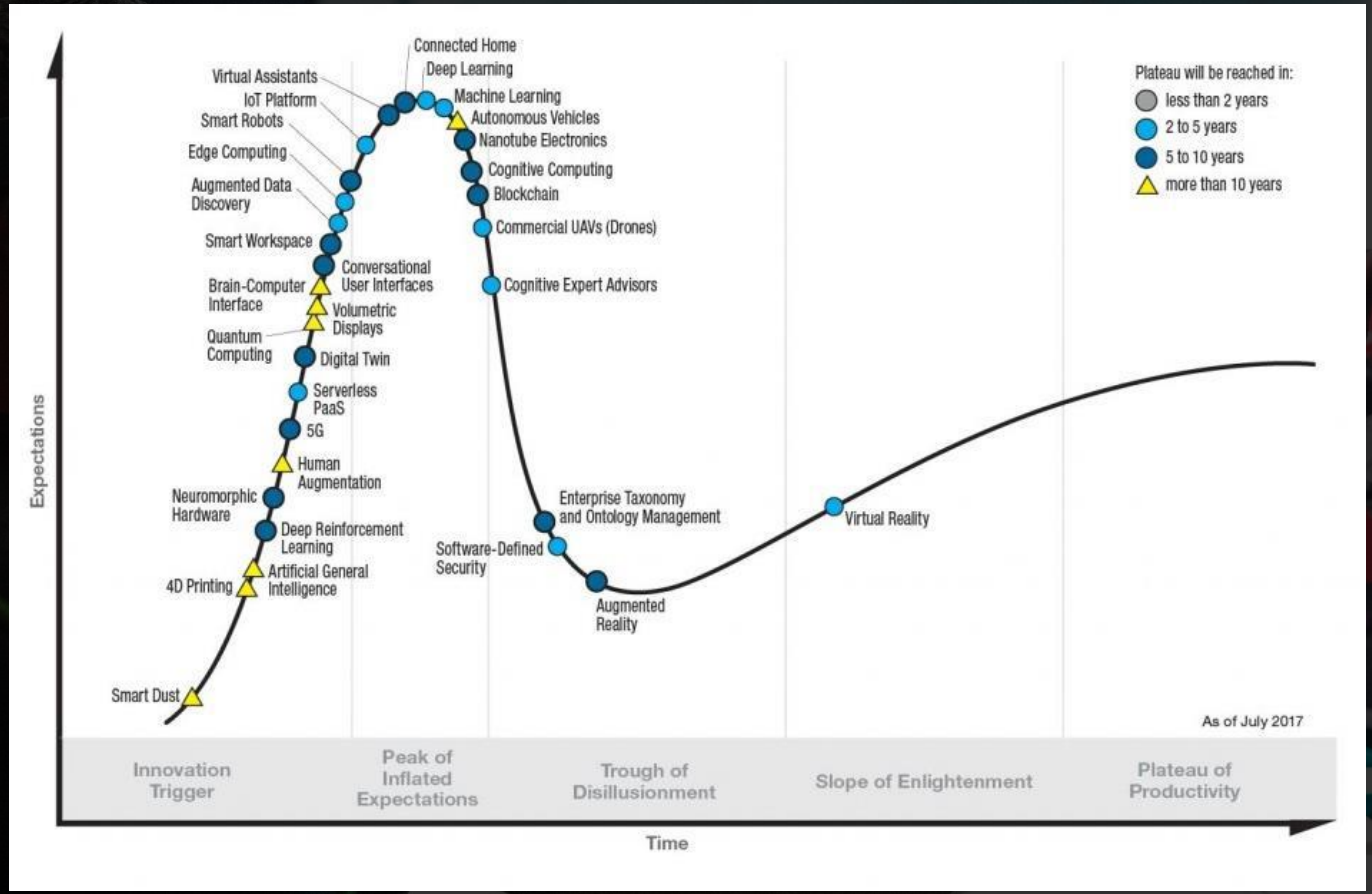
We make your business and employees safer

AVIATION →	HEALTH & SAFETY →	DEFENCE →
MEDICAL →	FIRST RESPONSE →	ENTERTAINMENT / EXPO →

WHAT IS THE DIFFERENCE?

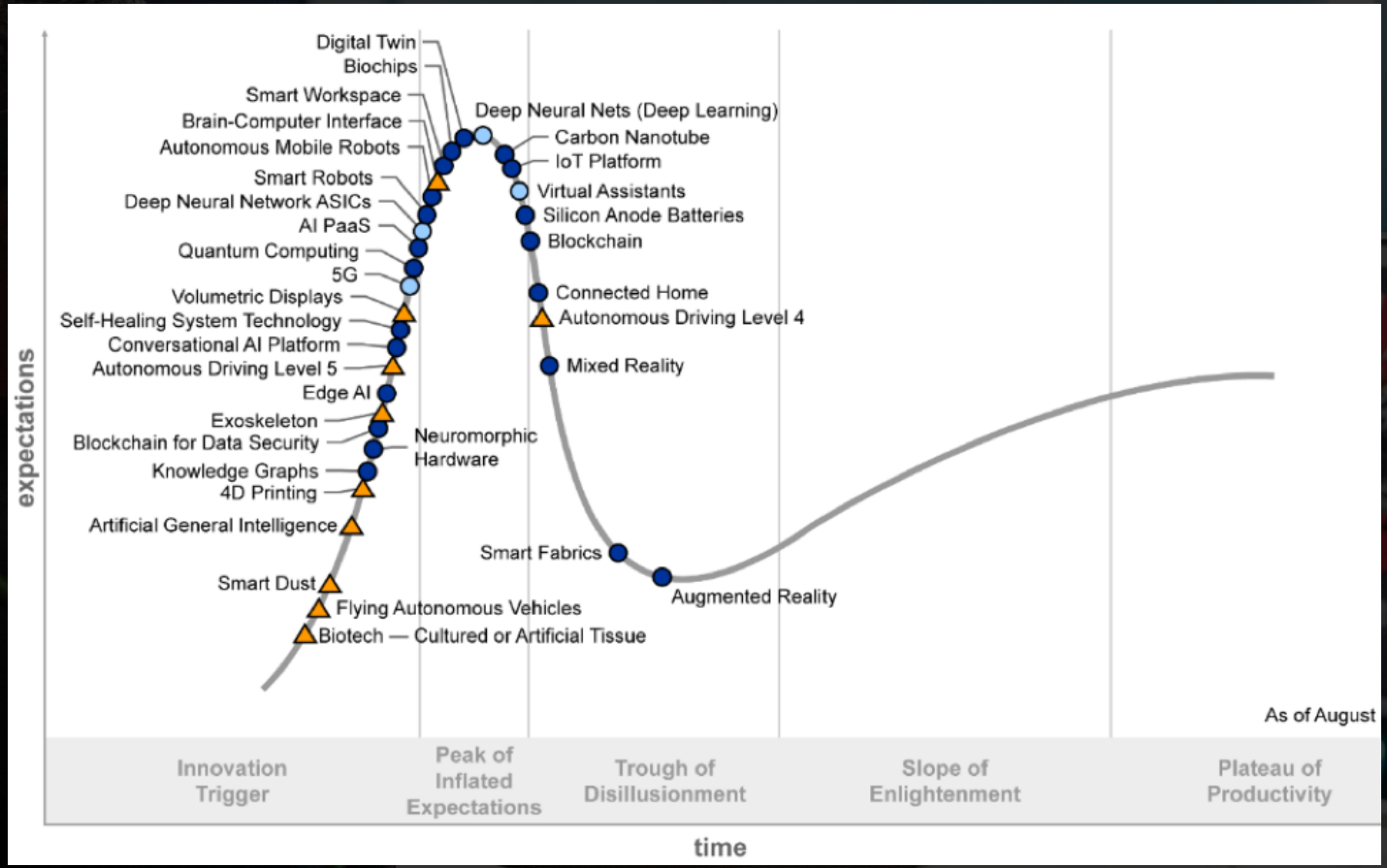
TOP TRENDS IN EMERGING TECH HYPE CYCLES

2017



TOP TRENDS IN EMERGING TECH HYPE CYCLES

2019



TOP TRENDS IN EMERGING TECH HYPE CYCLES

2021

WHY IS THE TIME NOW?

Why its good to be a fast follower rather than an early mover,

The cost of the headset hardware has reduced by over 50% and is no longer tethered.

- Headsets can be leased as device as a service (DaaS),
- Maintenance and support comes with hardware,
- Headsets are now set up as business tools not toys.

Data is now linked into your existing learning management systems (LMS)

- Capture what was looked at, how tasks were completed and confirm competency,
- Connect the software to your LMS and track employee completion.

Software is no longer bespoke, it is now available as software as a service (Saas)

- Buy off the shelf solutions and pay per user or per headset,
- No cost development pathways working alongside software developers,

Quality of content is now photorealistic

- Everything looks like the real equipment and is 1:1 scale,

ESCAPE ROPE

WHAT ARE THE BENEFITS?

Traditional training content does not deliver the same results as AR/VR.

Retention

75%

Lectures have 5%, reading 10% and audio visual 20%. It beats all other training other than on-the-job.

Injury reduction

43%

VR training reduces workplace injuries and accidents by 43%.

Task efficiency

90%

90% of participants confirm that VR training helped them improve efficiency.

Training time

75%

Training time is cut by 75%.

Memory recall

8.8%

The increase in memory recall compared to desktop training.

Task completion

2.7x

Trainees are 2.7 times more likely to accurately complete real-world tasks the first time.

A study by PwC found that **VR training was far more effective than traditional training methods** like classroom education or self-paced online learning at creating an emotional bond to the content being taught and instilling the confidence that employees need in order to best perform their jobs.

4x

4x faster to train compared to classroom learning.

275%

275% more confident to apply skills learned after training.

3.75x

3.75x more emotionally connected to content than classroom learners.

4x

4x more focused than e-learning peers.

WHAT ARE THE BENEFITS?

Specific to Aviation

Give trainees access to equipment virtually.

- No need to ground aircraft or turn on real equipment,
- Save valuable simulator time by allowing trainees to practice at home.
- Newer generation employees are expecting this type of training.

Give trainees access to trainers virtually.

- Provide consistent training through virtual guided walk throughs,
- Free up the trainers for the “real world” training.

Lower cost of training.

- Lower the environmental impact of the training,
- ROI on costs of VR training are immediate,
- Headsets cost as little as $250 USD per month,
- Software cost as little as $100 USD per month per module.

StaplesVR

HOW TO GET STARTED?

What are the pitfalls here?

Do a toe dip by selecting an off the shelf solution on a leased headset.

- The cost to entry is sub 5k USD
- Link to your LMS.
- Make sure you have a support system that is not relying on internal IT.

IMPORTANT – Don't lock yourself into a certain headset or try and build something bespoke!

Ensure the content you select is solving a problem that cant be solved with simpler technology ie a video / E-Learning.

Decide how the trainees will access the hardware.

- A specific location
- Provide a dedicated headset
- Headset management system to supply headsets as required to complete the training

IMPORTANT – Ensure you integrate this into the training and educate of the existence. If you don't make it a requirement to complete the VR training you will not get the results you are after.

HOW TO GET STARTED?

What are the pitfalls here?

Provide H&S Guidance.

- Provide simple and easy to use instructions that a trainee can operate with different levels of tech competency.
- Hygiene Control guidance.
- Make sure you have a support system that is not relying on internal IT.

IMPORTANT – Ask your supplier for their guidance and to confirm they have designed their mechanics using user centric design.

Ensure what you buy integrates with others.

- No one company will solve all your AR/VR problems.

IMPORTANT – Ensure you ask your suppliers if their systems work alongside others, how easy they are to update and if they can modify to your requirements.

“The important thing is to start and do so in a way you can fail fast”
StaplesVR
StaplesVR
StaplesVR