



Virtual Reality : veilig en schaalbaar in een rijke, realistische context opleiden

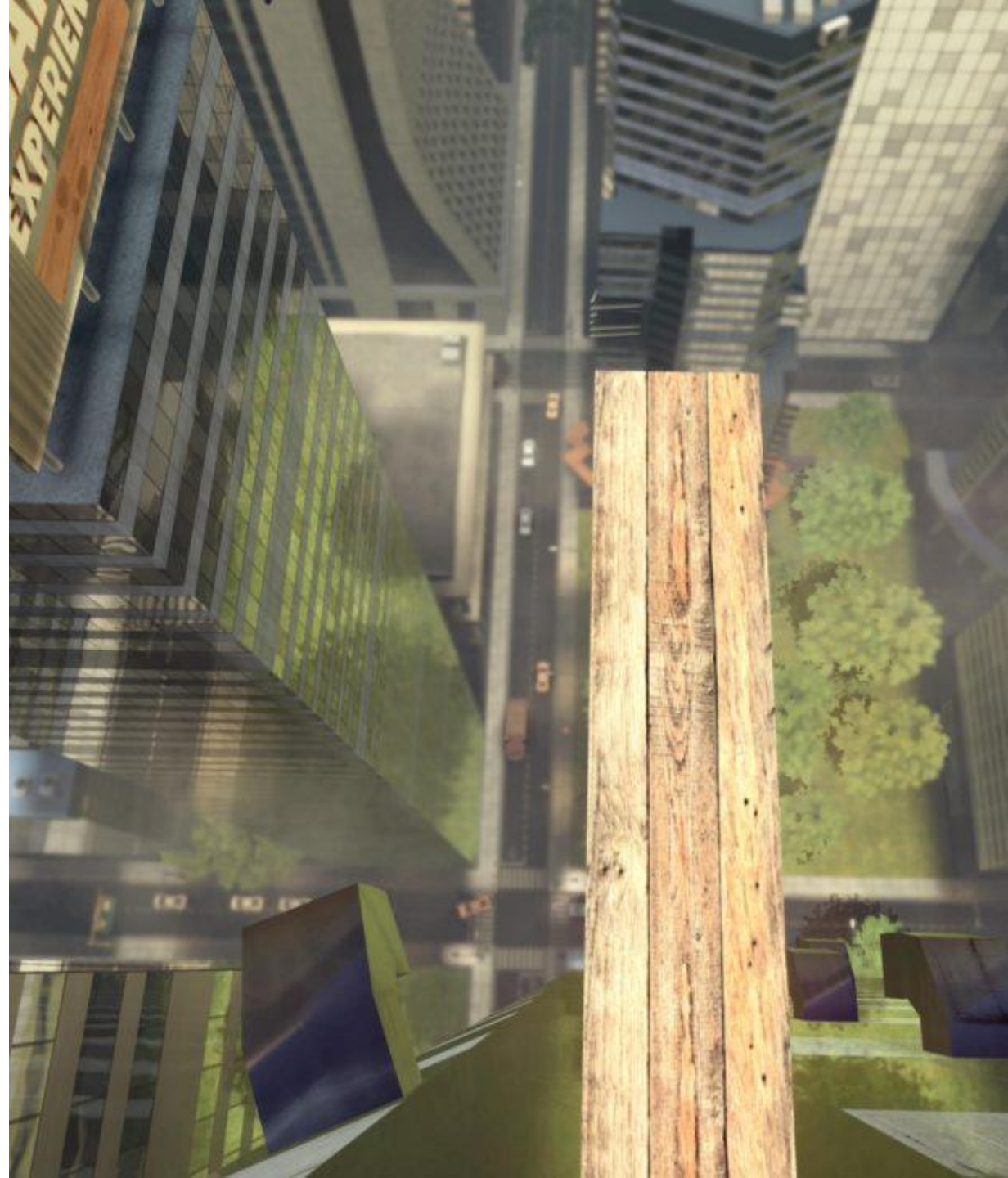
IMMERSIVE VR TRAINING

Key characteristics

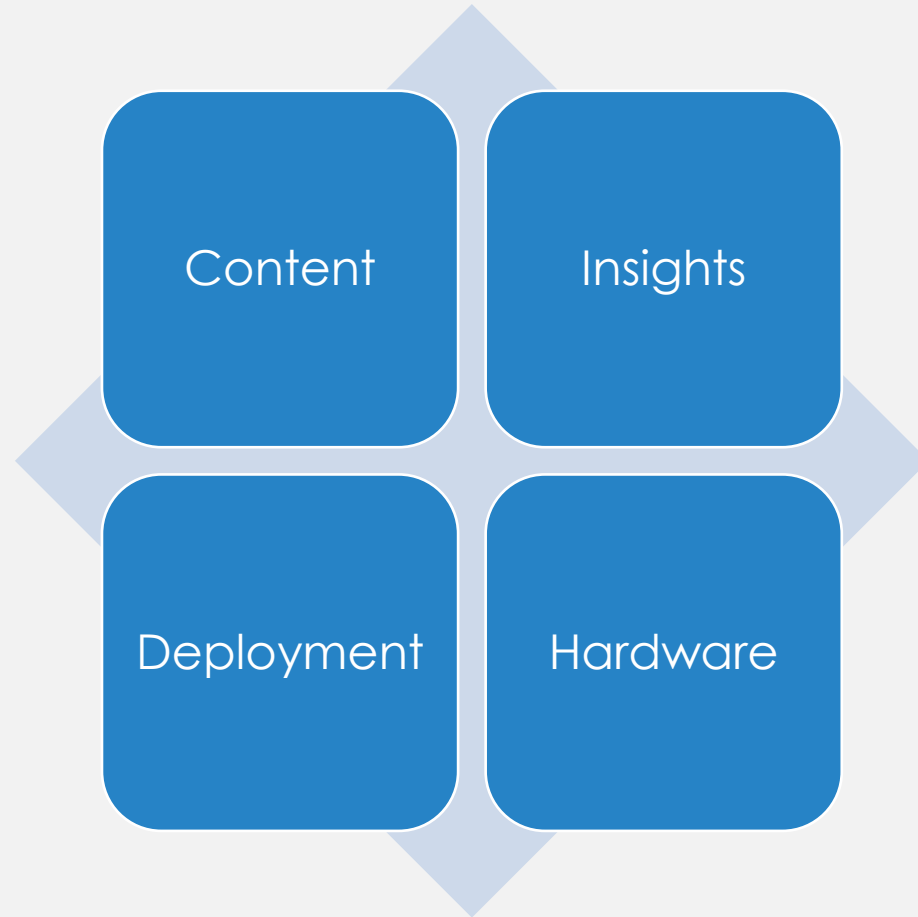
- Realistic context
- Increased engagement
- Safe space

Key Business benefits

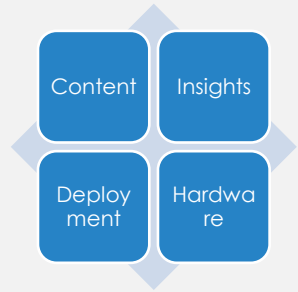
- Increased scalability
- Reduced cost
- Accelerated learning curve
- Standardized learning



Kritische succesfactoren voor enterprise VR



Overview components



VR Content



- Tutorials
- Exercises
- Training
- Certifications
- Assessment

VR Lobby



- Authentication
- Selecting Session
- Update & download VR Applications

Teach Portal

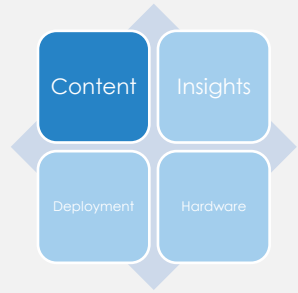
A screenshot of the Teach Portal dashboard. It shows a table with columns for Name, Value, and Indicator result (%). The table contains 14 rows of data, including items like 'AantalAanrijdingenDoorHeftruck', 'BeschadigdePijler', 'BlokadeDoorPallet', etc.

Name	Value	Indicator result (%)
AantalAanrijdingenDoorHeftruck	Very Good	100
BeschadigdePijler	Very Bad	0
BlokadeDoorPallet	Very Good	100
EvacuatieRichtlijnenBrandoefening	Very Good	100
GSMGebruik	Very Good	100
GebruikSpiegels	Mediocre	60
GeenSafetySchoenen	Very Bad	0
LekkendVat	Very Good	100
OnbevoegdPersoon	Very Bad	0
PalletOpDoorhangendeLegger	Very Bad	0
PickMetKoptelefoon	Very Bad	0
VerkeerdeFotos	Very Bad	0
VerkeerdeReachBeweging	Very Good	100
WandelpadenGebruiken	Very Bad	0

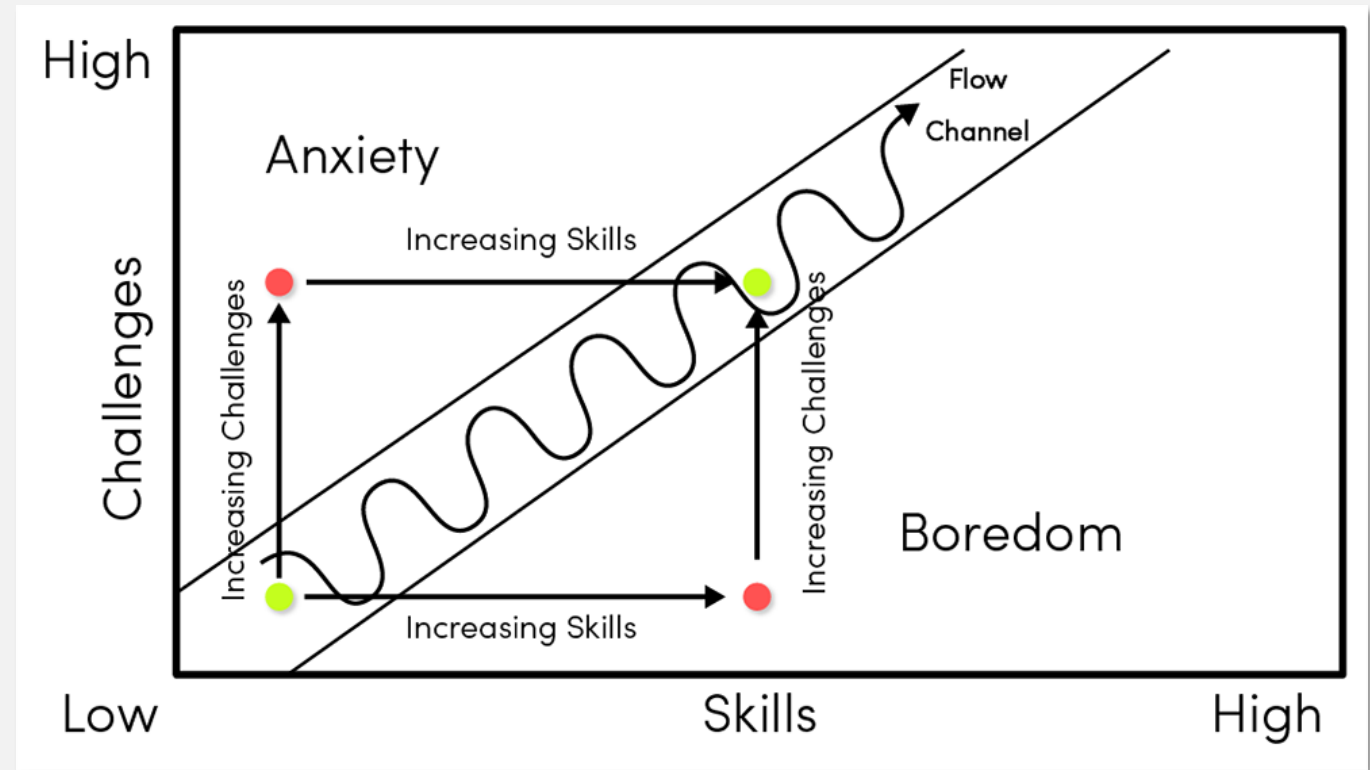
- User & Course management
- Dashboarding
- Recording & playback
- Event trail
- LRS-LMS



Content creatie proces



- Inhoud eerder dan visuele accuraatheid is kritisch
- In functie van doelstelling (training vs assessment)
- Engaging
- Design thinking
 - User centered approach
 - Quick feedback loops



Safety awareness training

Last Minute Risico Analyse (LMRA)



Alles loopt verkeerd!



Bouwplaats in VR



Vind alle gevaren



Let op je tijd!

Georg Fischer



bPost



Vlaams Instituut Logistiek



Hard skills

Factual, Conceptual, Procedural, Meta-cognitive



Assertiviteit

Kritisch denken

Doorzettings-vermogen

...

Persoonlijkheidsvaardigheden

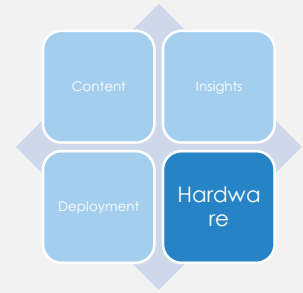
Emotionele vaardigheden

Sociale vaardigheden

Soft skills

Meta-cognitief

Standalone VR devices



Oculus Quest 2

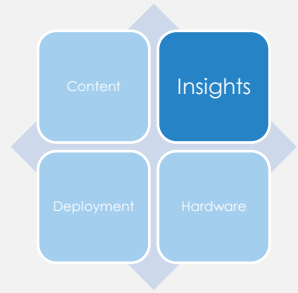


HTC Vive Focus3



Pico Neo 3

Van data naar inzicht



Gebruikers

- Individu
- Klas

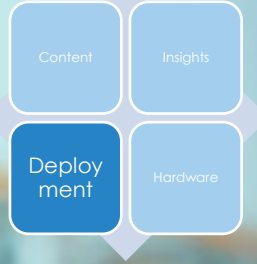
Training

- Representativiteit
- Duidelijkheid

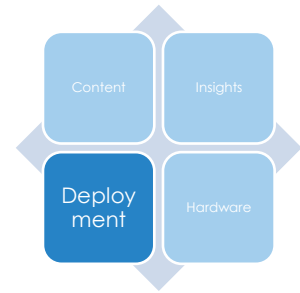
Realiteit

- Proces
- Omgeving

Passerelle VR Teach Platform is een veilige, schaalbare SaaS oplossing voor de aanmaak, verdeling en rapportering van VR training en assessment toepassingen



Webportal



Passerelle XR

gf.demo-passerelle.supportsquare.io/explore/app/

XR Portal

3 Courses

Design Projects

2 Meetings

6 Persons

Today's Training Sessions

☐	Start time	End time	Active Duration	Enrollment	Participant	Lesson	Status	Success	Score
☒	2021-09-10 15:10:06		00:00:59	GF Cool Fit Course	Lucas Van Hooste	GF Cool Fit	Initialized		
☐	2021-09-10 14:55:10	2021-09-10 15:09:29	00:14:19	GF Cool Fit Course	Lucas Van Hooste	GF Cool Fit	Abandoned		

1 row/s sele

Kom naar onze stand!!!

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Some of our customers

GEA engineering for
a better world

proximus

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LIVING LOGISTICS

APPLIED
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Atlas Copco

De Vlaamse
Waterweg nv

SULZER

Baxter

VYNCKE

Agidens
Progress brings us together

VAN DE WIELE

Fuji Seal

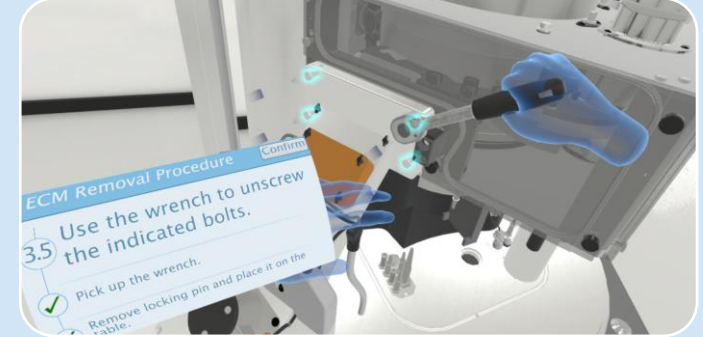
EASYKIT



Vision

Operators will at all times have frictionless access to the exact information they need to perform their job

Solution



Guide

- Unlock available procedures
- Step-by-step guidance on wearables

Coach

- Unlock available expertise
- Coached by experts

Teach

- Unlock intrinsic potential
- Trained in virtual environment