



GAMIFY YOUR TRAINING D.I.Y.

Stay in control and create Game Based Learning tools

WITHOUT programming!



Workshop contents

-   **Introduction BlueTea**
Who we are
-   **Effective knowledge transfer**
How we remember
-   **Proeverijen content**
What I used during my session
-   **Try yourself!**
Create an account and try the game yourself
-   **Ready to go platform: VirtualStudio®**
This is how you create a flexible training environment
-   **More content and resources**
Find more content and resources via our YouTube channel

Reach out to me...



Rudi Dullens

CEO / Smart Training Expert

+31 (0) 6 51 422 536

r.dullens@bluetea.nl

BLUETEA

...or LINK with me



BLUETEA

The EdTech Engineers

Company Video

(click Youtube link)

<https://www.youtube.com/watch?v=Edu3nUnmXyA>



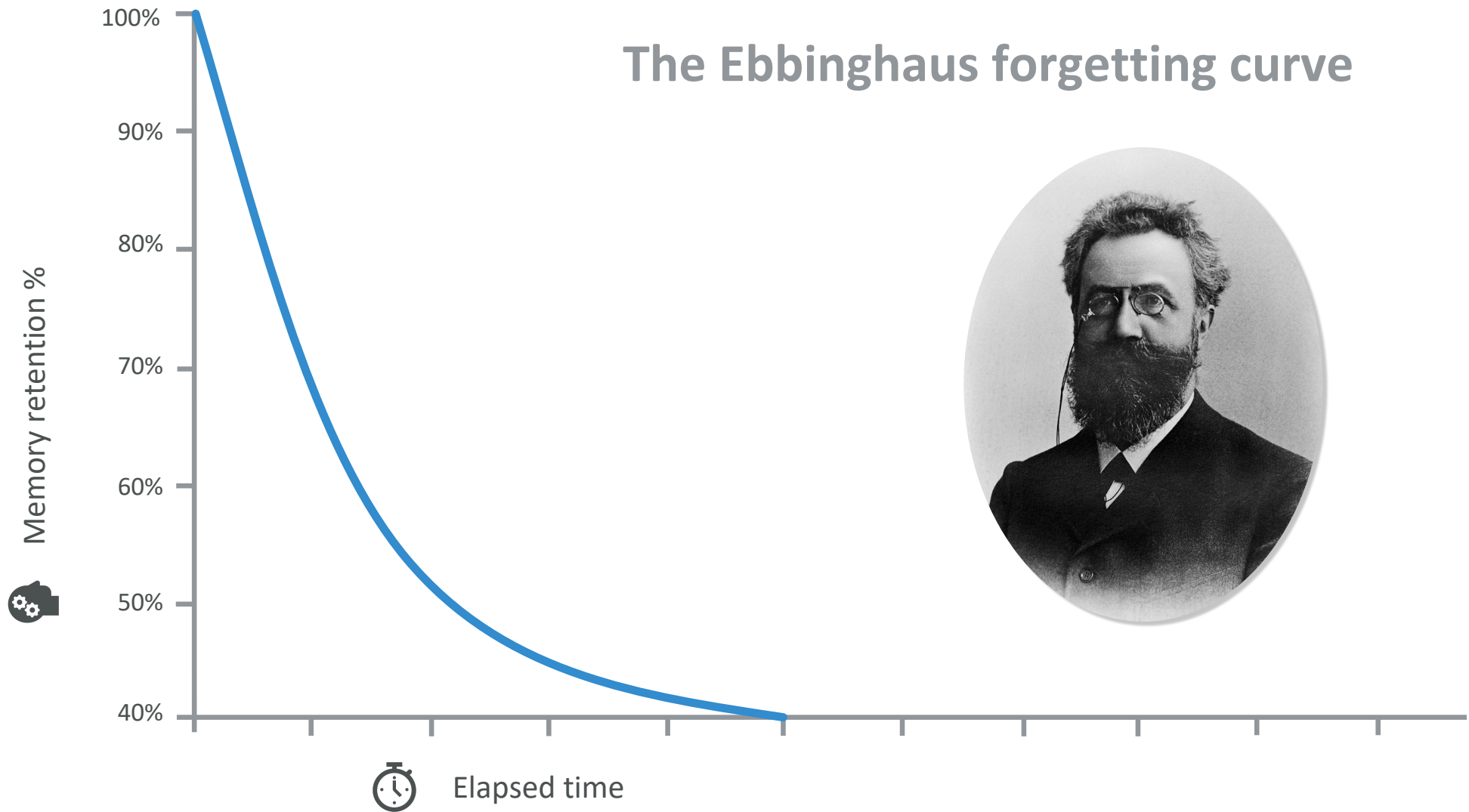
MacBook

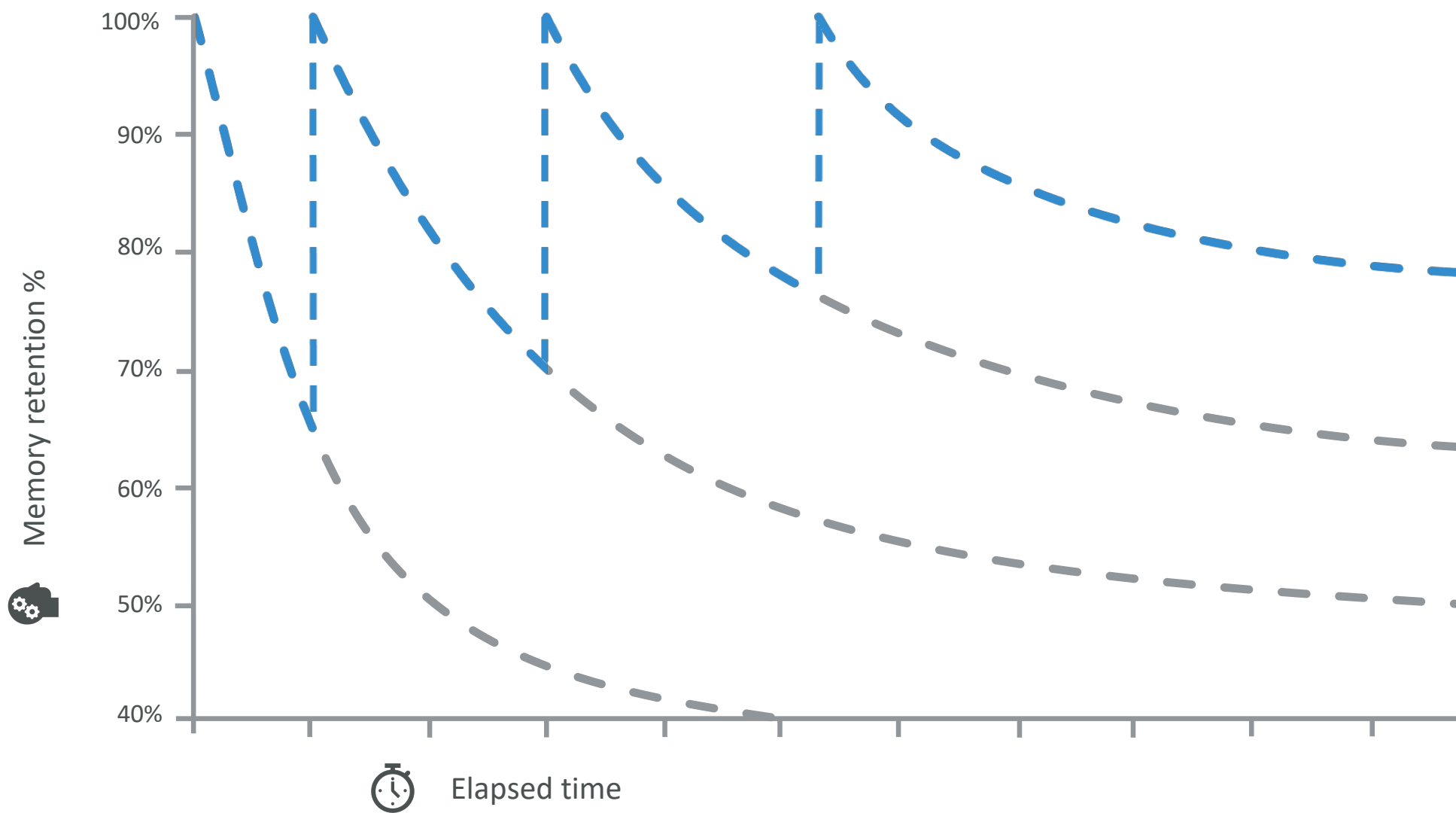


Effective knowledge transfer

How do we remember things

The Ebbinghaus forgetting curve





Effective!

Virtual simulations and Serious gaming



Make mistakes

Effective learning is about the ability to learn from mistakes, without getting hurt along the process



Break things

A positive effect on knowledge retention does not only come from making mistakes, but also breaking things results in a positive learning experience



Safe

Besides, making mistakes and breaking stuff the training environment should be safe. Especially virtual simulations and virtual serious games comply to that



Availability

Virtual Simulations and Serious games do not rely on location, time and access. Being virtual also means being available all times, any place, anywhere.



Unambiguously and consistent

Without human interference, Virtual Simulations and Serious games always tell the same story and tell it consistently



Challenging

Challenge is in the core of our being. We always want to get better. Using this effect is called gamification which challenges the trainee to continue and get better



Proeverijen content

What I used during my workshop session





04:25



1527



21%



0



JOHN

CHIEF LEARNING & DEVELOPMENT

ANY-COMPANY INC.

KNOWLEDGE AVENUE 100
INNOVATION CITY

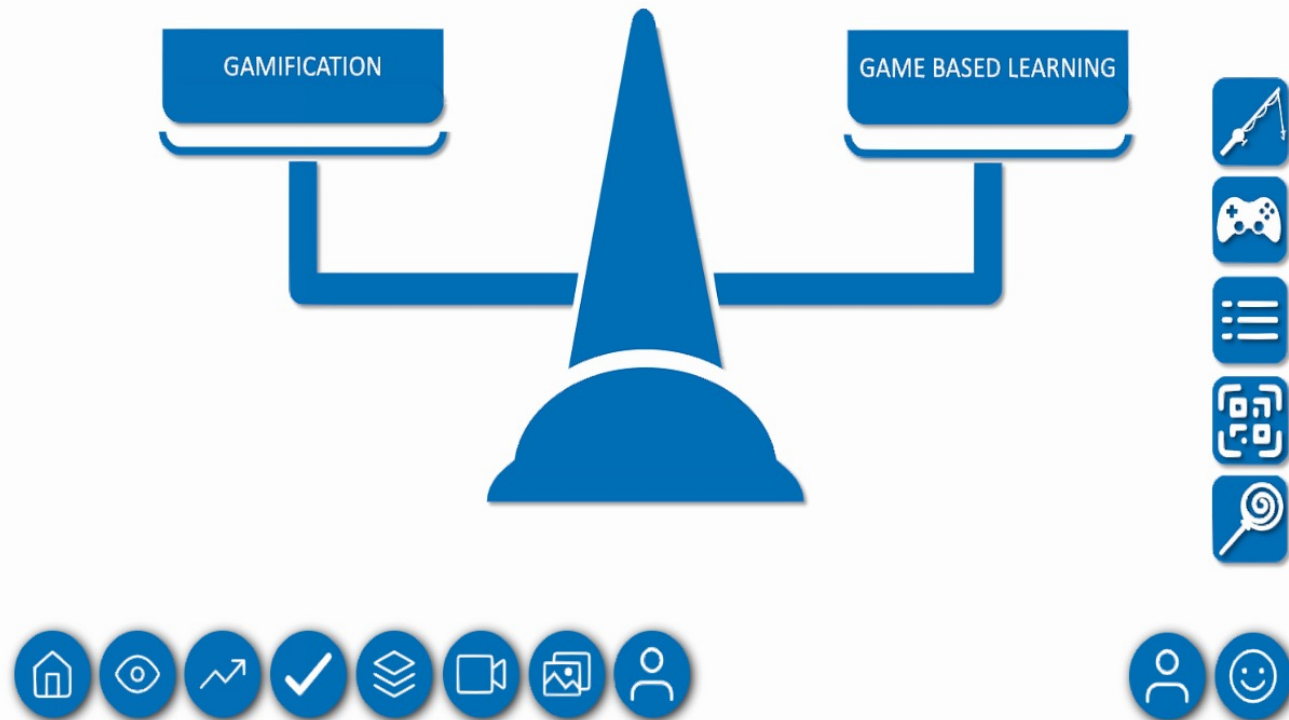
CELL: +1 427 1276422



Generated with DALL-E



Gamification versus Game Based Learning







Try yourself!

Create an account and try the game yourself

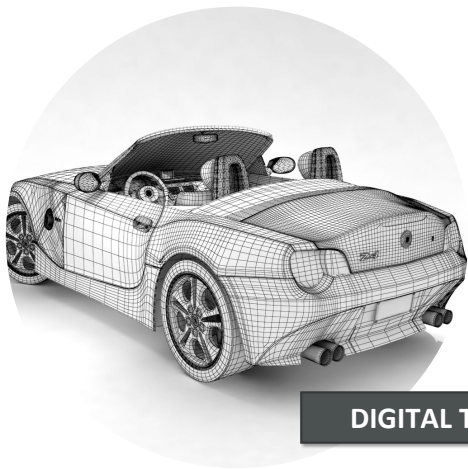


Create an account and login via computer



Ready to go platform: VirtualStudio[®]

This is how you create a flexible training environment



DIGITAL TWIN



AR: HoloLens



VR: Oculus Quest



Desktop/Mobile



Future technology



Virtual Instructor



Multi-player support



Scenario toolkit



Training performance



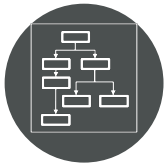
Single interactive 3D model

USER EXPERIENCE

INFRASTRUCTURE

Ultimate training flexibility!

You are only limited by your own imagination



Create and change training levels

Unlimited changing of levels, lessons and training procedures without any programming skills



User management and SSO

Create an account to start training or use any SSO (Single Sign On) application for access to training



Progress and performance reporting

While gaining knowledge the training progress is being recorded for after action review and personal improvement



Task and competencies

Not only track progress but even track progress based on specific tasks or competencies



Built-in simulation and GBL tools

Flexibility comes with reuse and thus a number of options can easily be used in training levels/lessons e.g., text-to-speech instructions, translations, randomness, gamifications, highlighting, hinting, etc.



Connectivity

Connect to the world of training using xAPI connectivity for progress exchange and more training related data



- Games
- My results
- Highscore

- Greg
- Log out

Results / Results

en

Personal results

3

Hours played

67%

Games failed

33%

Games completed

48

Games played

0/2

Trophies

Game results

Demo Level name	100 Scored points	100% Score percentage	70% Passing percentage	01:53 Time	27/02/2020 Date	✓
Get to know the pump Level name	100 Scored points	100% Score percentage	70% Passing percentage	03:21 Time	27/02/2020 Date	✗
Get to know the pump Level name	0 Scored points	0% Score percentage	70% Passing percentage	00:06 Time	27/02/2020 Date	✓
Get to know the pump Level name	100 Scored points	100% Score percentage	70% Passing percentage	02:23 Time	2/03/2020 Date	✗

TRACK PERSONAL RESULTS AND PROGRESS





- Games
- My results
- Highscore

- Greg
- Log out

1.6.0 | Disclaimer

High-score / High-score

en

Get to know the pump

Position	Player		Score	Time	Date
1	RK	Roland	100%	01m 16s	11/5/2020
2	RD	Ralph	98%	02m 04s	3/4/2020
3	BC	Ben	87%	02m 22s	21/3/2020
4	TD	Tom	99%	03m 06s	11/3/2020
5	JH	John	100%	05m 26s	20/2/2020
6	PM	Peter	76%	01m 03s	24/1/2020
7	EJ	Eric	63%	05m 56s	31/3/2020

CREATE HIGH SCORE LISTS





- Games
- My results
- Highscore

ADMIN

- Reporting
- Users
- Dealers
- Customers
- Editor

SETTINGS

- Parameters

- Greg
- Log out

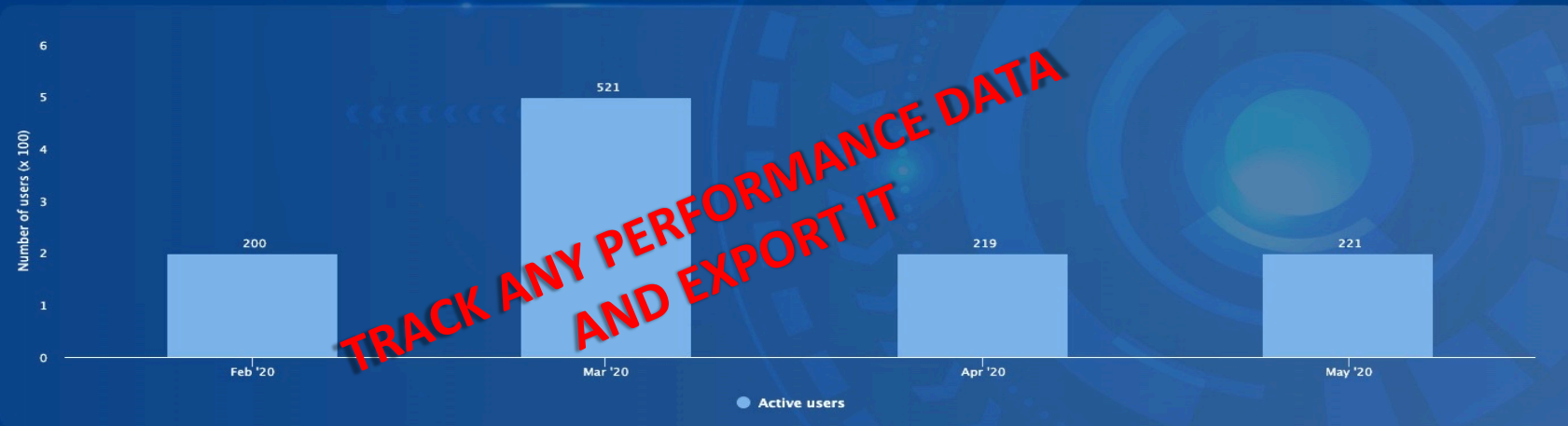
1.6.0 | Disclaimer

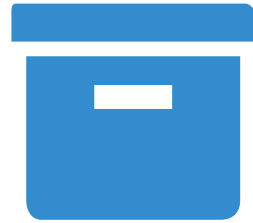
Reporting / Active users / Active users

en

- My playtime
- Active users
- Level scores
- Playtime scores
- Level times
- Download

27-05-2019 - 26-05-2020





More content and resources

Find more content and resources via our YouTube channel

BLUETEA

The EdTech Engineers

More Videos

(click Youtube link)

<https://www.youtube.com/@BlueTeaBVIttervoort/videos>



MacBook