



3DEXPERIENCE®

VISUAL INTERACTIVE TRAINING

SMART AND EFFICIENT MULTI-CHANNEL TRAINING
FOR OPERATION STAFF



IMPROVE LEARNING AND REDUCE COSTS WITH IMMERSIVE TRAINING CONCEPTS

Staff training is widely acknowledged by companies as being resource intensive. Students are often not fully engaged with learning material, and the cost of maintaining an up-to-date training environment is expensive. The Visual Interactive Training solution is a powerful visual learning platform that engages staff within a dynamic virtual experience.

By replacing the physical environment with a virtual one the time taken to train staff is greatly reduced. In eliminating the need for a physical product in most stages of training overall training costs are lowered.

The need for change

Training facilities cannot change quickly enough to reflect the dynamic business requirements of today's world. While some companies still maintain physical state-of-the-art training facilities access to resources is limited. The result is an unsatisfactory learning experience for many students who are unable to absorb the full training content within the short amount of time allocated.

Building a better training framework with a multi-channel approach

The Visual Interactive Training solution engages students with dynamic visual content which they can consume across different channels. Learning material becomes increasingly immersive and virtual as their knowledge base deepens. The student progresses through three channels of training: online, classroom, and immersive 3D visualization. Within these channels content learning occurs across three different platforms utilizing different types of learning material: web-based courseware, interactive, game-based training, and immersive 3D room (the last and most advanced stage of virtual learning). Companies can select from different channels and modules or implement the complete training system.

Harnessing the power of immersive virtual learning

Visual Immersive Training lets companies use virtual representations that mimic the same features, functionality, and operating capabilities of physical products by programming each object with predefined logic rules. Training departments can create customized learning environments for different products, while reusing or modifying core components of one learning situation for another. For example, a training department could create a variation of an airplane door with a different locking mechanism. Content within the three learning channels can all be updated to reflect the new learning requirements.

Embracing a new learning paradigm

Visual Interactive Training changes the way students learn and how they acquire knowledge. Students can learn at their own pace – in an environment of their choice, and adopt a learning style that best suits them. By providing a flexible and immersive learning environment, multi-channel visual interactive training corrects some of the core problems that are inherent with classical, physical, staff training systems

including: poor motivation, disparate learning rates, and lack of flexibility. Instead, students interact with virtual products or situational environments just as they would with physical ones – first by familiarizing themselves with a product and its features, then building on their knowledge to establish operational awareness. Training continues until students reach the desired level of competency, which can be set at operational familiarity or extended through to advanced maintenance and repair.

Expanding training capabilities by streamlining physical product interaction

An immersive training framework that incorporates Virtual Reality (VR) components greatly reduces the need for physical product handling as part of the staff learning experience. Using the Visual Interactive Training solution, students practice on the physical product only at the last stage of training. They enter this stage with a solid foundation of product knowledge acquired in previous training modules. With this approach learning is faster and training capacity can be increased. At the same time the number of physical training modules or situational environments can be reduced.

Benefits

- Reduced dependency on physical mock-ups provides significant cost savings while delivering increased training flexibility
- Three-channel content learning approach (online, classroom, and immersive 3D) helps accelerate staff training
- Wide range of training applications: from familiarization and operation to installation, maintenance, and repair – supported by varied training system sizes: from tablets to CAVE
- Delivers realistic and full-scale 3D training experiences with fast variation of scenario variants
- Flexible content framework that can easily accommodate product or environmental changes
- Flexible IT technology stack (including 3DEXCITE DELTAGEN and PICTUREBOOK) that can be incorporated into any IT platform

Our 3DEXPERIENCE® platform powers our brand applications, serving 12 industries, and provides a rich portfolio of industry solution experiences.

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