VReduNet

Klaus Stöttner – pool3

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pool3

We do more than motion.

Pool3 VR core and ecosystem – from a single application to a fully integrated VR training concept

Augmented reality

Spatial Computing

VR-Training

Extended reality

Virtual Reality

360° Content

Immersive learning

Mixed reality

Immersion through perception

= Immerse yourself in a virtual environment involving all your senses

Our aim:

Enable the consciousness of the user to perceive the virtual environment as real or normal.

Immersive learning as a central R&D activity at pool3

- 20 years of experience in complex 3D media design
- Technical Background in our productions
- ROI
- VR as R&D focus since 2014


pool3
We do more than motion.
„Tell me and I forget.
Show me and I remember.
Let me do and I understand.“
Konfuzius, 551–479 BC

benefits

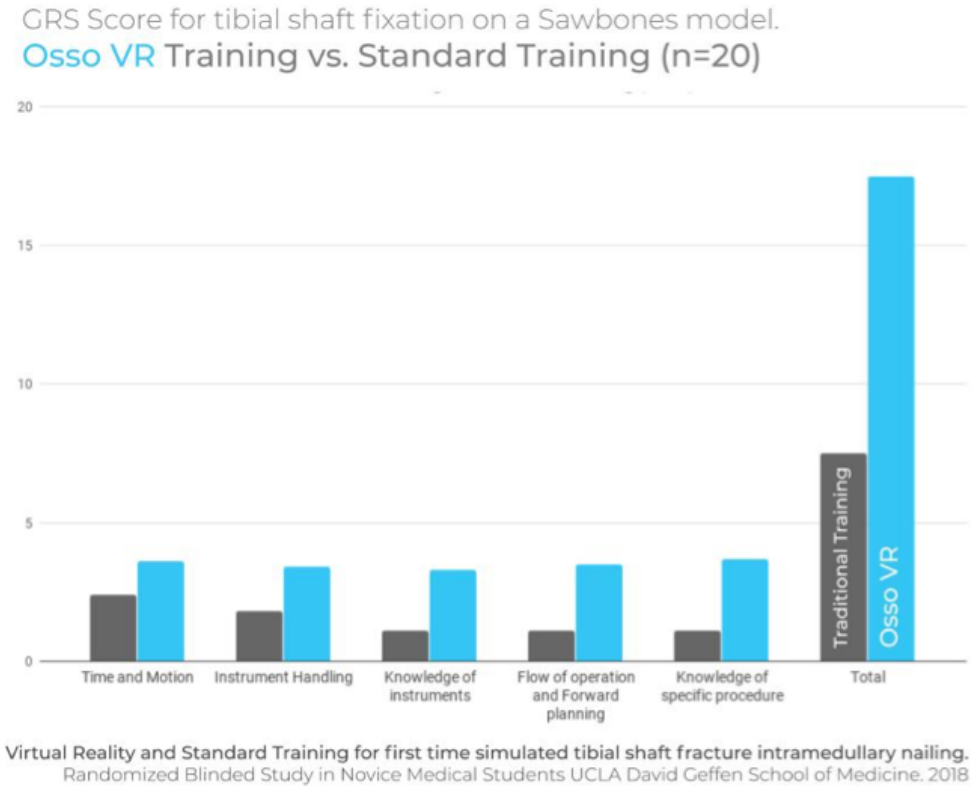
- save time and money
  - Travel costs
  - Reduce downtime
  - efficient time managementn
  - Space requirements

- increase safety
  - experience dangerous situations
  - Improvement of training
  - Mulitlingual Training
  - HR processes

- better QM in learning process
  - Level of attention
  - documentation
  - Analyse tools
  - Fully digital Process

VR studies prove advantages

Use of VR in the training of surgeons: higher learning success– scil.ch



VR soft skills training Study – pwc.com


360°

A practical approach to 3D learning

- 3D-learning mothod
- Process integration
- Training goals - learn, practice, experience, apply
- Complexity of the task - degree of interaction - attention
- Need to scale in terms of infrastructure
- Relevance of spatial perception for training success

Interaction and movement

- How would you solve it in reality
- Focussing the tasks
- Standards for interaction
- How to move without moving

Haptics and Sounds

- Intuitive movement and control
- real and simulated Haptik
- Acoustic perception
- Further perception with mixed reality hardware

pool3 VR CORE goals

- Make it as intuitive as possible
- Content matters most
- Appeal certain senses
- Transferring experience into standards
- Increase effectiveness!


360°

Prozessmanagement,
Userdaten-Verwaltung

Analyse von Trainingsdaten,
biometrischer Daten, Zeiten, KPI,
Dokumentation der Trainingsergebnisse

Servicezugang,
Serviceanbindung

Aktualisierung,
Versionspflege, Debugging

Hardware-Update, künftige
VR-Systeme

Variantenbildung, Verwaltungsebene für VR-Trainings, Individualisierung der Anwendung für kundenspezifische Inhalte

Integration von AI-Systemen (bots)

Trainerintegration

Multiplayerfunktion,
Multiplattformfähigkeit

Google-Translate-Server,
Lösung für die Textinhalte,
Spracherweiterung, Textpflege

Mixed-Reality-Installation
(z. B. Simulator)

Simulator Hardware
mit Motion Feedback und
Sinnsimulation

VR Training Simulator -Hardware

ETV

EFG

EKS

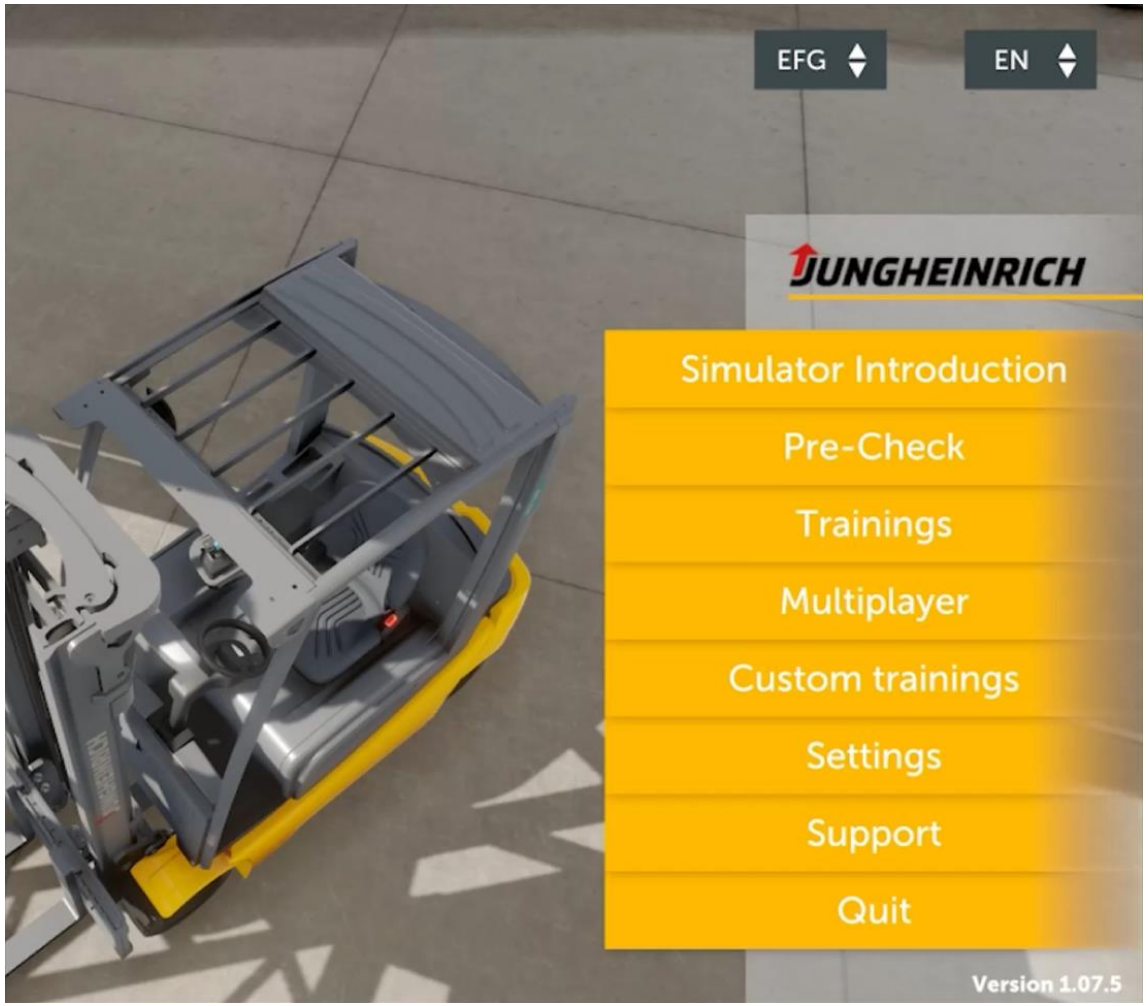
EKX

After sales service

- Continuous development
- Automatic updates
- Manage customer content
- VR Hardware support

Localization

- multilingual
- Backend solution
- Google translate
- Different content (units, standards,..)
- Different product variants

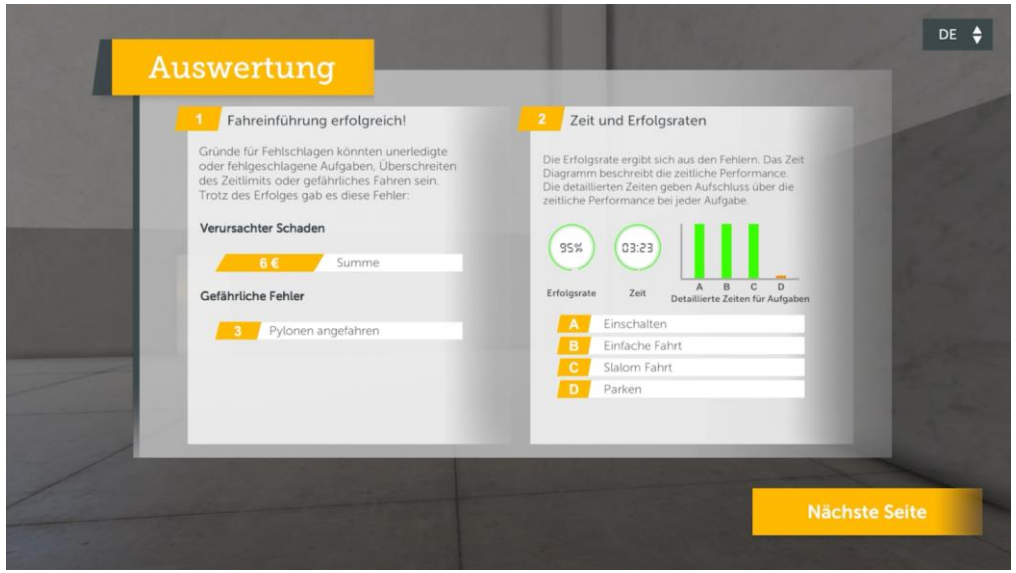


Customizability

- Customer Branding
- Different Environments
- Special Training levels
- Adjustable behaviour
  - Driving, reaction
  - AI bots
  - Obstacles
- Control hardware with thousands of possible occupancy options
- Automatic content distribution

Network and Evaluation

- Multiplayer
  - external Trainer
  - Several Trainees in one scenario
  - VoIP, Trainer Cam
- Training evaluation
  - Time, errors
  - Evaluation of individual steps
  - Replay mode
  - Data processing via LMS, ERP
- Remote Support help desk via team viewer



pool3 - HUB

- a central, network based administrative level for trainingscontent
- Connects Training App with Trainees and Trainers
- Worldwide Trainerintegration via webBrowser
- LMS integration

pool3 VR ecosystem goals

- Fully integration in clients processes
- Total control of who, what, when
- low administrative effort
- Provide service access
- Increase efficiency!

pool3 Kontakt

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