



Next Generation Interactive Learning Platforms Crafted for Millennial Generation Consumers



Presentation Learning Objectives

1. Understand Learning Designs For Optimal User Engagement.
2. Have Basic Knowledge Of Next-Generation Interactive Learning.
3. Learn Tips To Develop More Effective Training.
4. Be Able To Speak To The Value Of New Training Media In Your Organization or During Interviews.

Presentation Scope

Will share 10 learning platforms for more engaging and interactive learning and describe the user experiences, challenges and benefits.

Media Demos:

Oculus Rift, Tango Tablet, Animations / Simulations, Unity, 3D Mobile APPS, Virtual and Augmented Reality, the MYMIC Interactive Poster and Holoportation.

More Companies Are Embracing New Technologies



**STCW Virtual Ship Familiarization
Bunkering, Oily Water Separators**



**Longshore Safety Orientation
Ladder Fatality Simulations**



**SHERWIN
WILLIAMS.**

**Flammable Liquids and Static
Electricity Safety Training
8 Language Translations**



**Incident-Specific Learning
Team Supervisor Training**



RIVERSIDE

**Health System Onboarding
ILT to CBT Conversion**



**Oculus Rift V/R Rocket
Propellant Mixing Bowl
Safety Training**

Why More User Engagement?

Some of the benefits of visual and interactive courses are:

- 1. Learner engagement** - Encourages learner participation in exploration and learning, concentrate on areas of interest or areas that need improvement.
- 2. Knowledge retention** - Learner engagement increases knowledge retention.
- 3. Relating learning to real life situations** - Integrating real life examples and problems into your eLearning course will show learners how knowledge acquired can be applied outside of the learning environment
- 4. Simplifying complex concepts** - By creating simplified models of complicated or involved processes and tasks, **and presenting them in a visual and interactive format**, allows the learner to process the knowledge more quickly and effectively.
- 5. Simulating real life tasks** - Through digital storytelling and visual interactive scenarios that simulate real life, training on the job becomes simpler and more effective.

Instructor Led PowerPoint Doesn't Optimize The Learning Potential



This Crowd Appears To Be Engaged
In The Training, But Are they?

Why Conduct Training in a Virtual World?

- **Easier for the user to become immersed and engaged in the training experience.**
- **It's safe to fail in a virtual environment.**
- **When the trainee is rewarded for right actions in a game environment, it's more impactful.**
- **The easy 24/7 access creates an immediacy for the user and is especially appreciated by those interested in excelling with self-help.**

Game-Based Learning

- **Balance subject matter with gameplay.**
- **Engage players in a learning activity**
(badges, leaderboard, personalized icons)
- **Optimize subject matter retention.**
- **Apply learning content to the real world.**
- **Fail in a safe environment.**
- **Learning experience becomes enjoyable.**
- **Trainee seeks more learning in this environment.**



**No
Power
Point**