# Peter Manniche Riber

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**Why do I speak funny?**

1) I am from Denmark
2) I was heavily sedated this morning at the dentist
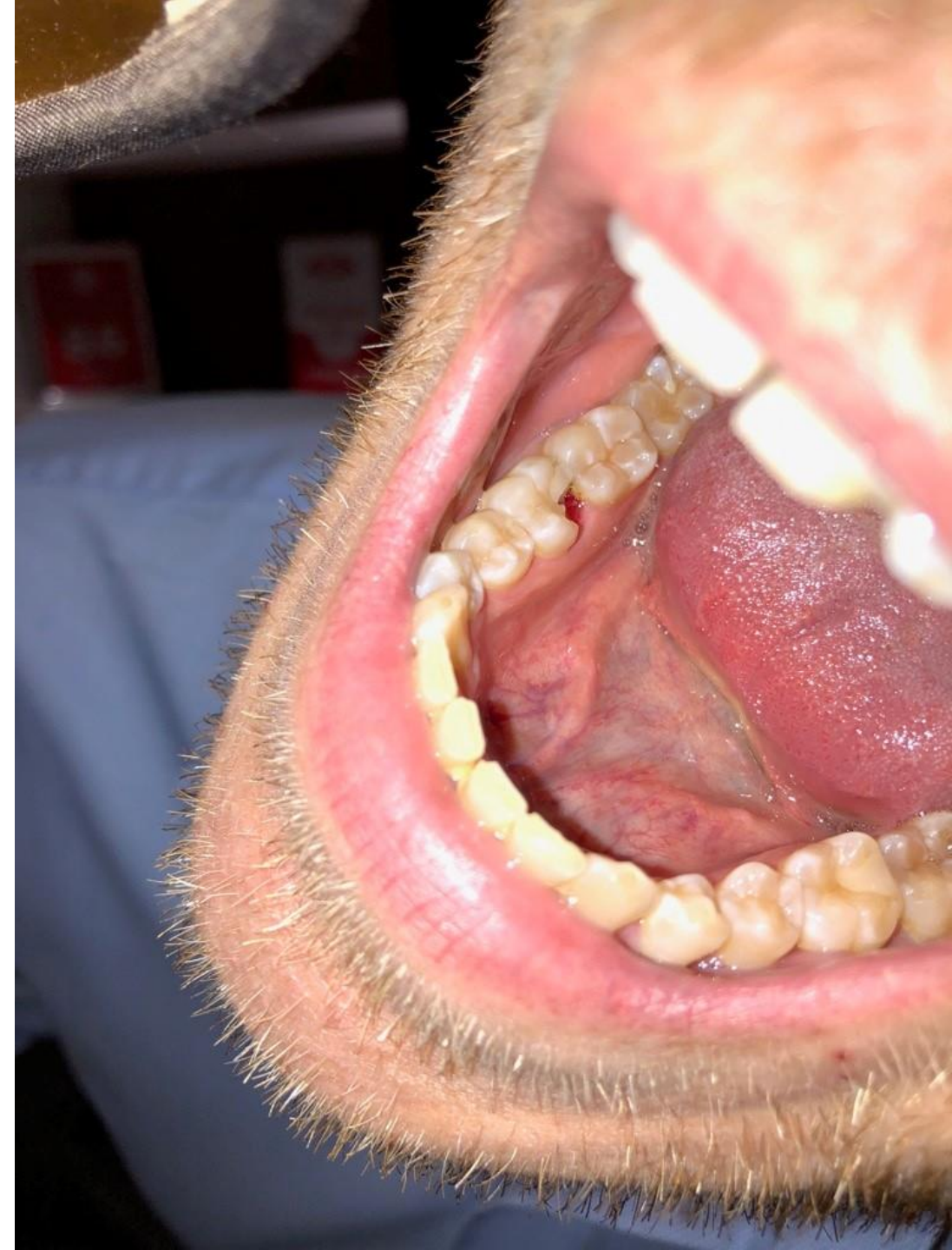
**Why do I have anything to say about VR?**

1) I have worked with VR and learning for 4 years now
2) I love VR

**Why did I put that appalling picture on this slide?**

1) It will make you remember this session
2) I am a man, and I need you to know that I've been through pain.

**Why am I using Times New Roman as a font?**

1) Because I've missed it and because I can.

VR for what?

1          2          3          4

"efficient learning may be conceptually achieved through the generation of subjectively experienced neuroemotional states that provide simple internalized codes of biological value that correspond to major life priorities for the animal."

- Jaak Panksepp, "Affective Neuroscience"

Learning describes our ability to store our (emotional) reactions to experiences, and to adjust our behaviour based on those reactions.

- Nick Shackleton-Jones, "Education is the Cuckoo in the nest"

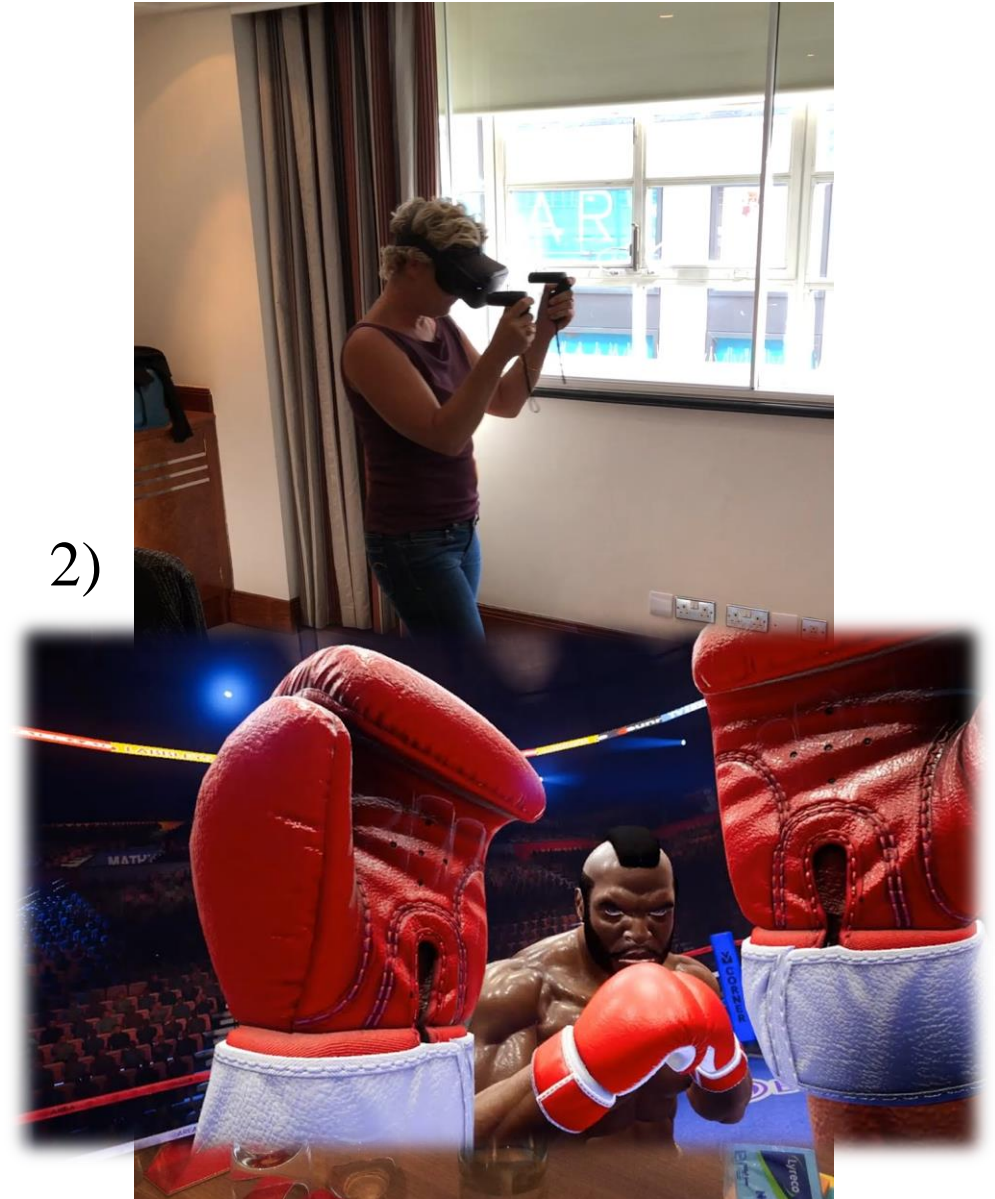Rare image of a shark stepping on a Lego.

Virtual Reality is perfect for
**stimulating emotional response**

Which experience do you think Astrid was in?

1)

2)

# Quick Data Collection

How would these examples potentially impact your emotions?

🔴 It **wouldn't** : Keep your hands down

🟢 It **would:** Raise your hand

EXERCISES

CASE STUDIES

ANECDOTES

Why does VR work?

# Live Experiment

(take a walk)

# Embodiment

**someone or something that represents a quality or an idea exactly:**

*He was the embodiment of the English gentleman.*
*She was portrayed in the papers as the embodiment of evil.*

# Please put your **hand forward** like this:

# Please put your **hands forward** like this:

IEEEVR☀2016
Greenville, SC

Is there a business case?

# Case 1

**Problem to be solved:**

If cargo containers are loaded inefficiently there is a substantial cost impact for DHL (they don't want to "ship air in air")

**Solution:**

Create a training module in VR to engage employees and enable regular training and healthy competition

**Results:**

- 99% of employees felt that the training better equips them to carry out their jobs

- Increased levels of engagement through the ability to capture scores and compete with colleagues across the globe

- This increased engagement leads to increased staff retention, reducing staff turnover and the associated costs

- Data captured from the training is used to inform future training and identify employees who may need additional support

# Case 2

SIEMENS Gamesa
RENEWABLE ENERGY

**Results:**

- In use for ==more than 2 years==

- Reduced training costs of ==70-80%== mainly due to reduced travel expenses and reduced investment in physical equipment – **without compromising the level of competence**

- Significant ==reduction of time spent training== experienced personnel.
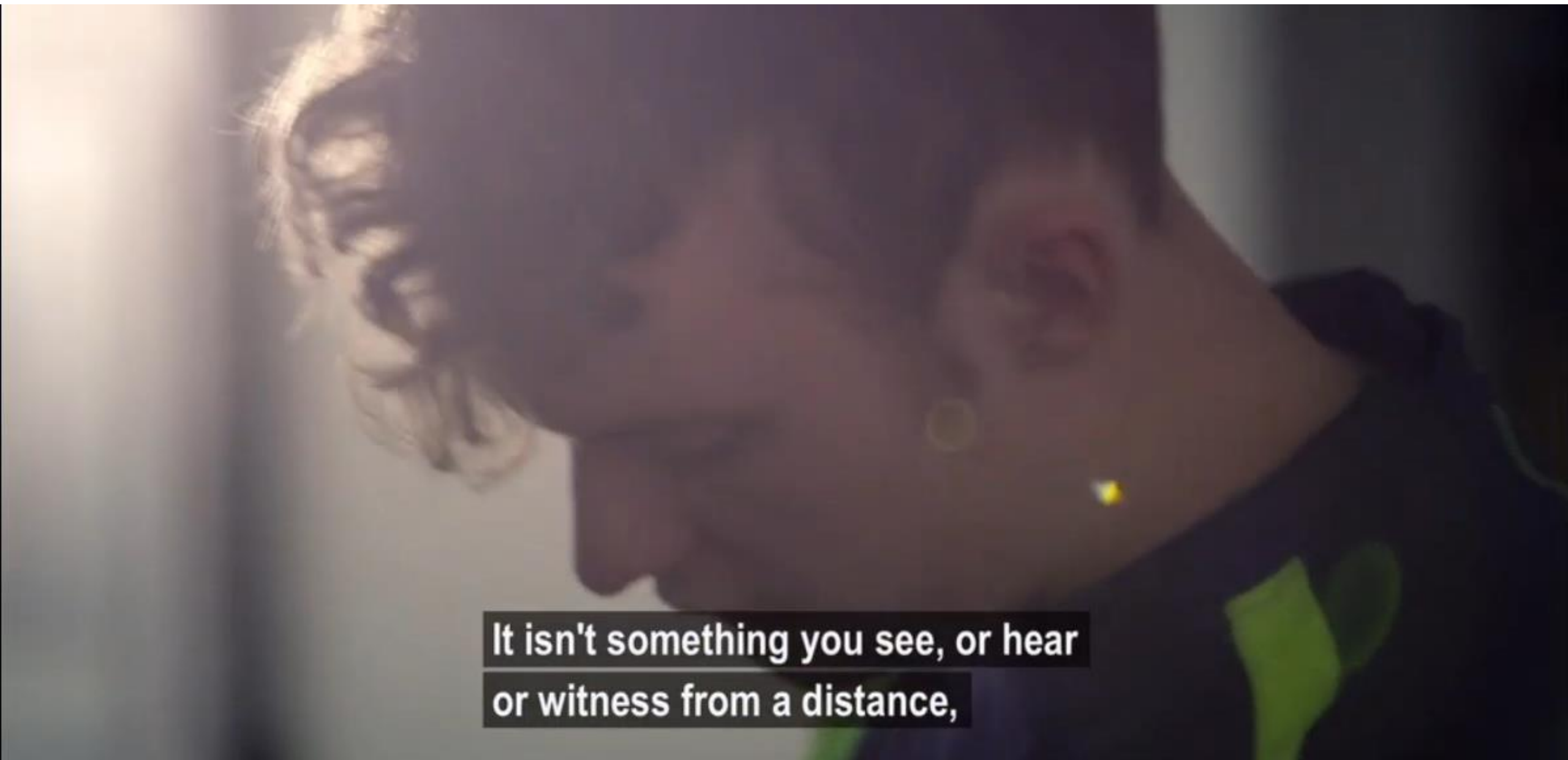
**Problem to be solved:**

The training setup was too expensive and it was difficult to train the necessary process for new and experienced employees.

**Solution:**

Create a collaborative training in VR and scrap the physical training set up completely

It isn't something you see, or hear or witness from a distance,

# Case 3  SKANSKA  OUT HERE

**Problem to be solved:**

Safety breaches and unwanted behavior at construction sites, founded the need for an awareness training on how to behave safely at the site

**Solution:**

Create a VR experience, where you experience the consequences of not being aware and safe

**Results:**

"What we can see at this point is that VR has helped our construction workers to be aware of risks at the site in a new way, which has led to new solutions that the workers hasn't been thinking of before.

- Tania Sjöberg, Leadership Developer, Skanska

# Questions

.. and maybe answers