



We create AR/VR training which improves and saves lives

We make your business and employees safer

AVIATION



HEALTH & SAFETY



DEFENCE



MEDICAL

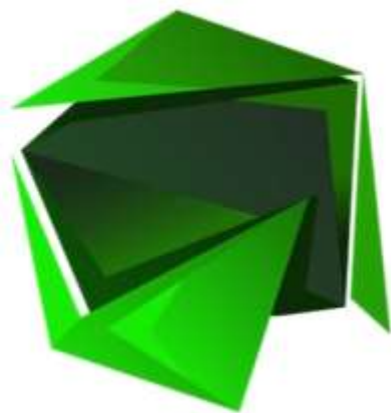


FIRST RESPONSE



ENTERTAINMENT / EXPO





WHAT IS THE DIFFERENCE?

Augmented Reality (AR)



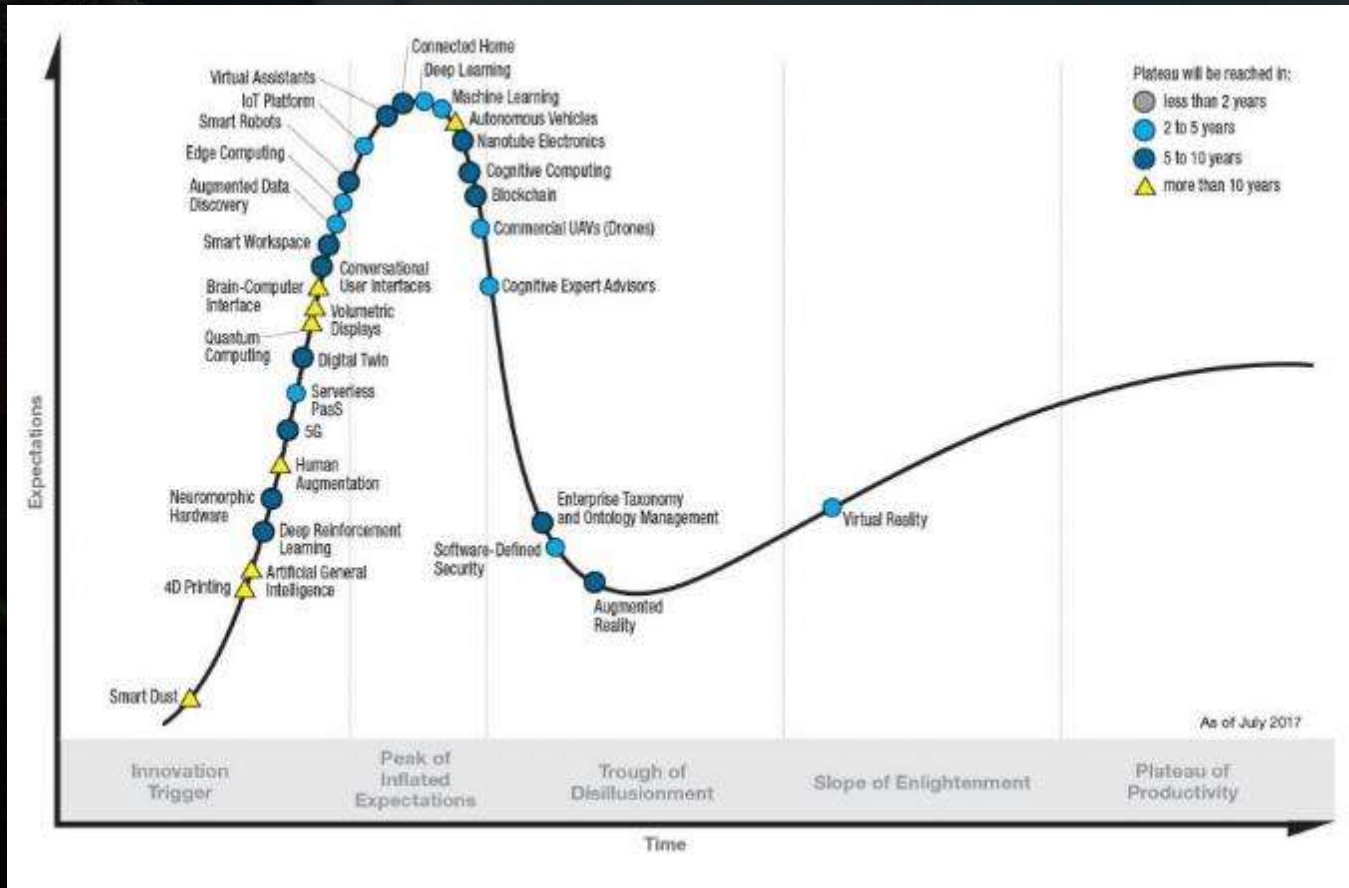
Virtual Reality (VR)



Extended Reality (XR)

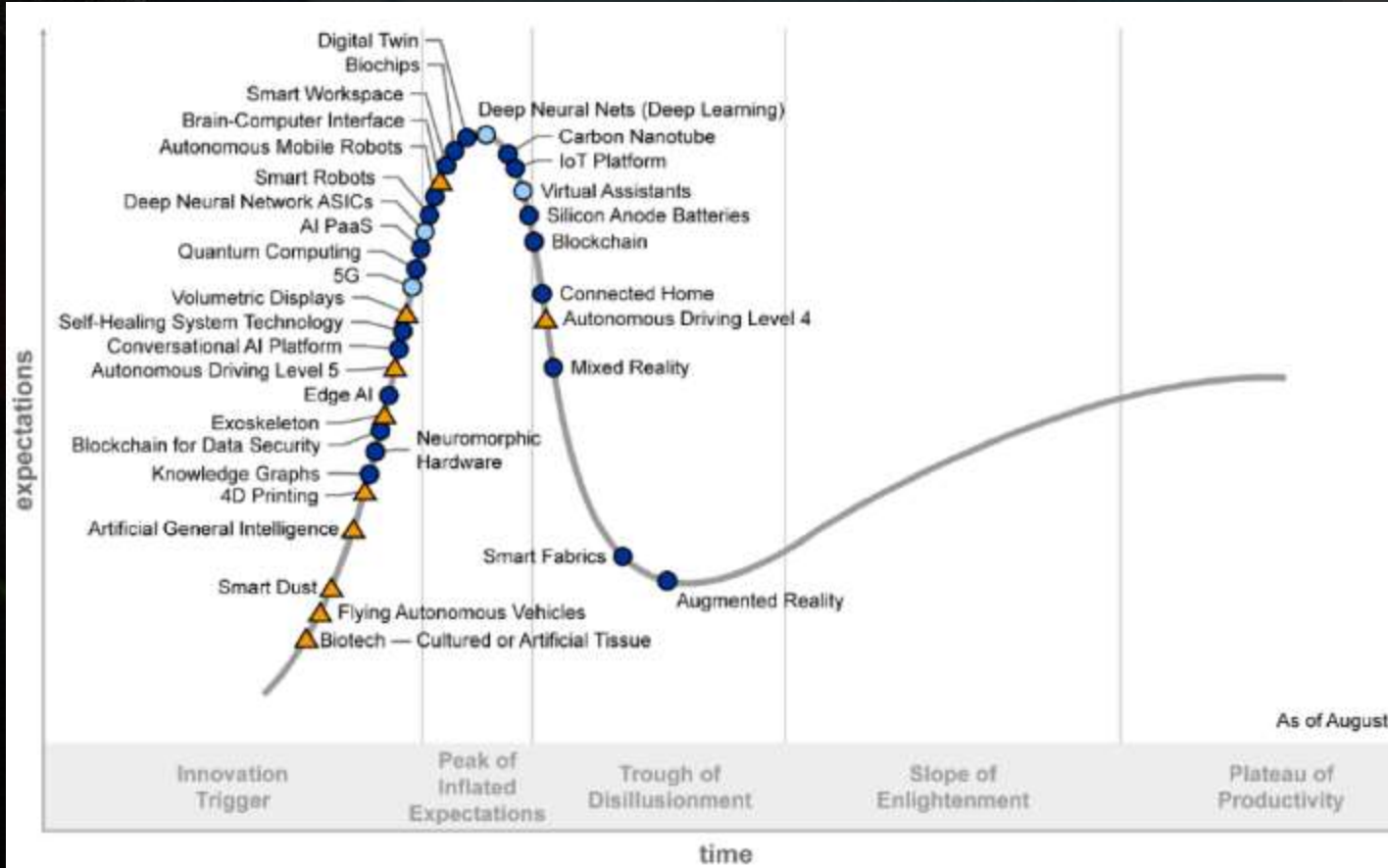
TOP TRENDS IN EMERGING TECH HYPE CYCLES

2017



TOP TRENDS IN EMERGING TECH HYPE CYCLES

2019



TOP TRENDS IN EMERGING TECH HYPE CYCLES

2021



WHY IS NOW A GOOD TIME TO START?

Fast follower rather than an early mover,

Device as a service (DaaS)

- Headsets can be leased,
- Headsets come with maintenance and support,
- Headsets are designed as business tools not toys.
- No longer tethered.

Data

- Data tracking course completion and confirmation of competency,
- Connect to your existing LMS and track employee completion.

Software as a service (SaaS)

- Off the shelf solutions and pay per user rather than bespoke,
- No cost development pathways working alongside software developers,
- Strategic partnerships for content development.

Quality

- 1:1 scale,
- Photorealistic



WHAT ARE THE STATS?

Retention

75%

Lectures have 5%, reading 10% and audio visual 20%. It beats all other training other than on-the-job.

Injury reduction

43%

VR training reduces workplace injuries and accidents by 43%.

Task efficiency

90%

90% of participants confirm that VR training helped them improve efficiency.

Training time

75%

Training time is cut by 75%.

Memory recall

8.8%

The increase in memory recall compared to desktop training.

Task completion

2.7x

Trainees are 2.7 times more likely to accurately complete real-world tasks the first time.

A study by PwC found that **VR training was far more effective than traditional training methods** like classroom education or self-paced online learning at creating an emotional bond to the content being taught and instilling the confidence that employees need in order to best perform their jobs.

4x

4x faster to train compared to classroom learning.

275%

275% more confident to apply skills learned after training.

3.75x

3.75x more emotionally connected to content than classroom learners.

4x

4x more focused than e-learning peers.

WHAT ARE THE BENEFITS?

Specific to Aviation

Access to high value assets

- No need to ground aircraft,
- No need to run equipment,
- Save valuable simulator time by allowing trainees to practice,
- Newer generation employees are expecting this type of training.

Give trainees access to trainers virtually.

- Provide consistent training through virtual guided walk throughs,
- Free up the trainers for the “real world” training.

Lower cost of training.

- No need to travel staff to training locations,
- ROI on costs of VR training are immediate, - **EGR VR - estimated ROI \$250,000 annually - Jetstar**
- Headsets cost as little as \$300 USD per month,
- Software cost as little as \$25 USD per person.

WHAT ARE THE BENEFITS?

Specific to Aviation

Allows your staff to practice tasks with no reliance on access to equipment or people, in a safe environment, anywhere, anytime in under 45mins.



StaplesVR

HOW TO GET STARTED?

What can go wrong?

Don't go bespoke

- The cost to entry is high 100k+ compared to \$25 per user as SaaS,
- Lease your hardware,
- Make sure you have a support system that is not relying on internal IT.

IMPORTANT –

Ensure the content you select is solving a problem that can't be solved with simpler technology ie a video / E-Learning.

Set up the training environment to provide ease of access.

- Will trainees be required at a specific location or can they train at home?
- Ensure the VR/AR module is a requirement to complete a course.
- Headset management system

IMPORTANT –

Ensure you integrate this into the training and educate of the existence. If you don't make it a requirement to complete the VR training you will not get the results you are after.

HOW TO GET STARTED?

What can go wrong?

Provide H&S Guidance.

- Provide simple and easy to use instructions that a trainee can operate with different levels of tech competency.
- Hygiene Control guidance.
- Make sure you have a support system that is not relying on internal IT.

IMPORTANT –

Ask your supplier for their guidance and to confirm they have designed their mechanics using user centric design.



“The important thing is to start and do so in a way you can prove success quickly”

How to integrate AR/VR into course structures?

A person is shown in profile, wearing an AR headset. They are interacting with a large monitor that displays a 3D model of an aircraft engine. The person's hand is positioned near the screen, suggesting a hands-on interaction with the virtual model. The background is slightly blurred, showing what appears to be a classroom or training environment.

Classroom Learning

← VR/AR is used here to supplement / enhance classroom training to speed up the time needed when access to a sim or real aircraft is required. It also allows at home learning and “Safe” Practice.

Simulator / Hands on Training

OTJ Learning

← AR is used here as a step to help with OTJ training.

CASE STUDY – SAFETY AROUND AIRCRAFT



Problem

- Taking high value assets offline to do familiarization training,
- Cost of flying engineers and trainers to training locations,
- Low consistency of training.

Solution

- No cost development partnership,
- Provide access to aircraft, hangar and training material,
- Staples developed a 1:1 scale replica of the A320 and B787 and engineering hangar at Melbourne, Australia Airport,
- Jetstar trainers provide the acceptance testing,

“The safety familiarization training saves Jetstar an estimated \$300,000 USD per year by removing the need to ground the aircraft”
– Murray - Engineering Training Manager - Jetstar

CASE STUDY – ENGINE GROUND RUN -



Problem

- Engineers have limited access to simulators,
- Cost of flying engineers and trainers to simulator locations,
- Limited access to the trainers.

Solution

- No cost development partnership,
- Provide access to aircraft and training material,
- Staples developed a 1:1 scale replica of the A320 and B787,
- Jetstar trainers provide the acceptance testing,

“StaplesVR’s Engine Ground Run VR Training is expected to return \$250,000 USD back to our business annually”

– Roselene Bosco - Engineering Training Manager - Jetstar

CASE STUDY – CABIN DOOR TRAINER -



Problem

- Cost of flying staff to training locations,
- Limited access to trainers,
- Carbon footprint from staff travel for training impacts ability to reach climate goals.

Solution

- No cost development partnership,
- Provide access to aircraft, door trainers and training material,
- Staples developed a 1:1 scale replica of the doors and internal aircraft,
- AirNZ trainers provide the acceptance testing,

CASE STUDY – EMERGENCY SLIDES -



Problem

- Cost of flying staff to training locations,
- Limited access to trainers and equipment,
- Physical space required to deploy slides,
- Injury to staff while completing the training.

Solution

- No cost development partnership,
- Provide access to aircraft, slides and training material,
- Staples develops a 1:1 scale replica of the aircraft and equipment,
- Qantas trainers provide the acceptance testing,





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