



# GEN Z AND NEW METHODS OF LEARNING

Prepared By Imen Mhalla

[imen.Mhalla@pf.gov.ae](mailto:imen.Mhalla@pf.gov.ae)

Presidential Flight, Abu Dhabi. UAE



# AGENDA

Understanding GEN Z

Training Methodologies

Survey Outcome

New Technologies usage

Implementation

# HOW WELL WE KNOW GENERATION *Z*



# UNDERSTANDING GENERATION Z

## CHARACTERISTICS

**1**

**DIGITAL NATIVES, TECH-SAVVY**

**2**

**PREFERENCE FOR VISUAL AND  
INTERACTIVE CONTENT**

**3**

**SHORTER ATTENTION SPANS,  
NEED FOR QUICK AND  
ENGAGING INFORMATION**

## LEARNING PREFERENCES

**1**

**INTERACTIVE AND HANDS-ON  
LEARNING**

**2**

**USE OF MULTIMEDIA AND  
GAMIFIED CONTENT**

**3**

**IMMEDIATE FEEDBACK AND  
REWARD**





# **TRADITIONAL METHOD OF LEARNING**

- **Classroom Based Training**
- **Manual Simulation**
- **Lecture based instructions**

# VIRTUAL REALITY (VR) IN TRAINING

## Applications:

- Emergency evacuation
- Fire fighting procedures
- Security search

## Benefits:

- High level of immersion and engagement
- Safe practice for dangerous situations
- Enhanced memory retention through experiential learning



# EXTENDED REALITY (XR) IN TRAINING

## Applications:

- Real-time guidance with AR overlay
- Combining physical drills with virtual feedback

## Benefits:

- Contextual learning with real-world elements
- Interactive and engaging experiences
- Flexibility in training scenarios



# GAMIFICATION IN TRAINING

## Applications:

- Safety drills as interactive games
- Quizzes and challenges with **rewards**

## Benefits:

- Increased engagement and motivation
- Better retention through **repeated** practice and feedback
- Competitive and collaborative learning environments





# INTEGRATION OF VR, XR, AND GAMIFICATION

## Applications:

- A VR emergency drill followed by a gamified quiz
- XR-based real-time problem-solving scenarios with gamified rewards

## Benefits:

- Holistic learning with diverse methods
- Addressing different learning styles and preferences
- Continuous engagement and motivation



## Embry-Riddle Aeronautical University:

**Overview:** a leading aviation and aerospace university, launched a VR-based flight training program.

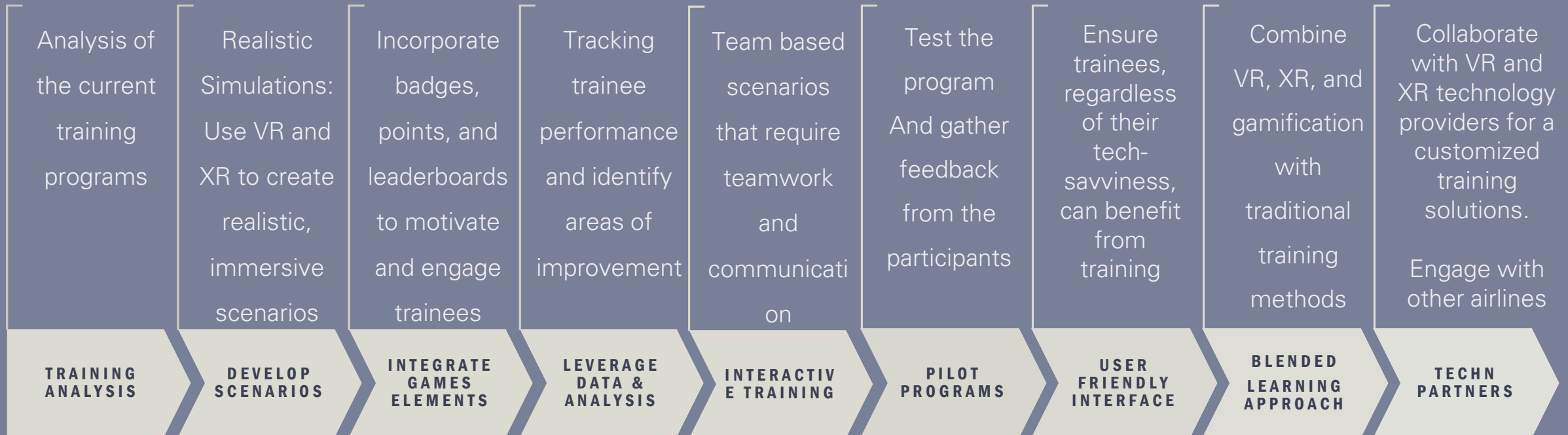
**Results:** Students who participated in the VR training needed 30% less time to complete their first solo flight compared to traditional training methods



- Coordination with the Regulator is crucial
- Explanation of the intention
- Replacement of a requirement or additional enhancement



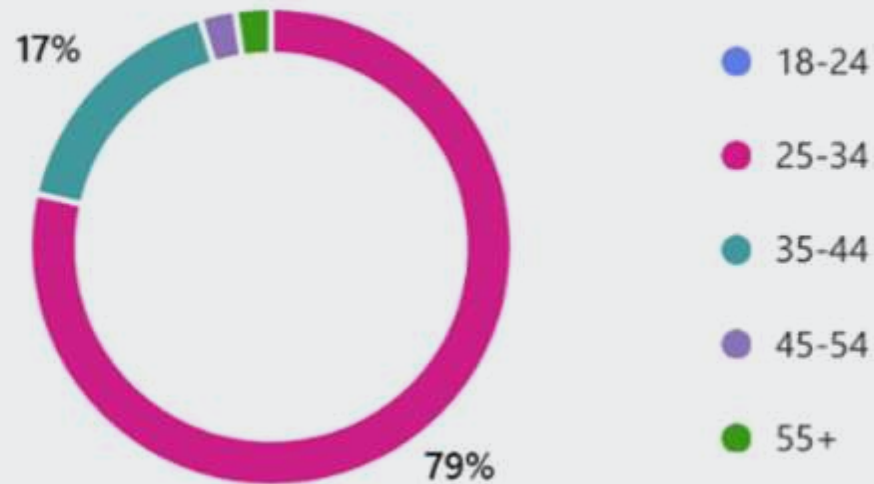
# HOW TO IMPLEMENT



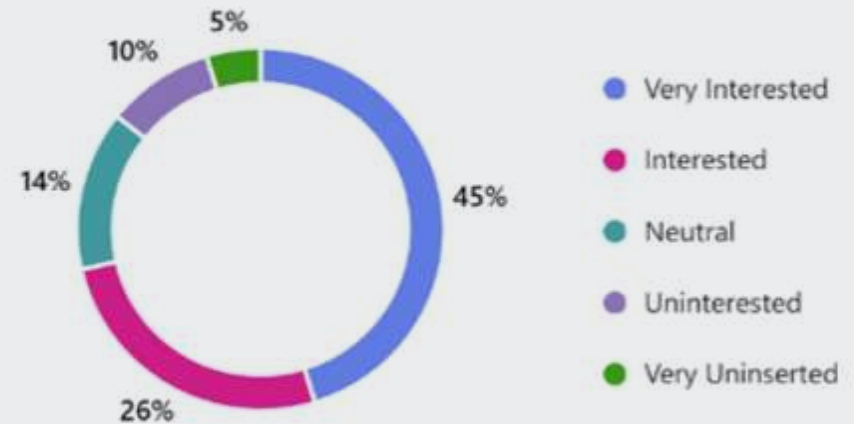


# SURVEY RESULT ON NEW LEARNING METHODS

1. What is your age group?



4. How interested are you in incorporating VR and XR into your training for cabin safety and emergency procedures?

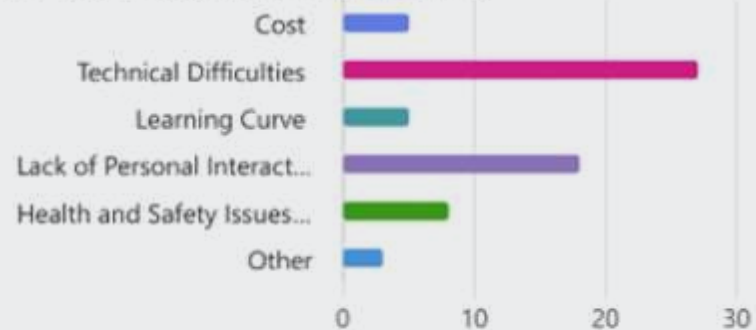


# SURVEY RESULT ON NEW LEARNING METHODS

5. What benefits do you believe VR and XR could bring to cabin crew training? (Select all that apply)



6. What concerns do you have about integrating VR and XR into cabin crew training? (Select all that apply)



# SURVEY RESULT ON NEW LEARNING METHODS

“To have more VR, XR and gamification trainings throughout the year and not only for recurrent”

“Could be a useful tool and help increase engagement for newer generation employees”

“Would be a lot more realistic”

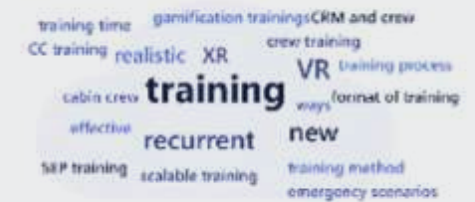
“I love the idea!”

“I think it’s the time to upgrade and improve”

“Interested as it will give more realistic approach to situations that may occur”

10. Please share any additional thoughts or suggestions you have regarding the integration of VR, XR, and gamification into cabin crew training:

42 responses submitted



# SURVEY RESULT ON NEW LEARNING METHODS

"Gaming would be an effective tool to **retain the information** and  
be more interested"

"I am **worried for lack of personal interaction** when using these methods, as communication with crew "

"The simulations will be more **realistic** and through practice and **repetition** of every year's recurrent we will **increase** our  
**knowledge**"

"I believe that will be a big step forward in improving the whole training process and **bringing the future into the classroom**"

"As most of the crew are quite young, I believe this method will be **engaging** for them and will be **helpful**"



# THE IMPORTANCE OF HUMAN INTERACTION AND ONBOARD LEADERSHIP

- Balancing Technology with Human Guidance
- Role of Onboard Leaders
- Effective Communication
- Enhancing Engagement





**WILL IT GET BETTER?**



With each day, technology  
advances, bringing Virtual  
Reality and AI closer to  
everyday life, unlocking new  
possibilities for everyone to  
benefit and thrive



**The portable  
APPLE MACINTOSH!**



**1984**



THANK YOU