



# We create AR/VR training which improves and saves lives

We make your business and employees safer

AVIATION



HEALTH & SAFETY



DEFENCE



MEDICAL

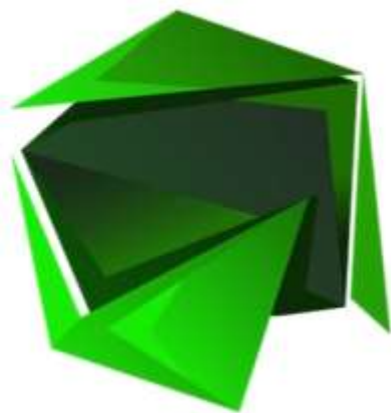


FIRST RESPONSE



ENTERTAINMENT / EXPO





# WHAT IS THE DIFFERENCE?

## Augmented Reality (AR)



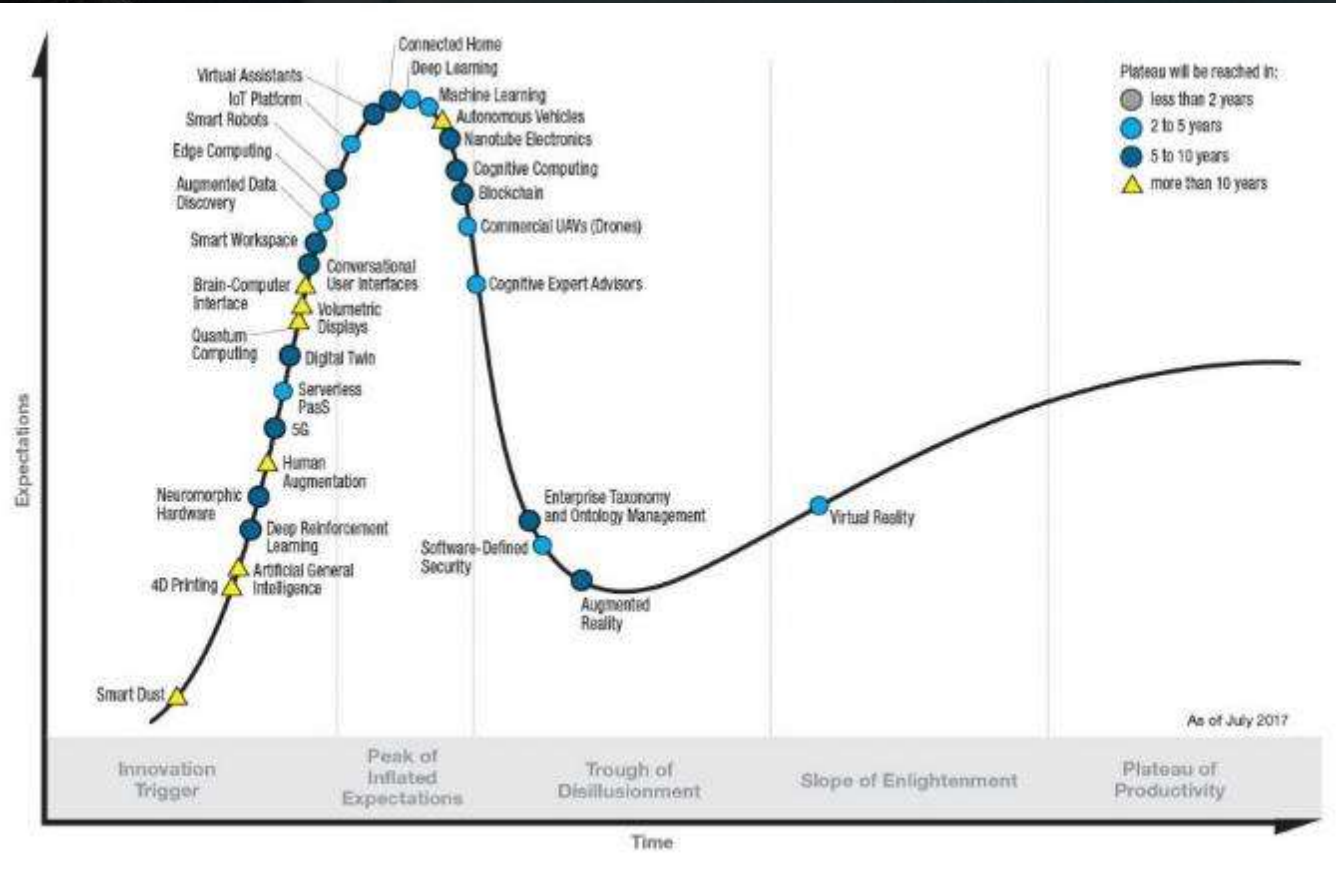
## Virtual Reality (VR)



## Extended Reality (XR)

# TOP TRENDS IN EMERGING TECH HYPE CYCLES

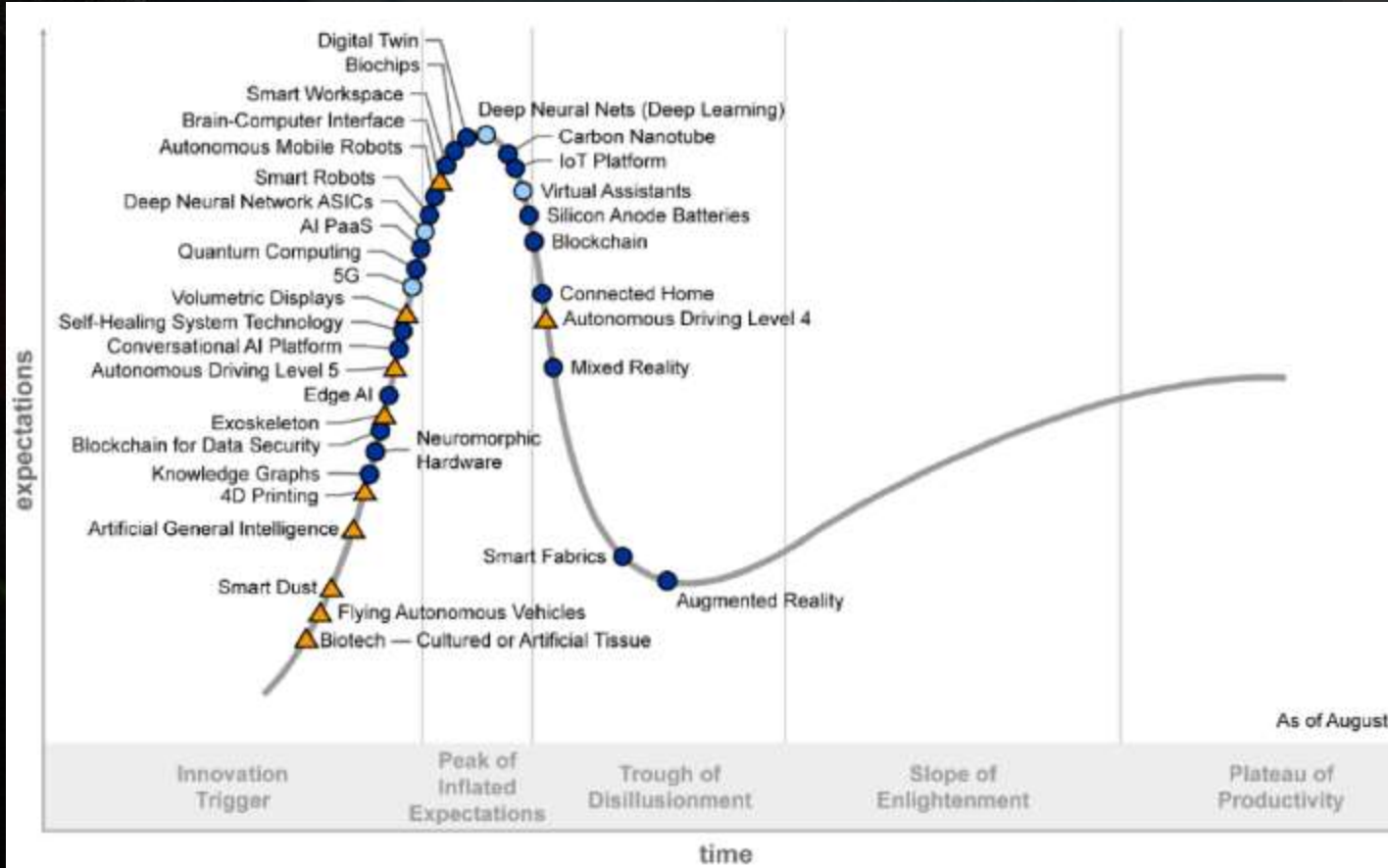
2017





# 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 a transparent AR headset. They are interacting with a large digital screen 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 dark and out of focus, emphasizing the user and the AR interface.

## 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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