HEARTWOOD www.hwd3d.com

Why the Future of Training is VISUAL, INTERACTIVE and PORTABLE

Introduction



Raj Raheja CEO raj@hwd3d.com



Neil Wadhawan VP, Co-Founder neil@hwd3d.com

HEARTWOOD empowers companies to

Reduce Operation & Maintenance training costs Accelerate employee learning Decrease expensive live training

By deploying 3D Interactive Training







eon







What's going to happen IOW?

1. Issues/problems that exist *Quick Audience Poll*

 Today's Solution for Today's Needs
 DEMO Videos! *Quick Audience Poll*

4. Real Customers

"How is *your* training conducted



RESPONSE #1

Classroom/Facility - INSTRUCTOR LED Practice on ICTUAL EQUIPMENT



RESPONSE #2

PPT. STYLE e-learning courses via LMS



"What do you LIKE / DISLIKE about these

METHODS?"

RESPONSE #1

Classroom/Facility - INSTRUCTOR LED Practice on fICTUFIL EQUIPMENT



MANAGERS / LEADERS

× Travel Cost× Equipment Cost

× NOT Scalable or Portable
 × Resource Issue – SMEs, Instruct.
 × Production Downtime

TRAINEE / EMPLOYEE

✓ Engaging, with Practice

× Inconvenient

× NOT Accessible later



PPT. STYLE e-learning courses via LMS



MANAGERS / LEADERS

✓ Deploy on scale, Cheaper

Lot of SEEING, not much DOING
 "No PRACTICE, No Training"

imes Drop in retention

TRAINEE / EMPLOYEE

✓ Accessible anywhere

× Tedious, Unengaging

× No PRACTICE

QUICK Poll



Live Training – expensive, not scalable

eLearning – not engaging, no practice

... How do we Bridge this (fip?

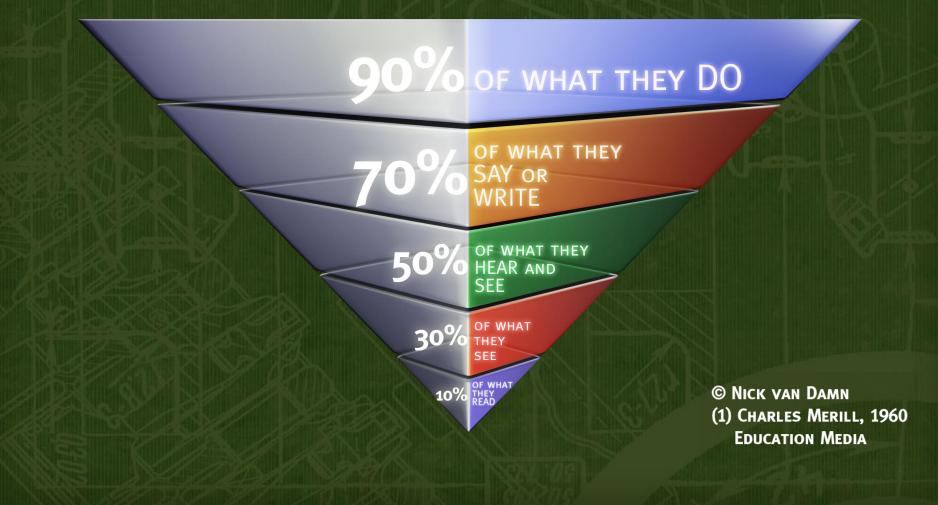
I hear, I fORGET I see, <u>I REMEMBER</u>

I DO, I UNDERSTAND.





PEOPLE REMEMBER



10,000 HOUR Rule

"...Innate gift and talent and a certain amount of intelligence are important, but what really pays is ordinary experience... the magic number..for Mozart and for so many outliers...appears to be 10,000 (HOURS)"

Malcolm (LfDWELL

"An average high schooler will have played 10,000 HOURS of games by graduation – only 100 hours less than they will have spent in the classroom."

Jane MCGOMGAL



From learning by listening to LEADING BY DOING... Education and learning will become as much fun as VIDEOGAMES. And we call it 'full body learning.'

Bing Gordon PARTNER, KPCB

SO...

- The more you DO yourself, more you learn authentically
- 2. For mastery, **PRICICE** makes perfect
- 3. Today's users are tuned to **INTERIC**
- 4. Learning can be made ENGIGING !

If it's supposed to be all VISUAL, Then why am I still TALKING?

DEMO VIDEO



3D INTERACTIVE TRAINING

Learn-by-doing Visual & Interactive Portable

MOBILE & TOUCH Friendly





Generation [(IOUCH)

KEEPS

V Deploy on scale, Cheaper
 V Engaging
 V Practice
 V Accessible

DISCARDS

Travel Cost
 Equipment Cost
 NOT Scalable or Portable
 Resource Issue – SMEs, Instruct.
 Production Downtime
 Inconvenient
 NOT Accessible later

"If the work will ultimately involve DOMG,

shouldn't the TRAINING too?"

QUICK Poll

"WHO is using 3D Interactive Training









RECAP

Reduce (not eliminate) EXPENSIVE live training
 Learn-by-DOING, not-SEEING : No practice, No training
 Train fINTIME, fINYWHERE – Portable | Scalable | LMS | Apps
 Mobile & TOUCH friendly

E-BOOK

The Future of Training is
VISUAL, INTERACTIVE and PORTABLE

Click Here! solutions@hwd3d.com

What's <a>IEXT?

- Stick around as we'll answer your questions now
- Or email at: solutions@hwd3d.com
- Thanks for joining us for today's webinar!

CREDITS

Slide 14,15,16 : Gamer to Operator - http://markrondina.com Slide 17 : Mary Meeker - http://www.kpcb.com/insights/2012-internet-trends Slide 22 : http://www.ososimpletechnologies.com/wp-content/uploads/2013/09/Using-iPad.jpg