Session #508
Using a GoPro or 360 Camera (for VR) in On-the-job Training

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Austin, TX • June 8 – 10, 2016
Why are we here?

Session Objectives

1. **Why** you would want to use these types of media in your courses

2. **What** are the options? **How** do you know which to use?

3. **When** you should/should not use these types of media

4. **How** to discuss this as a viable option to decision makers

5. Process **Workflow**

6. **Tips & Best Practices**

- You are looking for an additional method of creating authentic learning experiences for your learners.
Who Is Here Today?
Who Am I?
ON A MISSION TO CREATE A LEARNING REVOLUTION.
INSPIRE LEARNING.
CREATE CHANGE.
IGNITE ACTION.
What if every learning experience you created actually moved the needle to improve a learner’s performance or behavior?
How Do You Make A Learning Experience Come to Life?

Context
Authentic Personalized Experiences
Balance Need versus Goals

Page turners
Branched Scenarios (2D)
Videos (2D)
GoPro (2D)
360 Camera (2D)
Augmented Reality (3D)
Virtual Reality (3D)

Most authentic learning experience

starts to get us there
Balance Need versus Goals

Page turners
- Branched Scenarios (2D)
- Videos (2D)
- GoPro (2D)
- 360 Camera (2D)
- Augmented Reality (3D)
- Virtual Reality (3D)
- Simulations (2D)

Most authentic learning experience

Starts to get us there
Options for today's discussion
Have you used a GoPro or other VR tool?

<table>
<thead>
<tr>
<th>Nope, I haven't heard of one until today.</th>
<th>I have seen videos from f&amp;f but haven't used one.</th>
</tr>
</thead>
<tbody>
<tr>
<td>I have used it for personal use.</td>
<td>I use it in training courses.</td>
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Want Learners to FEEL the Experience
360 Camera
Augmented Reality
Virtual Reality
Virtual Reality
Why/When use?

Brainstorm examples.
Discussion -

Examples and Case Studies
When Would You Use?

Our Challenge
So we...
Why/When-

- perspective
- authentic context
- hands-free
- security clearance
- safety
- space constraints
When NOT to use?

- Limited budget
- Need super high quality footage
- Compromises safety
- Too confidential to show others at company
## Convincing Others

<table>
<thead>
<tr>
<th>Inexpensive</th>
<th>Easy to use</th>
</tr>
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<tbody>
<tr>
<td>Provides an authentic learning experience</td>
<td>Puts control with the SME</td>
</tr>
<tr>
<td>Great way to document what’s happening</td>
<td></td>
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<tr>
<td>Fast way for a SME to show you how something is done.</td>
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Let's Gear up Activity

http://shop.gopro.com/mounts
Hand, Wrist, Arm Strap
Music Mount
3-way camera grip, extension arm
Head Strap
Chesty (Jr. Chesty)
Handler (Floating Hand Grip)
Suction Cup Mount
Handlebar Mount
Flex Clamp Mount
Fetch Strap
Helmet Front Mount
Sportsman Mount
Tripod Mount
Gooseneck Mount
Side Mount
Wrist Mount
Roll Bar Mount
Surfboard Mount
Bodyboard
Mic Stand Mount

Mounts Activity

http://shop.gopro.com/mounts
Equipment

 GOPRO/360 EQUIPMENT
Check out these basic tools that will help you get started.

- Camera
- Appropriate Mount
- Phone/Tablet App
- Audio Editing (Audacity)
- Video Editing (Premiere Pro)

AR: Aurasma.com
VR: Unity.com
Step-By-Step

GETTING STARTED

Here are the steps to get you started...

- Assess/Research the Context
- Script/Storyboard
- Schedule/Coordinate Resources
- Shoot/Develop
- Edit
- Publish
## Best Practices

<table>
<thead>
<tr>
<th>Forget perfection.</th>
<th>Think of it like a hands-on/on-the-job experience.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Encourage the Subject to just forget about the camera.</td>
<td>Get more footage than you think you need.</td>
</tr>
<tr>
<td>Write a script or workflow for Subject to follow.</td>
<td>Test equipment in actual environment before final video capture.</td>
</tr>
<tr>
<td>Use the right mount for the experience you want to create.</td>
<td>Think about the audio and noise around the area.</td>
</tr>
</tbody>
</table>
Augmented reality (mixed reality) is the blending of virtual reality and real life, as developers can create images within applications that blend in with contents in the real world. With AR, users are able to interact with virtual contents in the real world, and are able to distinguish between the two.

Virtual reality (transport yourself to an environment) is all about the creation of a virtual world that users can interact with. This virtual world should be designed in such a way that users would find it difficult to tell the difference from what is real and what is not. Furthermore, VR is usually achieved by the wearing of a VR helmet or goggles.
With AR, users continue to be in touch with the real world while interacting with virtual objects around them. With VR, the user is isolated from the real world while immersed in a world that is completely fabricated. As it stands, VR might work better for video games and social networking in a virtual environment, such as Second Life, or even PlayStation Home. See more at: http://www.techtimes.com/articles/5078/20140406/augmented-reality-vs-virtual-reality-what-are-the-differences-and-similarities.htm#sthash.4vWoEwRD.dpuf
Tweetable Quote

“Knowledge isn’t power. Knowledge is potential power. Action is power.”

- Napoleon Hill
Questions?
Takeaways + Resources

Programs:
Learn-elearning.com

Checklists + job aids to download:
Go to tlslearning.com/LS2016 for this presentation and checklists for download

Join the conversation: linkedin.com/tlslearning
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