Simulation Training

Case Study Highlights

HORIZON
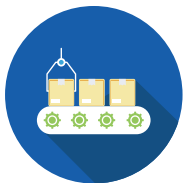INTERACTIVE AWARDS
GOLD WINNER

P&G

Procter and Gamble (P&G) conduct self-assessments of the Quality Programs at all of their warehousing facilities to ensure each one is meeting the company's performance standards.

PROJECT REQUIREMENTS

Risk-free training

Gain realistic experience

Test accuracy

The Challenge

P&G created a simple eLearning module to present the QPHA principles to their employees and also developed a mentorship program to help guide their Lead Assessors in how to better conduct the conversation with site employees.

However, they felt they needed an immersive training experience to better educate and qualify Lead Assessors; a life-like assessment where the learners must make observations, probe into conversations, and uncover processes or procedures that need to be improved upon on the site.

The Solution

DDINC built a 3D model of the plant for learners to explore as if they were conducting an assessment at the site, which allowed learners to:

>   Experience the full QPHA process at an actual site where learners can interact with all areas

>   Gain realistic experience assessing the full picture of the site's QMS health

> Identify important facts in the documentation, organizing notes, and choosing the best course of action in a specific scenario

> Write a full QPHA assessment report for the fictional plant

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HORIZON INTERACTIVE AWARDS

SILVER WINNER

PING®

PING is an international company that sells golf clubs for juniors, men, and women. Their iPing app can be integrated with the Apple Watch to help golfers of all levels improve their game.

PROJECT REQUIREMENTS

Real-time measurements

Simulated swing demonstrations

Access to easy updates for expansion

The Challenge

PING is proud of their fitting process and wanted all employees at golf club and sport stores, including part-time employees, to be able to easily understand and know how to use their fitting process.

Designing Digitally's biggest challenge was taking the content and presenting it in a format that was accurate while also enjoyable and easy to understand. Given the wide use of the PING Club Fitting Process, PING may consider launching a more global-friendly version in the future.
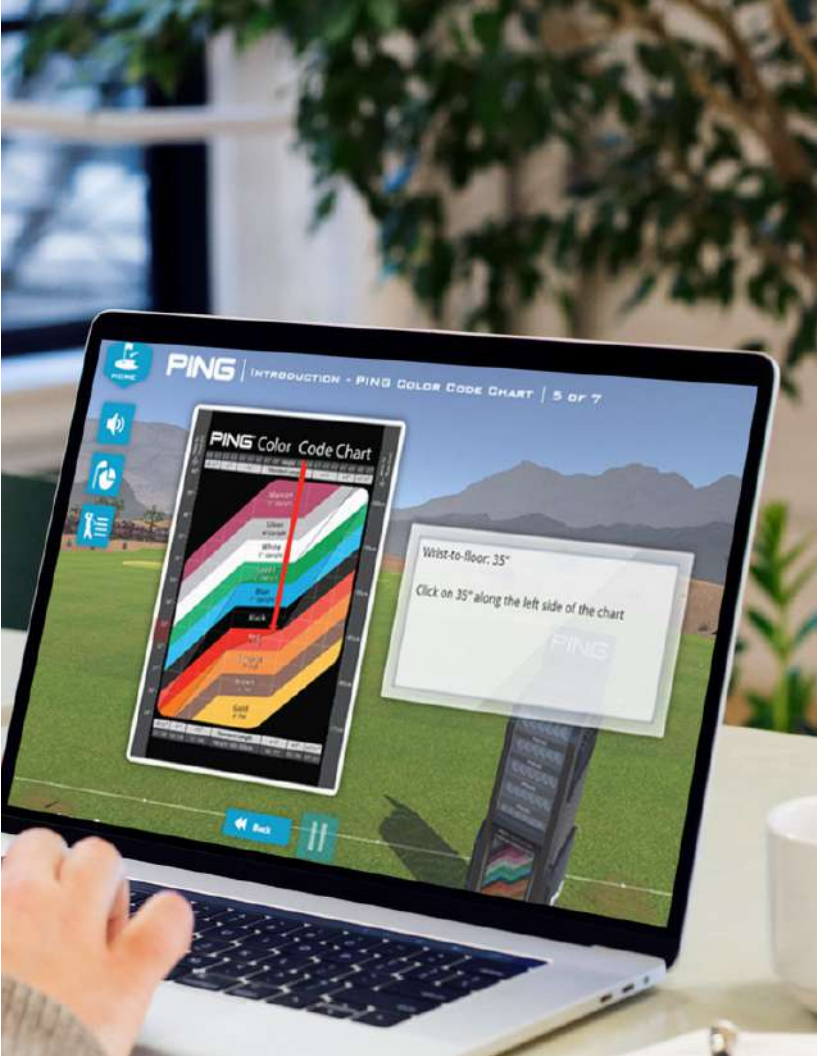
The Solution

Designing Digitally worked closely with PING to craft a simulation that accommodated their in-depth fitting process, and to design an interface that:

> Gave users access to informative guides while still taking the training

> Allowed users to learn how to evaluate a customer's ball flight and select a club that would give them their desired results

> Showed users the effect of using a particular club based on measurements of customer's height and wrist-to-floor measurement

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The United States Census Bureau conducts a nationwide poll every ten years. They hire around 50,000 people as temporary employees to go door to door in their local community to conduct the count.

PROJECT REQUIREMENTS

Instructor-led training conversion

Accessable offline

Automated post-training data reporting

The Challenge

The Census Bureau distributes government-owned laptops to their employees. They wanted the temporary employees and field workers to complete the training simulation on these computers, but the hardware was very old.

Plus, not all of the employees would have constant internet access. Designing Digitally, Inc. had to design the onboarding solution to accommodate these challenges.

The Solution

After studying and compiling 900 pages of content from the Census Bureau, DDINC created an immersive simulation that:

> Teaches employees how to follow the procedures and protocols for polling, as well as how to use the census software

> Guides the learner through a 3D neighborhood to show them how to properly approach homes, speak with the residents, and record the information they gather

> Lets learners practice the procedures on their own in multiple realistic environments, including a prison and hospital
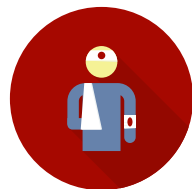
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REVAS stands for Rescue, Exposure, Ventilation, Attack, Salvage. This is the process that all firefighters are taught throughout their training. We followed this processwhen creating a training simulation for firefighters.

PROJECT REQUIREMENTS

Training in a controlled environment

Injury-free mistakes

Real-time LMS updates

The Challenge

In the past, only traditional classroom training was used; however, due to continued growth and the number of nurses needing to be trained, they have decided to look at web-based training as an alternative method of training.

The client had done research on 3D simulations and determined that using a creative web-based training firm such as Designing Digitally Inc. would be very beneficial for their organization.

The Solution

This scenario-based training method allows the user to role-play as an actual firefighter in many different situations, which include:

> Rescuing injured occupants of a collapsed apartment building

> Properly ventilating a warehouse structure

> Appropriate methods of handling hazardous material

The simulation is integrated into a custom LMS which tracks users actions and progress allowing the user to see their results and suggestions on improvement.

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DESIGNING DIGITALLY

A medium-sized pizza chain that operates approximately 15 restaurants across southwest Ohio wanted to revamp their training process on how to train new employees to make pizzas.

PROJECT REQUIREMENTS

Reduced training durations

Eliminated employee downtime

Prevented food waste and controlled costs

The Challenge

The training process they sought to replace consisted of shift leaders training new employees within their first few days on the job during the restaurant's hours of operation.

There were several unwelcome consequences of this process that they wanted to eliminate. Each shift leader had their own process of making a pizza that could vary from one day to the next. A shift leader does not have an opportunity to work with another shift leader to compare notes or observe each other's process, so no two employees were getting the same instruction across the chain, translating into customers receiving a varying degree of quality in their orders.

Size: Lg
Toppings:
Pepperoni
Special: none

The Solution

The pizza chain partnered with Designing Digitally, Inc. (DDINC) to replace their training process with PizzaMaker, an immersive virtual reality (VR) kitchen that is accessed via the Oculus Go, that provides trainees with:

> Hands-on experience of pizza-making without having to worry about safety issues

> A full pizza kitchen, equipped with all of the nuances of a real kitchen that make the environment feel real in both sight and sound

> Utilizes simplified game mechanics to get those unfamiliar with VR up and running quickly

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Hewlett Packard Enterprise

Power Cooling Module (PCM)

The PCM is an integrated power supply, battery, and cooling fan. There are two types of PCMs:

The 580 W is used in the drive enclosures and does not include a battery.

The 764 W is used in the node enclosures and includes a replaceable battery.

The PCMs are located at the rear of the system on either side of an enclosure. There are two PCMs per enclosure; they are numbered from 0 and 1, from left to right.

Click here for more info

HPE Resource Links

Hewlett Packard (HP) is a large technology company that aims to utilize the most innovative strategies and solutions, much like the products and services they offer.

PROJECT REQUIREMENTS

Hands-on virtual training

Integrated the LEAP Motion Device

Simulated equipment and job scenarios

The Challenge

Hewlett Packard's Blade Server and Cloud Systems division was aiming to train employees on how to repair the hardware for the 3Par StoreServ they offer to customers.

Their current training was offered in a central location where all trainees would have to go to so that they had access to the equipment. This was hindering the ability for HP to train employees over vast distances and to the masses through a hands-on approach. Therefore, they were looking for an innovative way to offer an immersive experience from the learner's computer.

The Solution

DDINC and HP decided to utlize the cost-effective LEAP motion device to create a hands-on immersive simulation training experience that would:

> Allow for a learn-by-doing approach while still having the ability to learn from the comfort of your home or office

> Let the learners interact with hardware without having to travel or deal with costly mistakes to expensive equipment

> Provide a virtual trainer that can walk learners through the experience, or allow them to do it on your own with minor hints if they get stuck

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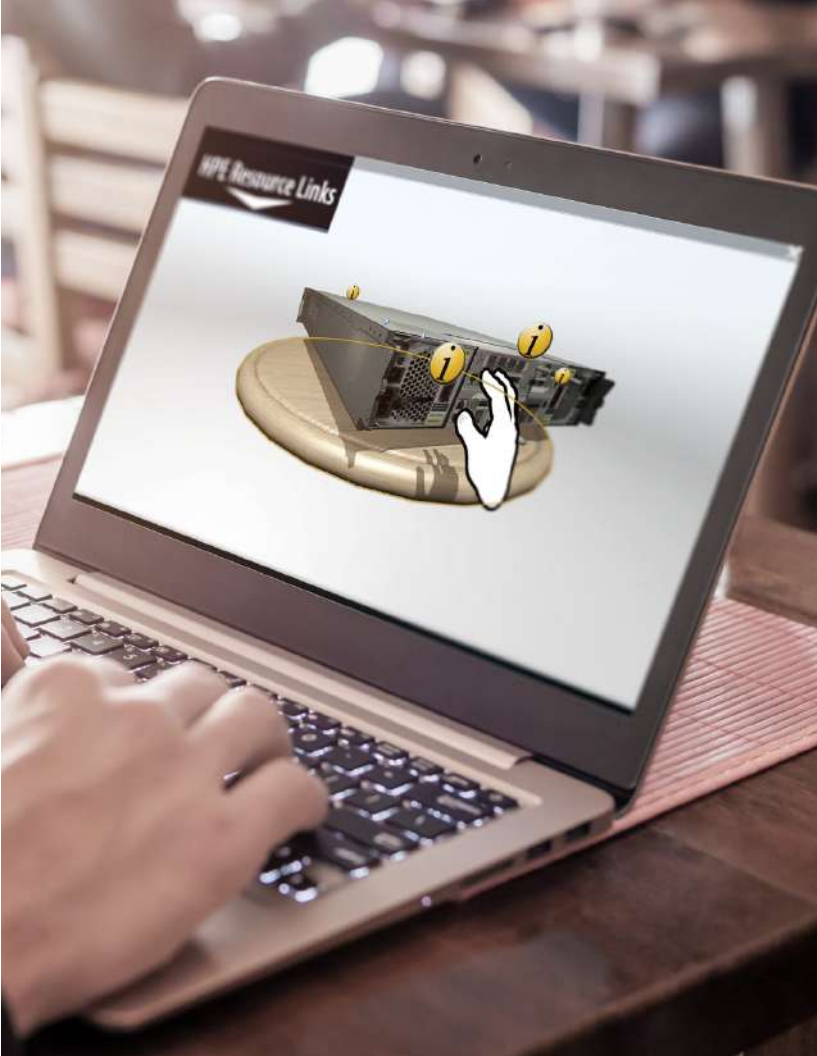
The Next Steps

At Designing Digitally, we aim to understand your business objectives, determine your existing learning barriers and opportunities, and then develop innovative training experiences that will produce the desired improvements and changes. We work to gain a deep knowledge of your initiatives, identify the skills needed to prepare next-level employees, and set plans of action to maintain and grow your organization.

What is the most effective way to engage your workforce? **Contact us** to determine the best way to educate your workforce through the use of custom online training courses. With our consultative approach, our team will work with your organization to understand your content then create a custom learning plan with targeted outcomes to ensure an engaging training experience. Our team will develop your entire curriculum of custom courses to fill all of your organization's training needs.

Contact Us

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REFERENCES AVAILABLE UPON REQUEST