ReaLearn Interview

Construction Firm - Management

1. What is your primary reason for pursuing virtual reality content?

We currently have various contracts which involve employees working at great heights. As we require flexible staff, as we don’t know when or how long some staff are required, we often get employees agreeing to work then find they are not capable of working calmly at heights. We will be looking to create virtual reality content for multiple construction sites quickly and easily that new employees can run through to ensure they are up to date with our safety standards as well as being comfortable with working at heights. As areas of our construction site are developed quickly, we would require a lot of flexibility in terms of updating courses. However, we don’t have an in-house design team and don’t have the budget to hire staff for this project.

1. Who will be using the system?

We have admin staff in our offices who would be creating the content. They aren’t designers but they seem to understand software quite well.

1. How many people will be using the system?

Only around 10 users. But the eLearning courses will be shown to an unpredictable number of viewers.

1. What kind of content will you be focusing on creating? i.e. Question based, experiencing 360 environments, etc. and do you have any ideas for content already?

We think it will be a mixture. Possibly, an introductory scene could be a 360-degree video showing the current state of the construction site with a narrator speaking over the top about the employee’s duties. Then the next scene could be an interactive question to make sure they understand their duties. Some scenes would be purely for experiential purposes, whereas others would make sure they are paying attention. We currently have some videos on hazard perception, so we’re thinking of incorporating that into a virtual reality course to make sure employees know how to spot potential hazards.

1. What devices will be used to access the vr content?

We don’t really know yet. We’ve seen the oculus go but that might change.

1. Will your management be involved in using the system?

Yes, we will be looking to manage the courses and users on this system, as well as our own learning management system.

1. What kind of assets will you be expecting to include in your scenes?

For the background, we are looking for some just 360 images but some videos too. 2D images and video to be displayed inside the scene as well as audio. Then obviously the text and questions and stuff.

1. What kind of customisation of assets would you require? i.e. – change font colour, change object size.

We think standard customisation would be fine. We do have plans of incorporating some safety videos we currently have throughout scenes so if we can upload videos, images and everything, that would be great.

1. What kind of interactivity of assets would you require? i.e. – when you view something, make a question appear.

We haven’t put too much thought into that. Basic interactivity would be showing or hiding objects when something is viewed/clicked; if a question is answered incorrectly, it would be good to play audio or a video to explain why what they chose was incorrect, perhaps pause the background video and wait until they view something until it starts playing again.

## Conclusion

The requirements gathered from the construction firm managements provided an understanding of a practical use of the proposed application. The assets and interactivity suggested were standard in terms of what would be expected from a virtual reality course. A key requirement taken from the interview was the need for quick updates of current courses. This means that a high level of course maintenance is required. Furthermore, as management are looking to involve themselves in the management process, administrative privileges and authorization must be implemented. A complication surfaced during the interview which was the accessibility of devices. This revealed the need for interoperability between devices. The construction firms’ key non-functional requirements were usability, interoperability and accessibility.