ReaLearn Interview

Manufacturing- Management

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

We have very high safety standards and follow a very strict routine in factories. We have done some research and noticed a lot of companies incorporating virtual reality into their business and thought a great way for our employees to fully understand their role would be to let them experience it and have questions throughout.

1. Who will be using the system?

Office staff with a fair understanding of design software. They’ve used adobe’s software for various projects.

1. How many people will be using the system?

Probably around 30 users, but the courses will be viewed by thousands of employees.

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?

Each scene would be entirely different. We want users to experience the 360 video and then pause at specific moments to assess them to make sure they are paying attention. So, at one of our machines an employee might need to do a particular action at a specific time, so we want the video to pause and for them to interact with something like “What button do you press to do <action>?”

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

We’ve investigated the oculus go but would like employees to be able to access the content on our learning management system with full interactivity from their phones.

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

Not significantly. But they will require access for management purposes. Such as allowing different departments different access rights.

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

We’d require questions, informative text, 360 images and videos, 2d images and videos, audio for narration and a high amount of flexibility with interactive assets like displaying questions at specific times or stopping the scene when a user looks away from their post.

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

We’re not too focused on the customisation but we’re more interested in the flexibility of interactivity.

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

Objects appearing/disappearing when an object is viewed/clicked or at specific times throughout the scene. Video, text, images or audio executed if the user answers correctly or incorrectly. Users can only advance to the next scene if all content has been interacted with or if all questions have been answered correctly.

## Conclusion

The manufacturing company’s management provided further insight into the possible uses of the proposed application. With the intended users having some knowledge on some basic software, an application such as the proposed would serve as a solid medium between inexpert users and their desired eLearning content. Management have also confirmed that they will not have a large role inside the use of the application; but will require management authorization to assign content to different departments. As this application is currently serving as a prototype, this will be broken down into assigning courses to individual users. Management also suggested various complex requirements such as interactivity controls and potential events. These provide a good understanding of the potentiality of the system and will allow the author to design the system such that such functionality could be added in the future.