

“A lot of wasted time...”

“ughhhhhh”

“Just wanted to get it over with...”

New Hires

- Felt more time was spent than necessary on introductory or administrative topics.
- Underprepared for actual technical work.
- Experienced varied depending on the level of commitment from reporting managers.

HR / Managers

- High Levels of time commitment.
- Disconnect between HR Personnel and technical hires.
- Long time-to-productivity.



Lower time-to-productivity

Potential increase to company



Lower training cost per hire

Money / time / effort



Better experience

Better public image for future hires.

- Reduce time-to-productivity.
- Ensure required resources are available and up-to-date.
- Increase confidence, inclusiveness and comfort.





Technically Orientated

**Lessen
Commitment**

**Productive
Faster**



Better
Experience

Lower
Cost

Better
Productivity



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graph LR; A[Immersive Technical Training] --> B[Self-Serve VR]; B --> C[Onboarding Analytics]
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**Immersive Technical
Training**

**Self-Serve
VR**

**Onboarding
Analytics**



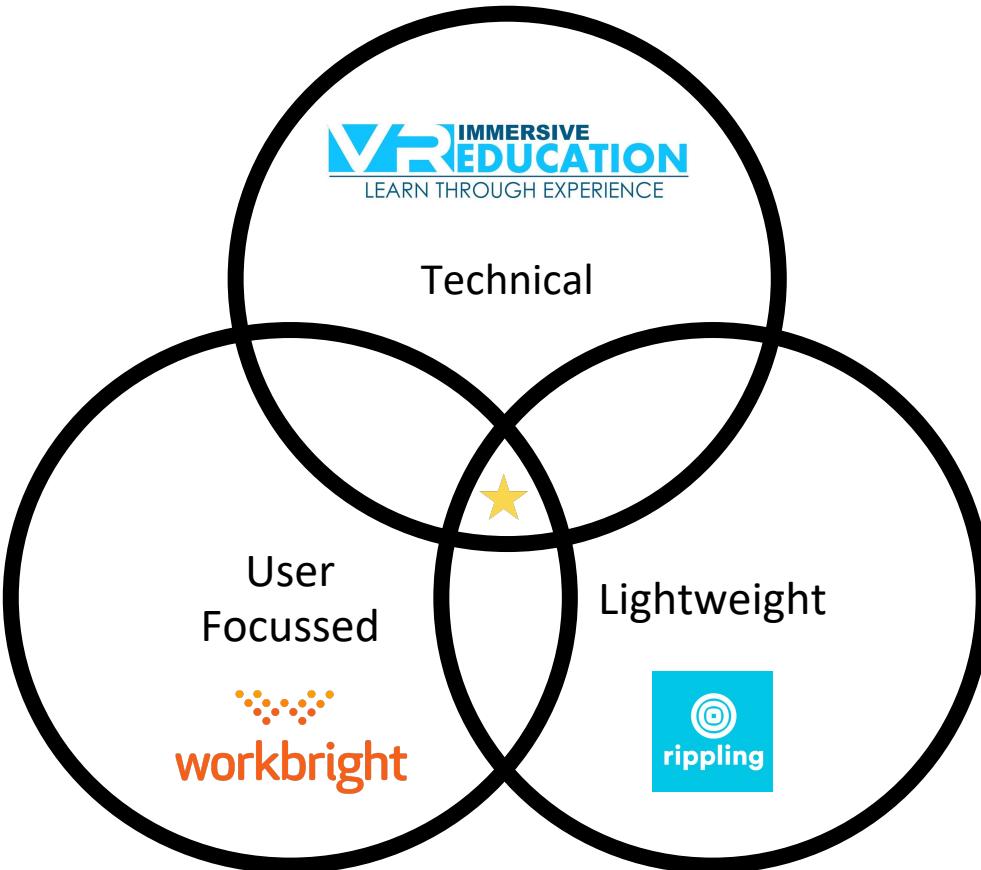
- Major VR Player
- Provide visualizations to convey complex subjects.
- Expensive.
- Slow delivery.



- Automating HR onboarding process.
- HR / Administrative orientated.
- Does not involve education or learning.



- Reduction of onboarding paperwork.
- Checklist focussed.
- Dependent on reporting manager.



The Business Model Canvas

Designed for: CSC454

Designed by: NAAT

Date: 30/10/17

Version: 1

Key Partners - VR hardware/software manufacturers - Existing onboarding and presentation material providers	Key Activities - Marketing - Understanding each customer's needs - Software Development	Value Propositions - Limited 'Test Drive' phase with basic visualizations - A complete VR onboarding and training software	Customer Relationships - Personalized business relationship for tailoring the software	Customer Segments - Enterprises with high percentage of new hires - Companies with a constant stream of temp hires or contractors
Key Resources - Software Developers - Sales Engineers - UX Designers - Dev & Testing Resources	Channels - Application stores for VR hardware (ex. Google Play VR)			
Cost Structure - Establishing a VR onboarding and training engine - Creating customized experiences for customers		Revenue Streams - Per user based subscription - Customer care support subscription		



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DESIGNED BY: Strategyzer AG
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- VR technology
- 3D modelling and animation
- Informed technical experience



Productive From Day One

