

# SAAMA2018

Smarter approaches in asset management

4-6 JUNE | NH The Lord Charles Somerset West



## eSmarter Learning – an approach for Asset Management

Alan Tait | 6 June 2018

## Points of Discussion

- Who is TTRO?
- eLearning Problem Statement
- eLearning Trends and Examples
- Conclusion







# eLearning Problem Statement

With the dawn of Industry 4.0 comes new skills and jobs that don't even exist yet. We need learning interventions that empower people to embrace and harness these rapid technological advances, keeping organizations thriving and people advancing in their careers.



# TREND 1

# MOBILE

*(or: mobile first)*



## MOBILE STATS



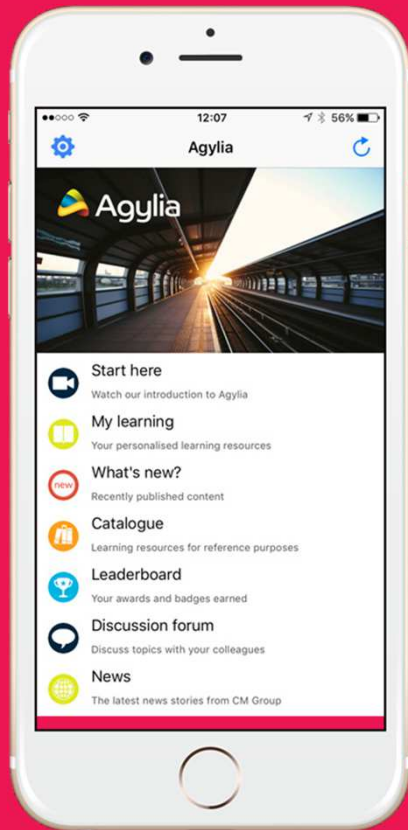
MORE THAN 50% OF SEARCH  
QUERIES GLOBALLY COME FROM  
MOBILE DEVICES

Mobile first markets such as Asia and Africa  
leading the pack, SA in top 5

WE USE OUR PHONES 2X  
AS MUCH AS WE ESTIMATE



GLOBAL MOBILE DATA TRAFFIC  
IS EXPECTED TO INCREASE  
NEARLY SEVENFOLD BETWEEN  
2016 AND 2021

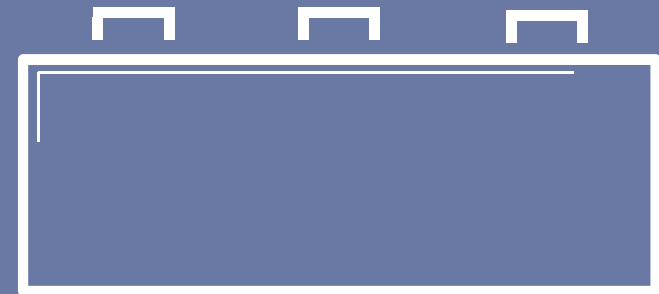
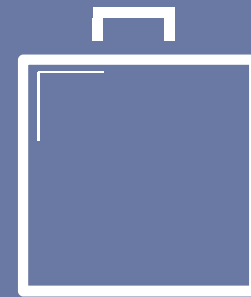


- Delivering content to mobile
- Offline viewing
- Device sharing
- BYOD
- Integrate to LMS



# TREND 2 MICRO LEARNING

PERSONALISED AND ADAPTIVE







Microlearning makes the transfer of learning **17%** more efficient



**8 out of 10** L&D professionals favor microlearning because their learners prefer it



Microlearning creates **50%** more engagement

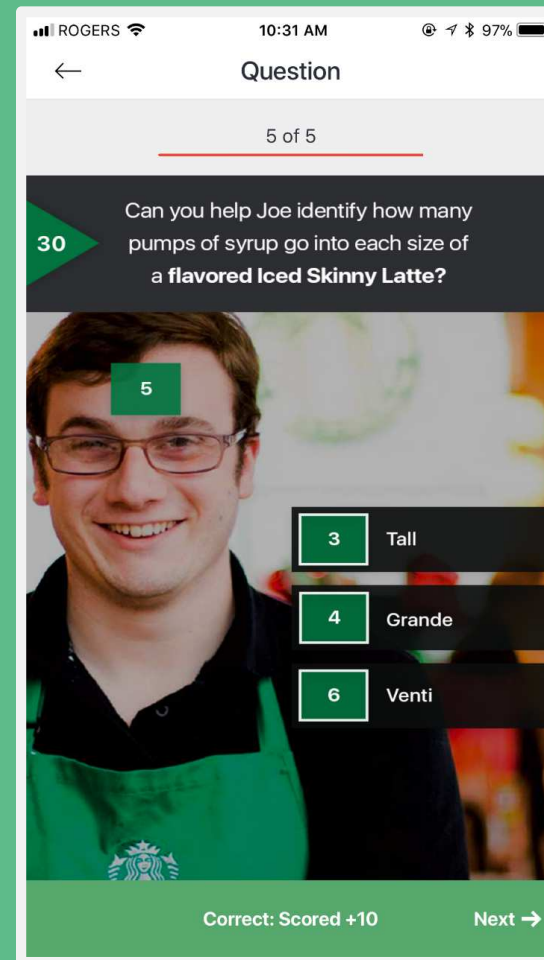
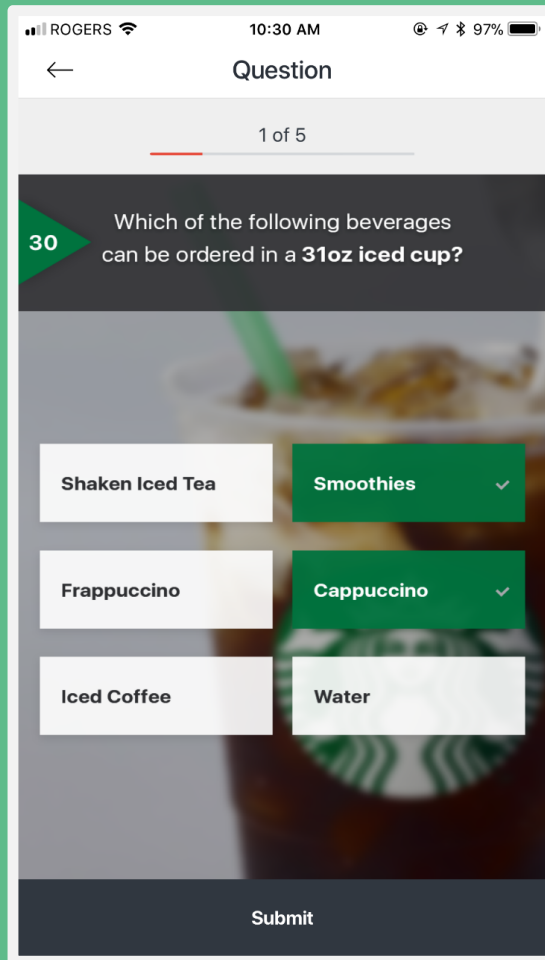


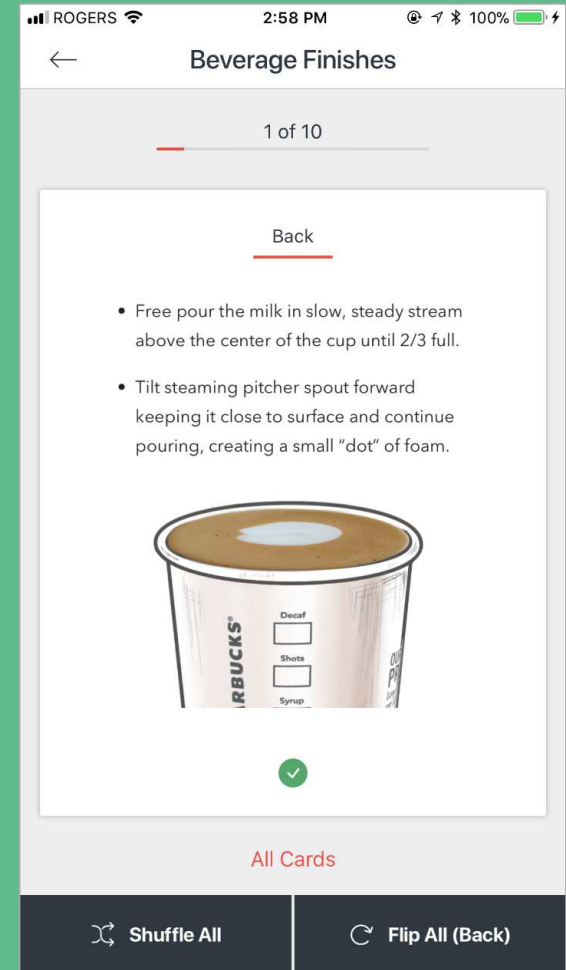
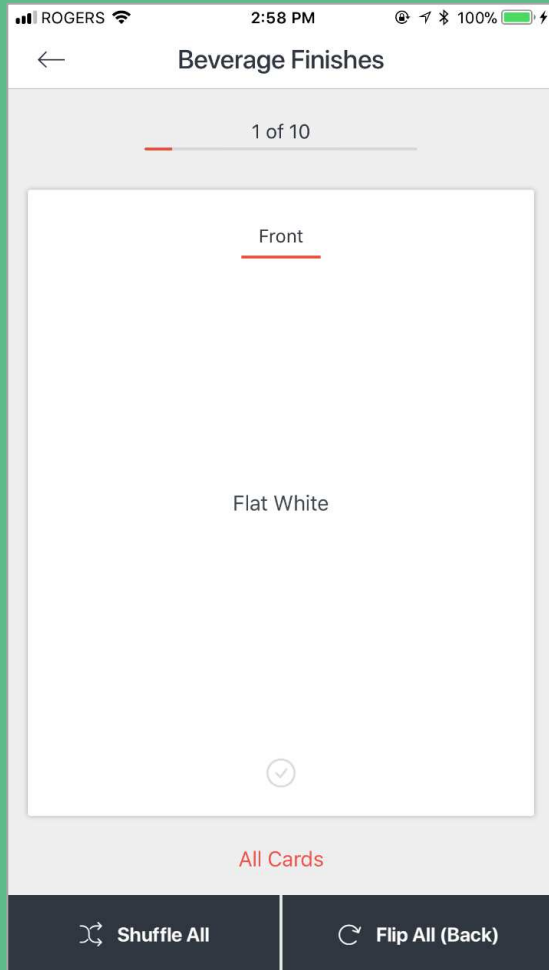
Learning in stretches of **3-7** minutes matches the working memory capacity



Microlearning courses can be produced in **300%** percent less time and at **50%** less cost than traditional courses







TREND 3  
GAMIFICATION  
AND SERIOUS  
GAMING



## New Gamification Trends



80%

of learners say that their productivity would increase if their university/organization was **more game-like**



70%

Gartner predicts 70% of Global 2000 organizations will have at least **one gamified application** by 2014



71%

of employees are not engaged or actively **disengaged** in their work



89%

would be engaged with an LMS if the application had **a point system**



40%

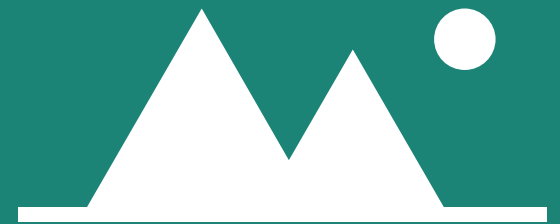
by 2015, Global 1000 organizations will use gamification as the **primary mechanism** to transform business operations



90%

of learners recall information if they are applying content **within a stimulation**

# TREND 4 AUGMENTED & VIRTUAL REALITY



# VIRTUAL REALITY VERSUS AUGMENTED REALITY

**VR**



**Digital environments  
that shut out the real world.**


**AR**



**Digital content on top  
of your real world.**



**Digital content interacts  
with your real world.**



Grocery shopping...







Risk management...





Fire safety...



## Conclusion



- KISS
- Don't get caught in the hype / fads
- Keep the 'customer' in mind
- Apply some of the latest thinking – especially micro learning and gamification
- Focus on outcomes / behaviour change
- Q&A

