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Future: AR (tablets)/XR (haptics)

GLOBAL STAGE TECHS

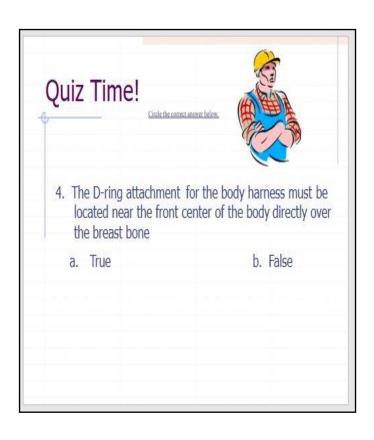
PROJECT REQUIREMENTS

Global Stage Techs (GST) partnered with <u>IzmSystemDesigns</u> to deliver eLearning courses and provide certification pathways so learners could move to On-The-Job (OJT) training. Once learners completed/passed their respected pathway(s) they would attend live, in-person, trainings at a GST location. Learners are considered for employment once certified both in online and in-person courses.

IzmSystemDesigns conducted an analysis of previous GST virtual training materials, provided a redesign, developed, and updated the GST training ecosystem, assessed, then implemented the system, and collected initial data.

GST and IzmSystemDesigns are working to enhance the training environment to include AR/XR into the system to produce highly trained and skilled stage technicians that will support events and artists that entertain the world!





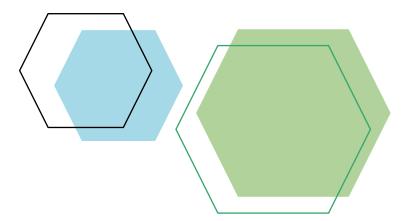
ANALYSIS

OBJECTIVES, UPDATE, PRACTICAL.

Upon initial inspection of current in-person training materials, we found that GST had not updated course design to meet effective learning toward current learner populations.

Below are main points gathered from initial analysis:

- No learning objectives (LOs) were given to guide learning outcomes and design, resulting in disorganization throughout presentation.
- Over 100 plus slides were being presented with questions scattered throughout deck with slides being duplicated.
- Graphics were difficult to understand and not grouped by theme
- Real world scenario was toward end of presentation but only covered one aspect of all course content.
- There was no feedback given on overall effectiveness.



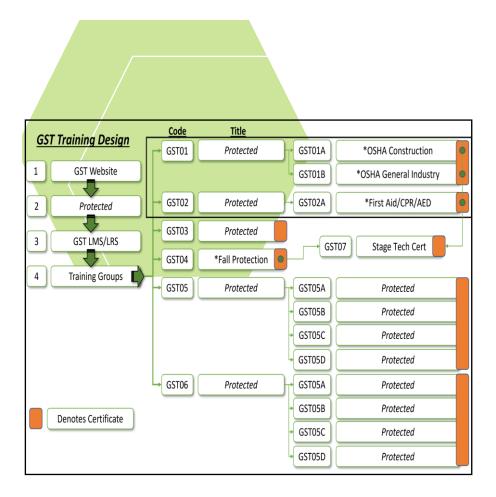
PLANNING

DOCUMENT, SEGMENT, PATHWAYS.

After analysis, we planned how the program would be redesigned and developed to meet current state of eLearning industry standards.

This included:

- Wiping current presentation format and updating to fit into eLearning modules.
- Documenting, then segmenting the course and breaking into smaller pieces for better overall learner experience.
- Creating pathways so learners could choose what they want to be trained on.
- Choosing the correct hosting options and which system would be better for administrators to learn on.



REDESIGN

BRAINSTORM, CONSULT.

GST had several courses they wanted to implement to develop an effective training solution for stage technicians. We consulted on how to develop an ecosystem that fits their needs. Here we see the *Stage Technician Certification* pathway within that ecosystem. All other course titles and pathways are protected for proprietary means.

By already having a website, we were able to develop links within their system so learners could enroll and pay which courses or certificates they wanted to take and achieve, respectfully. On the GST website, learners are given the chance to envision what type of work they could be doing in the future.

The learner would be added to the account management system once courses and certification pathways had been paid for. We trained administration so they could help with the onboarding process and guide learners throughout their certification journey.

Once eLearning certification was achieved, the learner then moved to in-person training to complete their overall certification process.

DEVELOPMENT

DEVELOP. DELIVER. ITERATE.

After redesigning the GST training ecosystem, we began development of transitioning the PPT decks to eLearning platform: Articulate Storyline 360. First, we documented all content using Part I (LOs) through Part V (Storyboarding) formatting. Then, using agile to develop courseware in iterations, we used both Rise 360 and SL360 to deliver content to the user.

Initially, we used a Learning Management System so learners could access the modules. We started to develop another iteration through a Learning Record Store to capture meaningful data through xAPI.



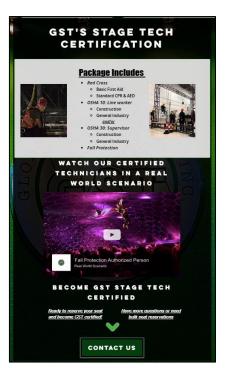


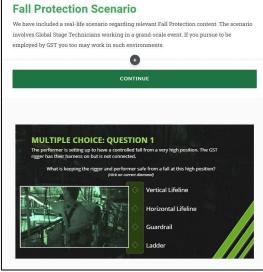
IMPLEMENT/EVALUATE

CONNECT. GATHER. ANALYZE.

Once an effective content delivery standard was created, GST and IzmSystemDesigns implemented internal testing. The steps that were taken to assess the ecosystem were:

- Create website where customers could learn about GST's Stage Technician certification
- Sample business transaction payout of course package
- Sign-up and connect learner to Learning Management System
- Attach sample course pathway to learner through LMS
- Gather data regarding learner progression through scenario pathway
- Provide learner with certificate after successful completion of end of course scenario, quizzes, and test
- Progress learner to next step within training ecosystem (physical training; On-The-Job training)





This quiz is the opportunity to demonstrate your knowledge on the Fall Protection lesson. The quiz is 10 questions. You need to get 70% of the questions correct to pass.

Fall Protection Quiz

Get familiar with the questions as a few of them will show at the course exit test.

· You may retake this quiz as many times as you like.

There are different types of questions. These include 1. true/false. 2. multiple choice, 3. multiple response, and 4. fill in the blank question types.



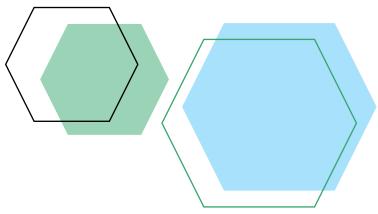
FUTURIZE. AR.

AUGMENTED REALITY.

Per <u>TechTarget</u>, "Augmented reality (AR) is the integration of digital information with the user's environment in real time. Unlike virtual reality (VR), which creates a totally artificial environment, AR users experience a real-world environment with generated perceptual information overlaid on top of it."

As a training hub for stage technicians, GST has deployed various teams globally to support the entertainment industry including other professions needing certified personnel. IzmSystemDesigns is currently building a design to help GST accomplish a safe environment for learners using AR capabilities.

The use of cell phones, tablets, and other devices will help learners have visuals and scenarios of real-life situations they may work in.



FUTURIZE. XR.

EXTENDED REALITY.

"XR is an emerging umbrella term for all the immersive technologies. The ones we already have today—augmented reality (AR), virtual reality (VR), and mixed reality (MR) plus those that are still to be created," stated Forbes.

The key 'reality' that IzmSystemDesigns has promoted for GST in the XR environment is that of 'haptics in virtual space.' Per XRToday, "Haptics is a group of technologies designed to immerse and stimulate our sense of touch with various mechanical components."

This capability will be accomplished in several ways for GST as there are critical situations where stage techs need to have a 'handle' on things. Training stage techs in a safe environment, before they begin handling expensive hardware or serving as lifelines to performers, is crucial as GST continues to conduct operations globally.



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