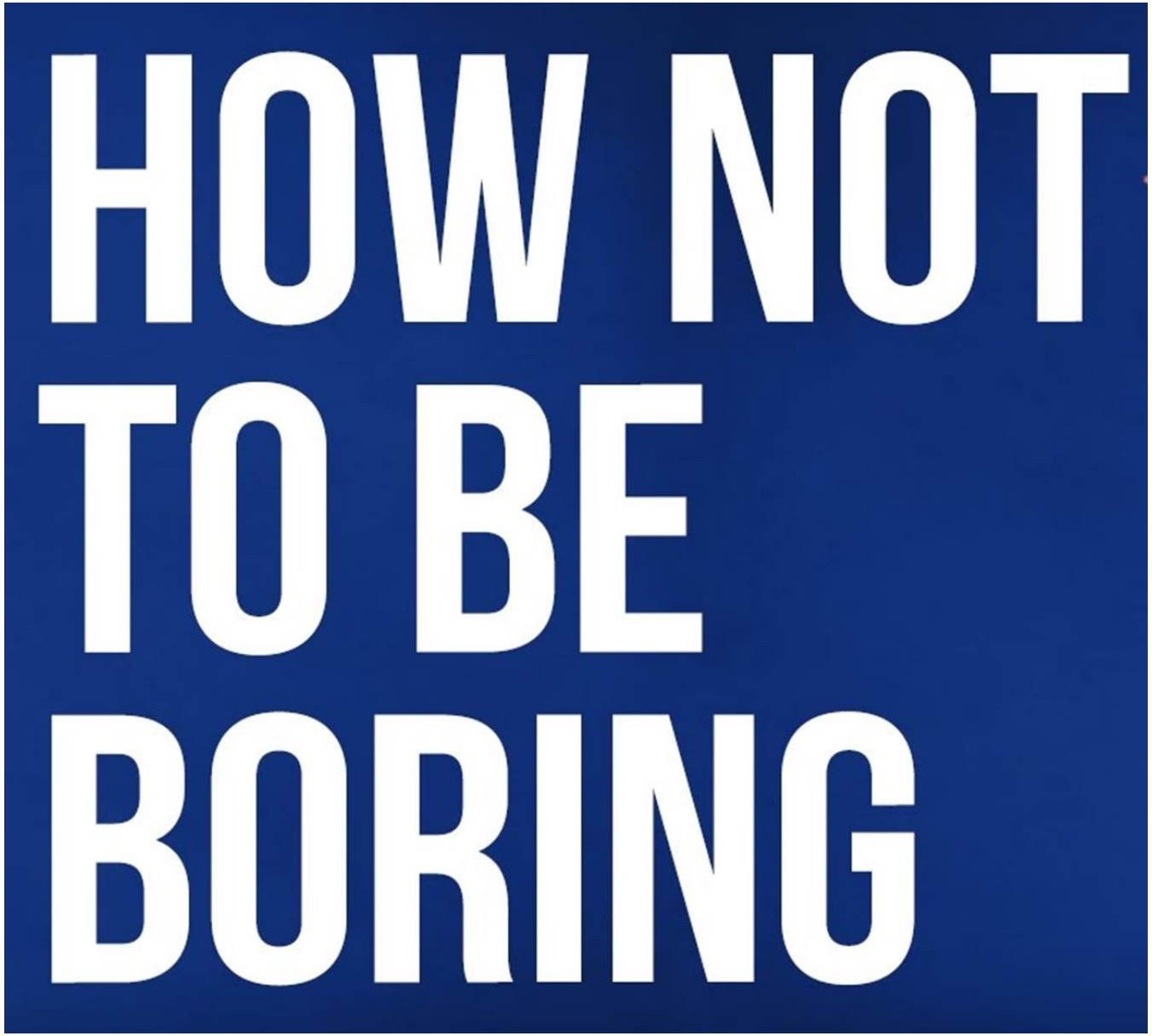

Seeking Interactivity and Variability for HF Training

Denis Manson

Aviation AUSTRALIA

My quest …

Destroy boring courseware!

HF / CRM training

- Initial - usually not boring

- Recurrency

 - often boring

Boring?

Liberty
Liberty Mut
INSURANCE
Laithwaite's WINE
JAGUAR
Score a com

Boring?

Boring?

Life =

- Social interaction
- Infinite variability
- Decisions/crossroads/branching scenarios
- Likely future AI interaction/disruption

Life (aka HF/CRM training) =

- Social interaction
  - (e.g. ‘Second Life’, now evolving into social VR spaces)
- Infinite variability
  - (e.g. ‘No Man’s Sky’)
- Decisions/crossroads/branching scenarios
  - (e.g. ‘Stanley Parable’)
- Likely future AI interaction/disruption
  - (e.g. lots of current news stories)

Virtual Reality?

- Game-changer? … or
- Don’t believe the hype?

Game: already changed

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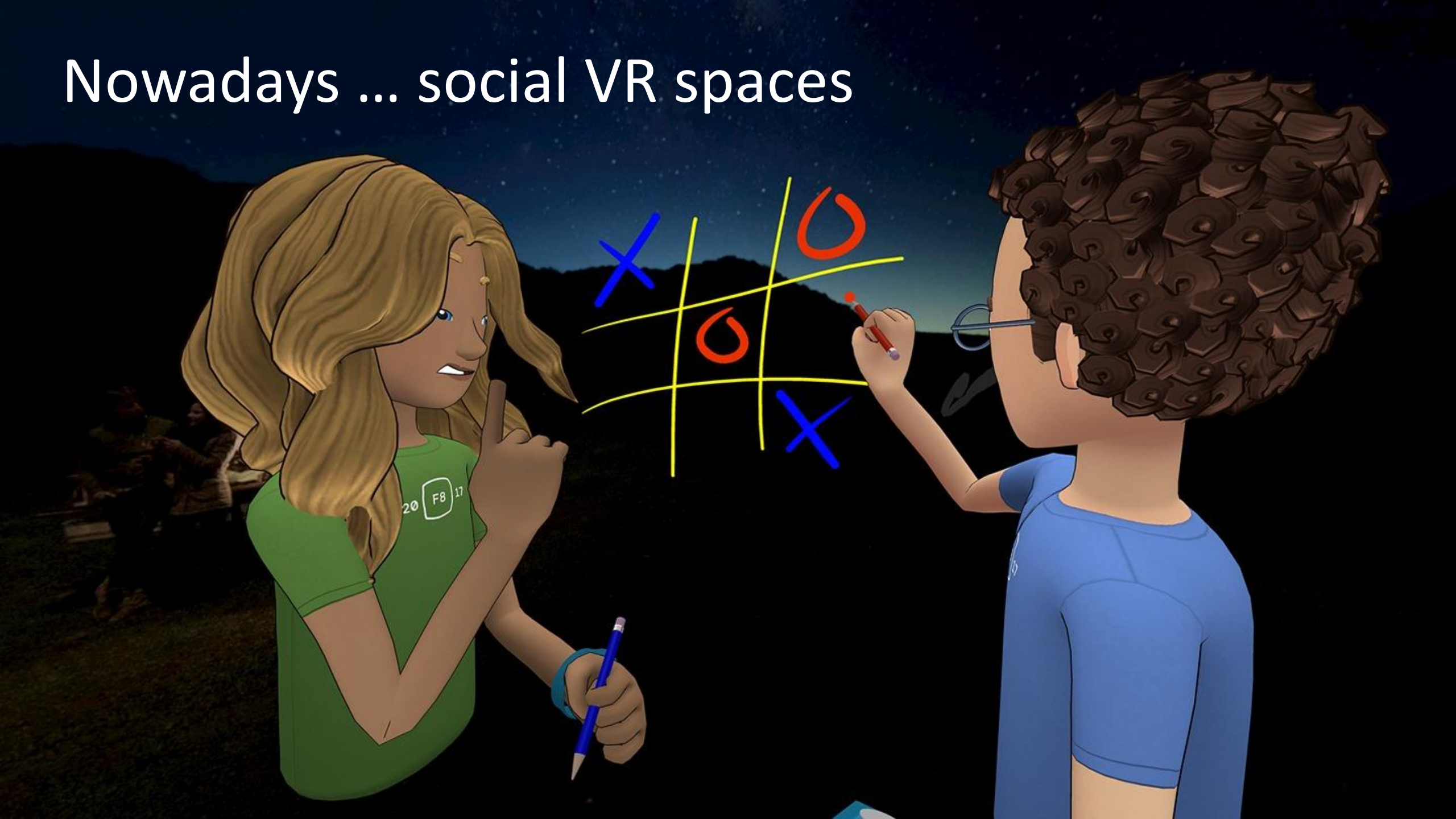
SECOND®
LIFE

LOGIN
LANGUAGE
SECOND LIFE
Your World. Your Imagination.
Play for Free
The largest-ever 3D virtual world created entirely by its users.
Photo by Lady Leena Fandango

Nowadays … social VR spaces



Lucy
Michael

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NO MAN'S SKY

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THE STANLEY PARABLE

429
THE
STANLEY PARABLE
ADVENTURE LINE

LET'S BEGIN AGAIN.

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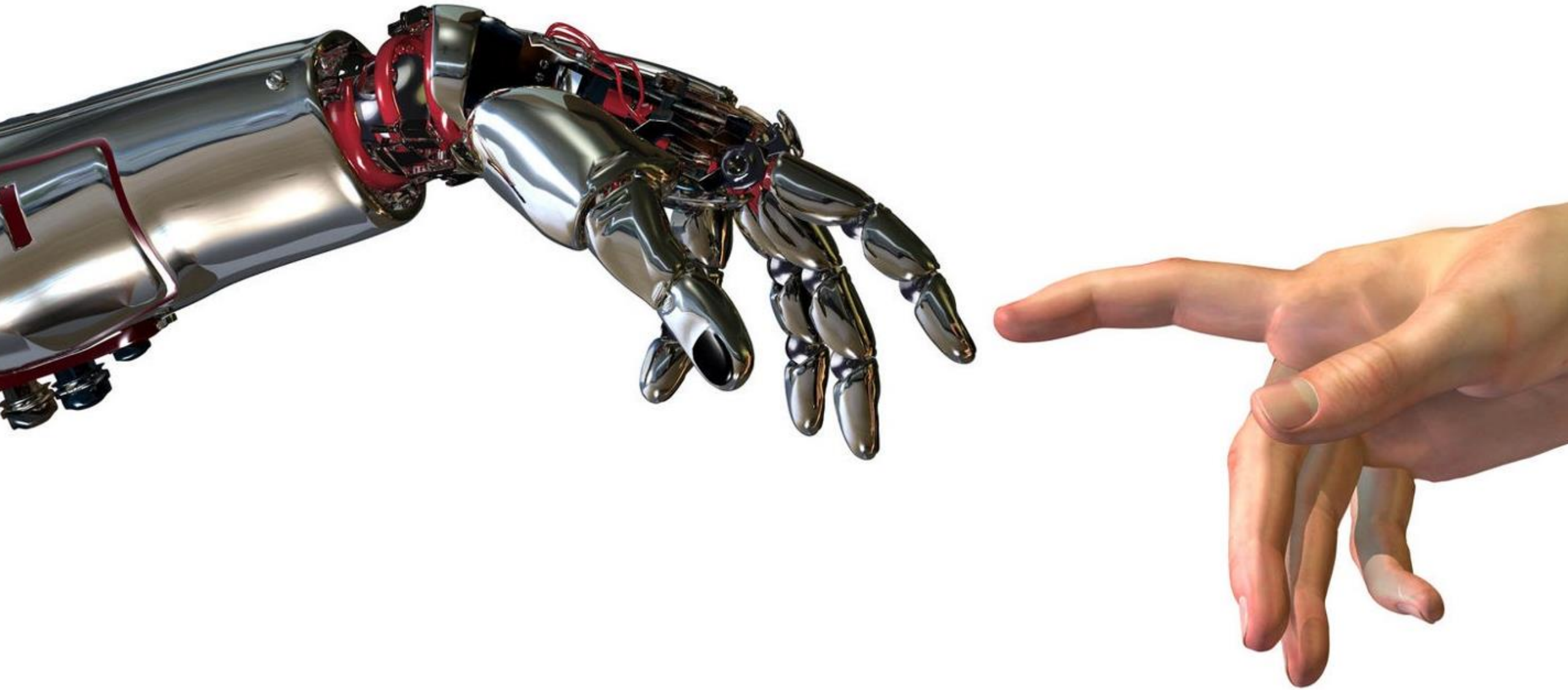


Life (aka HF/CRM training) =

Can we do it?

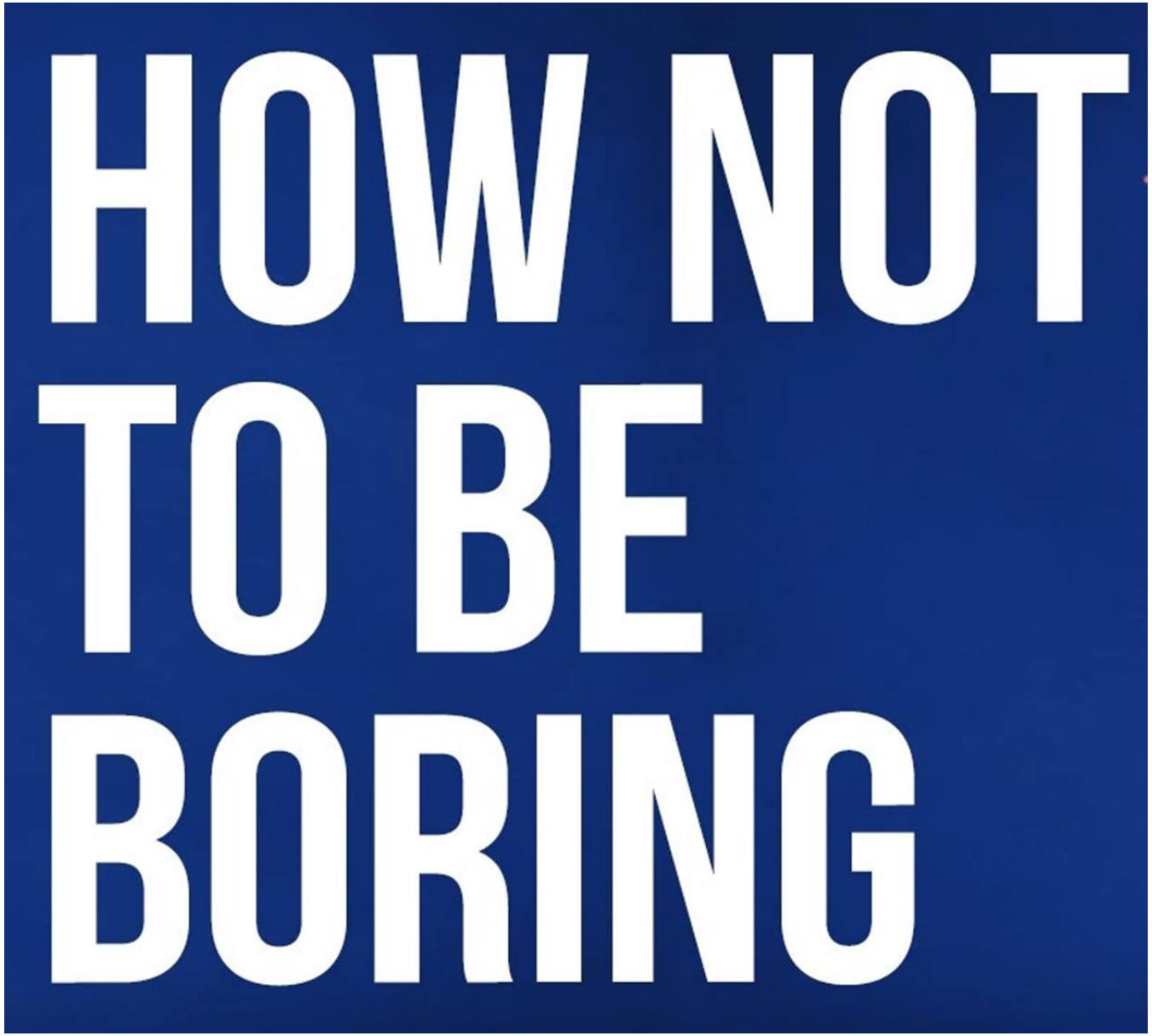
- Social interaction
  - (e.g. ‘Second Life’, now evolving into social VR spaces)

- Infinite variability
  - (e.g. ‘No Man’s Sky’)

- Decisions/crossroads/branching scenarios
  - (e.g. ‘Stanley Parable’)

- Likely future AI interaction/disruption
  - (e.g. lots of current news stories)

Not yet



Questions?

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