

# HOW NOT TO BE BORING

Seeking Interactivity  
and Variability for  
HF Training

Denis Manson



A 3D rendered bomb with a chain, shattering a grey block of material into many smaller pieces. The bomb is dark grey and has a chain attached to its top. The shattering material is a lighter grey color and is breaking apart into numerous irregular fragments of various sizes. The background is a plain, light grey color.

My quest ...

**Destroy boring  
courseware!**

# HF / CRM training

- Initial



- usually not boring

- Recurrency

**meh.**



- often boring

Boring?





Boring?

Boring?

MUSEUMS

ARE

F\*\*\*ING

AWESOME



# 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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The largest-ever 3D virtual world  
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*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



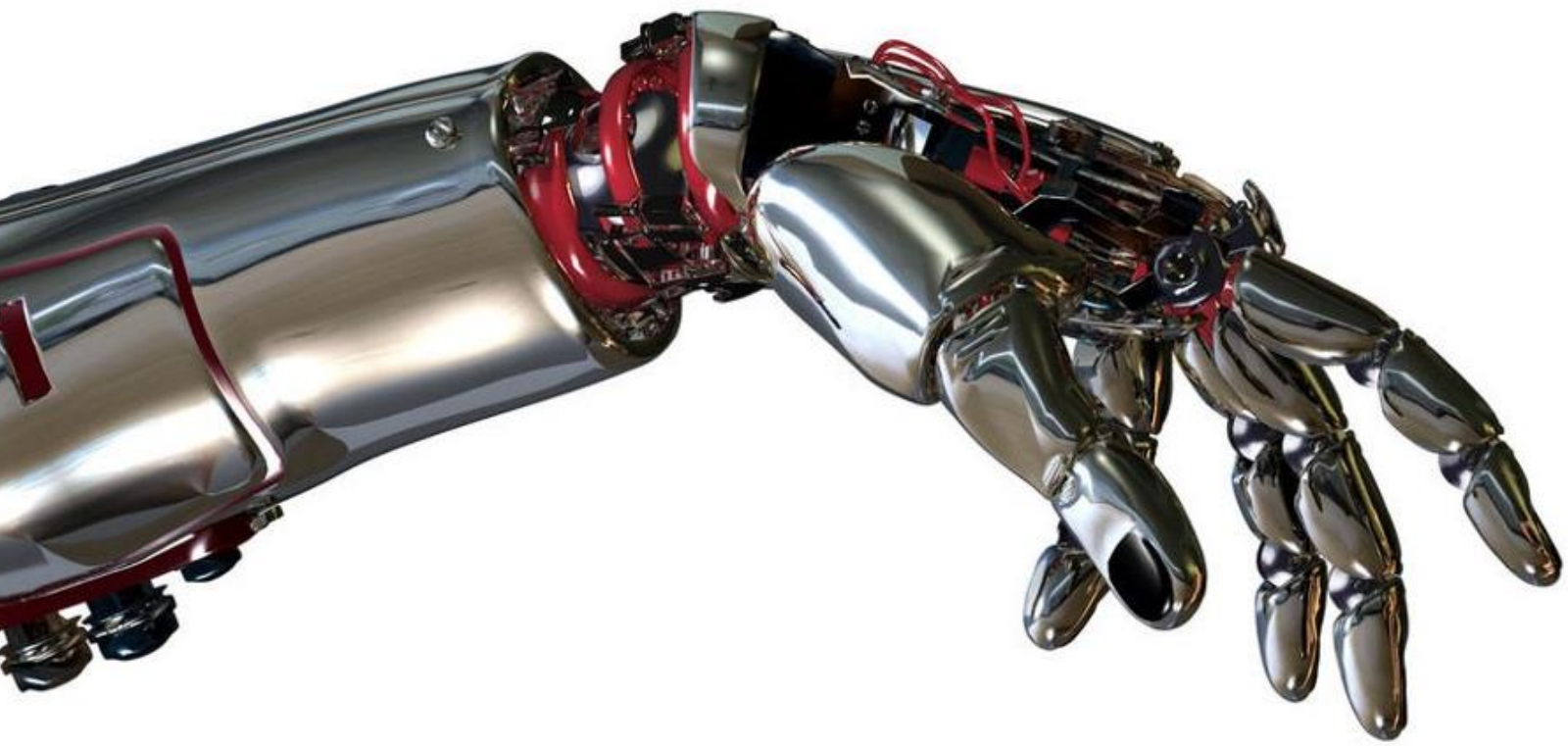


**LET'S BEGIN AGAIN.**



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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



# HOW NOT TO BE BORING

Questions?

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