

V-Learning in ProtoSphere



A 3-D Closed Collaborative Environment

ProtoSphere Combines Multiple Modalities into an Experiential, 3-D Environment

Like	Allows	Plus
E-Meeting Space	Can collaborate and communicate <ul style="list-style-type: none"> • Uses VoIP • Text chat • Live or on-demand • Integrates other web-based content 	Assume an avatar for a more human, personalized experience <ul style="list-style-type: none"> • Use detailed simulations
3-D Simulations	<ul style="list-style-type: none"> • Replicates real-world scenarios • Demonstrates complex products 	<ul style="list-style-type: none"> • An experiential context • Role play against adaptable avatars • E-learning performance measurement
On-line Gaming	Multi-user 3-D environment <ul style="list-style-type: none"> • Role-based avatars 	Integrated into a business context
Social Networking Sites	Identifies and links in people with common interests <ul style="list-style-type: none"> • Creates communities of practice • Fosters collaboration within an organization as well as across organizations 	Integrated into the learning process <ul style="list-style-type: none"> • Links those who need reinforcement with mentors/experts
Authoring Tools	Specific to organization's needs <ul style="list-style-type: none"> • Fast development and delivery • SCORM-compliant • Integrates into content mgmt. systems 	Efficient network traffic <ul style="list-style-type: none"> • Real time collaboration web editing

Our FWI ProtoSphere Modules Allow Participants to Walk in the Shoes of Employees Who May Be Different from Them

Exercise	Description
Generational Attitudes Exercise (Example)	<p>Users enter the simulation in which they can explore generational work perspectives of various pre-programmed characters (bots).</p> <p>Learners do this by first clicking on each bot and hearing a pre-recorded audio message and then exploring that character's user profile within the social network... all along, gaining an understanding of the generational attitude of that particular character.</p>
Role Playing Exercise	<p>In this activity, learners are placed into a scenario that enables them to experience employee issues and consider how they as a manager would respond.</p>



Dedicated Spaces for Teams



Immersive Environments for Training



Dedicated Spaces for **Projects**

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Connecting with virtual worlds

- Portal between live world & virtual world
- Inside virtual world, avatars "see" video stream of real people
- Inside video room, people see view into virtual world through "telepresence portal"

LOCATION: TELEPRESENCE ROOM



Real-Time Collaboration

EXPRESSIONS

Agree

Disagree

Raise Hand

AUDIO CONTROLS

Speaker

Microphone

Threshold

LOCATION: CLASSROOM 101

APP SHARE

Request Control Exit AppShare



Home

Insert

Page Layout

Formulas

Data

Review

View

Add-Ins



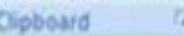
Paste



Cut



Copy



Format Painter

Clipboard

Calibri

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Wrap Text

Merge & Center

General

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Dedicated Spaces for Working Groups

EXPRESSIONS

Display

Dismiss

Raise Hand

AUDIO CONTROLS

Speaker

Microphone

Threshold



Immersive Environments for Learning



Immersive Environments for Simulation