



# Virtual Training Experiences

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# Meeting Agenda

- Introduction to Virtual Training Experiences (VTEs)
  - Benefits of the technology and Use cases
  - Development and distribution
  - Features and capabilities: *Demonstration of a non-immersive VTE (i.e., desktop version)*
- Open forum and wrap-up
  - Review of the NGTC meetings/topics held over the past quarter.
  - Poll on the frequency of future NGTC meetings.
  - Poll on next NGTC theme: **Modern Training Methodologies**  
*Exploring frameworks and techniques for modern training and the role of advanced technologies in them.*

# Introduction to VTEs



Virtualize



*"Virtualization is the concept of creating simulated environments using digital (or virtual) technologies."*  
Replicating real-world experiences within virtual environments enables practical training opportunities.

Infrastructural and safety concerns with hands-on, in-person training necessitate virtual alternatives.



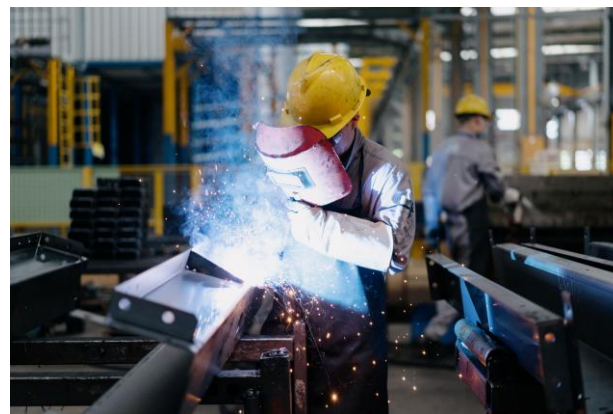
# Benefits of the Technology and Use Cases



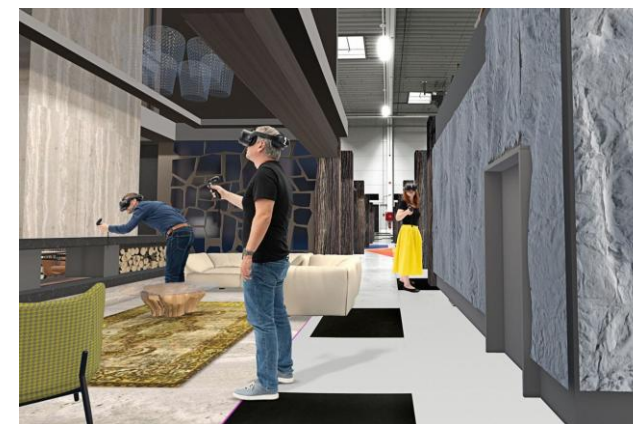
*Emergency Services*



*Sports*



*Manufacturing*



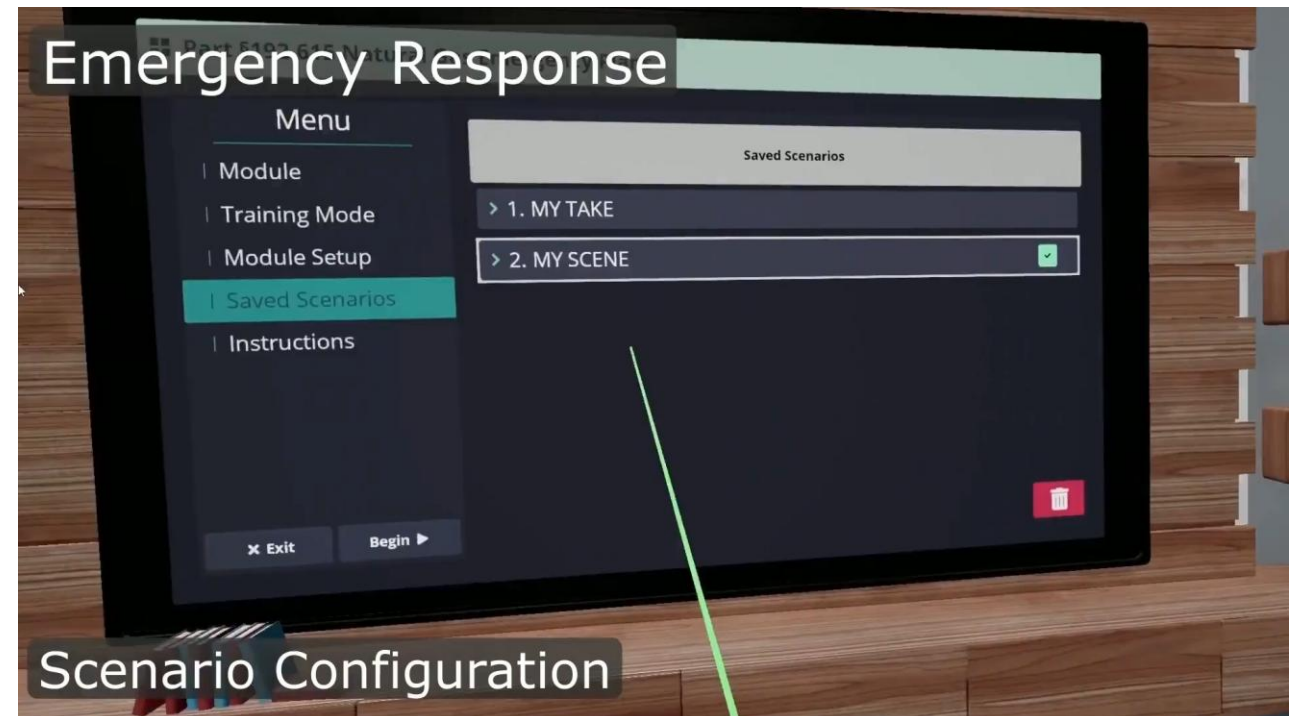
*Hospitality*

Virtualized training replicates real-world *learning-by-doing* within safe and controlled environments.

# Benefits of the Technology and Use Cases

## Topics well-suited to instruct through VTEs

- Leak Investigation
  - Inside or outside
  - Single or multiple sources and hazards
- Emergency Response
  - Blowing or ignited gas
  - Centerline or gas leaks
- Damage Prevention Activities
  - With or without locates
  - Inside or outside tolerance zone
- Facility Locating and Marking



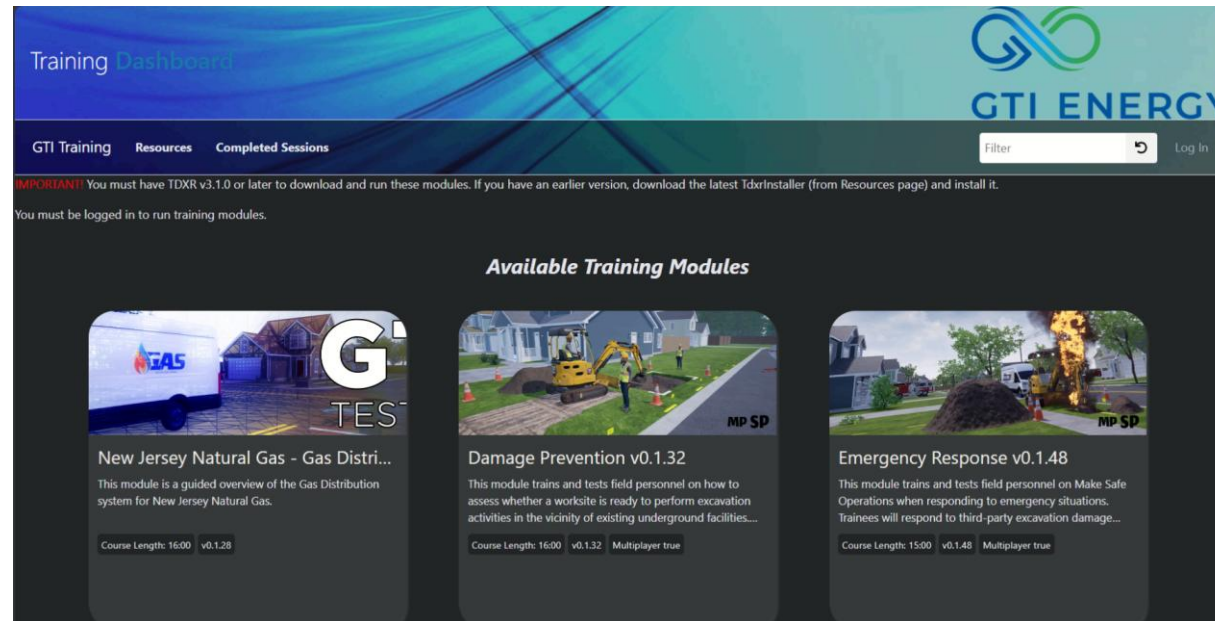
# Development and Distribution



PLAYCANVAS



Game-engine powered  
graphics and realism



Content distribution platform serving as the primary  
location to **run** and **deploy** to devices



Non-immersive devices



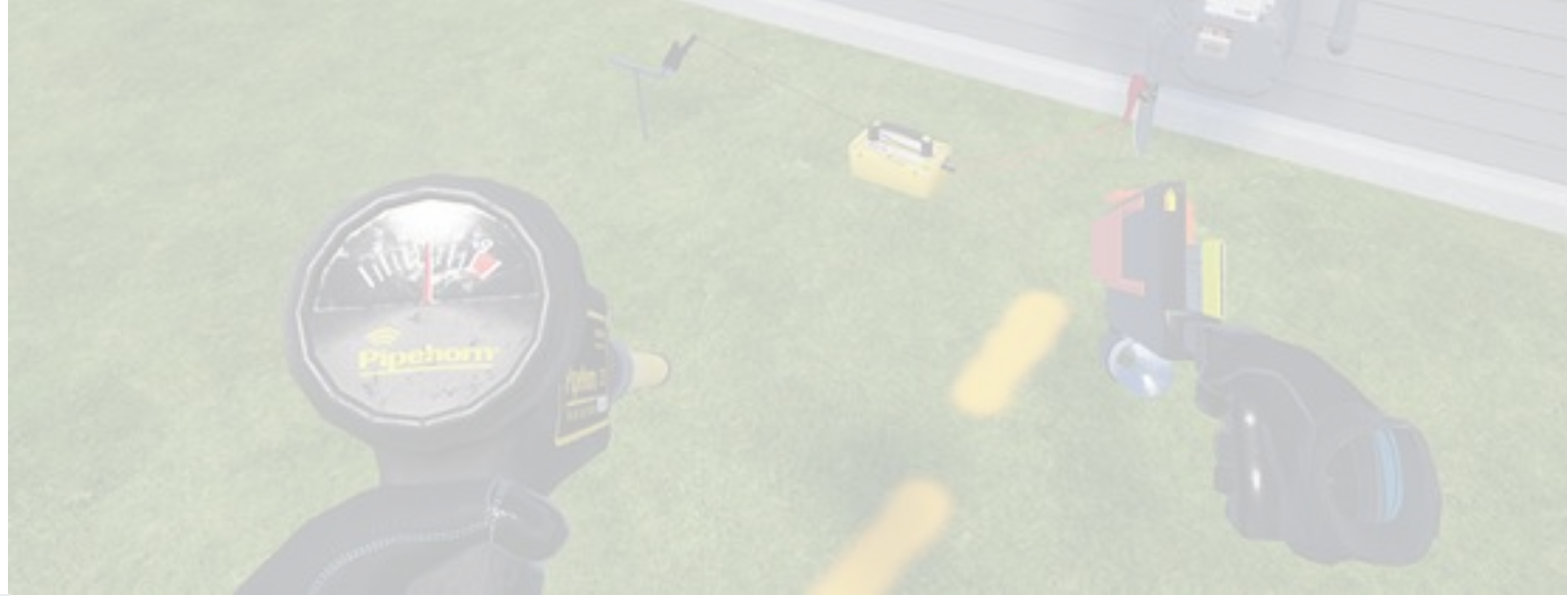
Digitally immersive devices



# Features and Capabilities

Ray's live demonstration of some digitally non-immersive Virtual Training Experiences (VTEs)





# Thank you. **Questions?**

*Or share a little about these:*

- Was this your first time learning about Virtual Training Experiences?
- Did you notice any technology limitations that would make you hesitate to use it at your organization?
- What was something new or interesting in today's demonstration?