

VIRTUAL REALITY CONFERENCING: NEXT LEVEL REMOTE MEETINGS AND TRAININGS

ITCILO SOLUTION FOR A VISUAL
EXTENSION OF THE WORKPLACE

Proposal





SUSTAINABLE LEARNING AND KNOWLEDGE SHARING SOLUTIONS

DIGITAL COLLABORATION

The vision of the International Training Centre of the International Labour Organization (ITCILO) is to be a global leader for the sustainable provision of **capacity development services to promote Decent Work for All**. The ITCILO 2018-21 Strategic Plan identifies digital technology as an enabler of these capacity development services.

The 2020-21 Programme & Budget further specifies that the Centre is to develop its portfolio of face-to-face training products by pushing the development of digital-media content. In addition, the Centre will set up a dedicated space for learning innovation activities through which its stakeholders can readily draw on latest-generation multi-media technology to deliver high-impact training and to collaborate in virtual workspaces

VIRTUAL MEETINGS, ANYTIME, ANYWHERE



SHAPES TRAINING



- Cube
- Add Annotation
- Add Text Label
- Stretch Object
- Add Connector
- Change Color
- Scale
- Lock Rotation
- Duplicate Item
- Lock Movement

Stretch object
A shape specific m...
which allows you
the shape's form.

1) Select "Stretch" with T...

2) Pull Blue Arrows with "Gre...

3) Shoot at cube with Tric...
click "Done Stretching"

Charles Crevier

Luis Monje Gutierrez

Stereo Merante

IMMERSIVE, COLLABORATIVE ENVIRONMENT

Faced with the disruption of face-to-face training and physical meetings caused by the COVID-19, the Centre has decided to rapidly accelerate the rollout of applications to learn and collaborate digitally.

From the virtualization of a conference or specific event, to real time collaborative spaces for dispersed teams, virtual reality offers the idea immersive environment to collaborate online.

The Centre therefore offers ILO Headquarters, ILO field offices and ILO-facilitated technical cooperation projects the opportunity to jointly pilot Virtual Reality (VR) conferencing applications. The pilots are expected to provide insight into the application spectrum of these technologies and to build resilience of the organization in future crisis situations.

SCALABLE, RISK-FREE
AND ECOLOGICAL



LARGE SCALE 3D EVENTS

VR conferencing solutions allow users to save on travel costs, reduce the ecological impact of interaction, **mitigate the health risk potentially posed by large-scale events involving physical contact, effortlessly link participants across the globe, and to take full advantage of full immersion technology** to facilitate powerful multi-media supported sessions.

VR conferencing is designed to provide an innovative solution for conferencing and events in 3D, enabling participants to be immersed in **highly interactive and lifelike engaging experiences** through virtual reality environments.

VR conferencing can be used to enhance the learning experience of a blended training course but also lends itself well to stand-alone distance learning events.

SPECIFIC REQUIREMENTS

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@Helo.org



DEEPER LEARNING EXPERIENCE

Virtual Reality require users and event facilitators to have access to a VR headset, joysticks and a stable internet connection.

Users will typically need an onboarding session to use the application and moderators will need to be trained first and practice the delivery of sessions before going live.

Virtual reality applications thus come with a higher barrier to market entry but at the same time offer a deeper learning experience than webinar technology.

The VR software used by ITCILO is ARTHUR (www.arthur.digital). ARTHUR allows ILO collaborators to customize their virtual meeting space and to interact across the globe. ARTHUR can be used for team meetings as well as conferences.

HOW DOES IT LOOK LIKE?

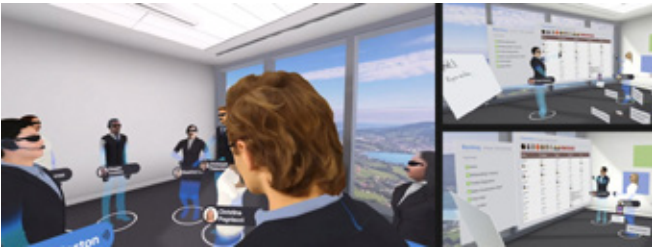
Tom Wambeke

Joel Alcocer

Chandel Lafranchi

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room:
- Or
- Or
- Or



Customization

Customized Environments

- Custom 3D office environments, often times replicas of real locations and complemented with branding, offer a more holistic experience
- The process includes concept design, development (modeling, texturing, lighting) and a dynamic integration into Arthur

Full Body Avatars

- Photorealistic avatars realized by 3D scan enhance the feeling of presence, attention and quality of communication in VR
- To provide the optimal experience, we take care of the 3D scan process, adaptation and integration of the avatar into Arthur



JOIN THE EXPERIMENT

CONTACT US

If you are interested in testing VR conferencing applications with facilitation support from ITCILO, then the Centre can provide you with a technical and financial proposal to first pilot and later rollout the applications via the ITCILO e-campus.

For further information please contact the Office of the Director Training in ITCILO (a.klemmer@itcilo.org)

INFO

FOR FURTHER INFORMATION PLEASE CONTACT

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