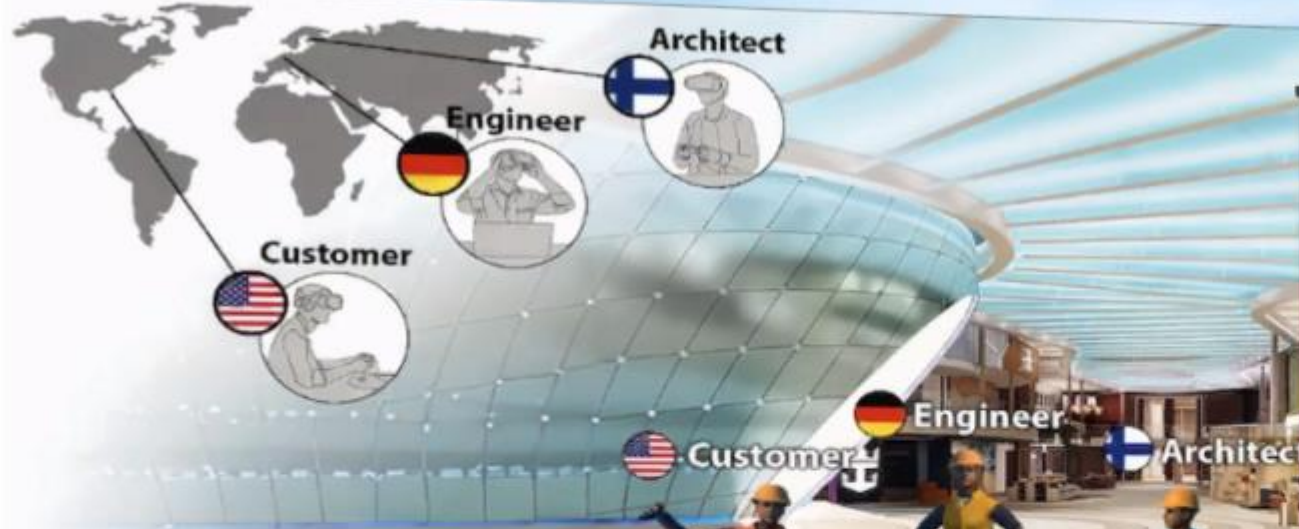


Metaverse in training



Metaverse in training



Use Case 1 Education and Training

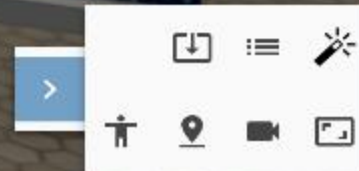
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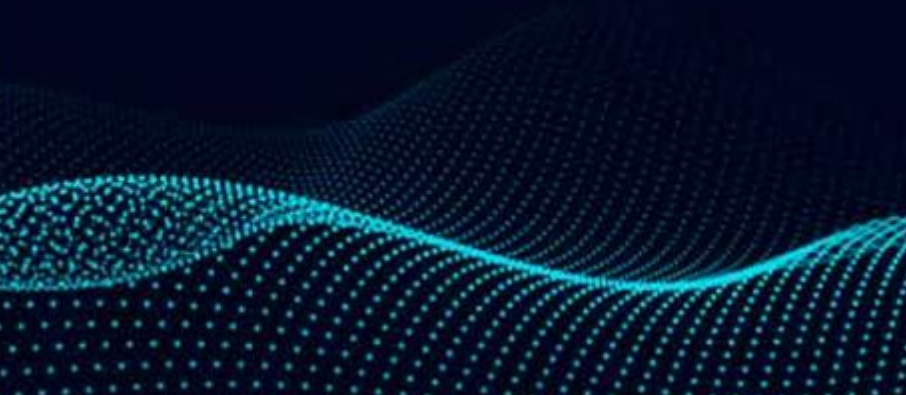
USE CASE

1

Education
and training



Metaverse in training



Multi-user collaborative environment

Pedagogy model with training paths

Content assets and 3D Digital Twins

Taking experience beyond traditional class-room possibilities with use real-time simulations and immersive services





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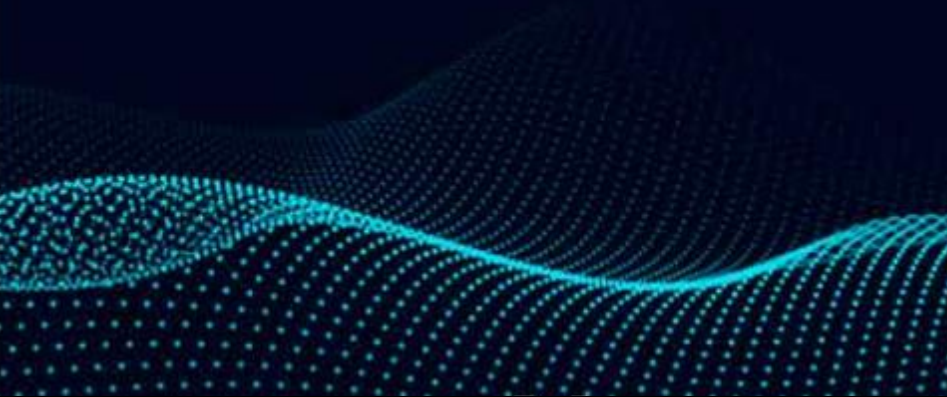
Anytime access

Orientation phase with easy to scale
Browser based access to make
training available to anyone

Active realtime content to utilize video, voice and documents with access to ai assistants to maxime productivity



Metaverse in training



Utilize visual and functional behaviour of the actual environment will effect to User motivation and visual memory

Hands-on operations with digital twin 3D models resulting shorter learning curve when with actual devices



Metaverse in training

Combining browser based and VR headset based environments to maximize scalability

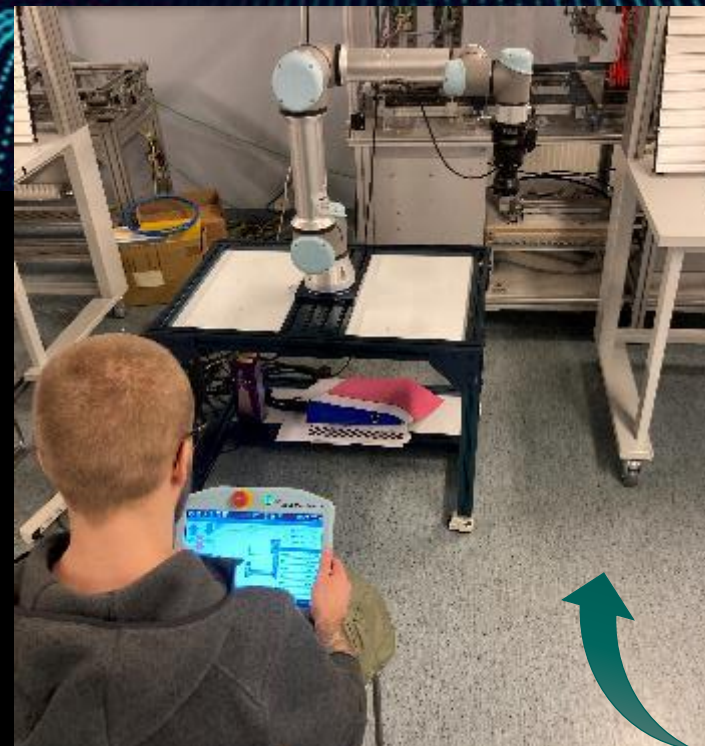
Allows to use digital twin from any remote location to scale up utilization

Use of simulations gives practical way to access and utilize digital twin technology and remote presence





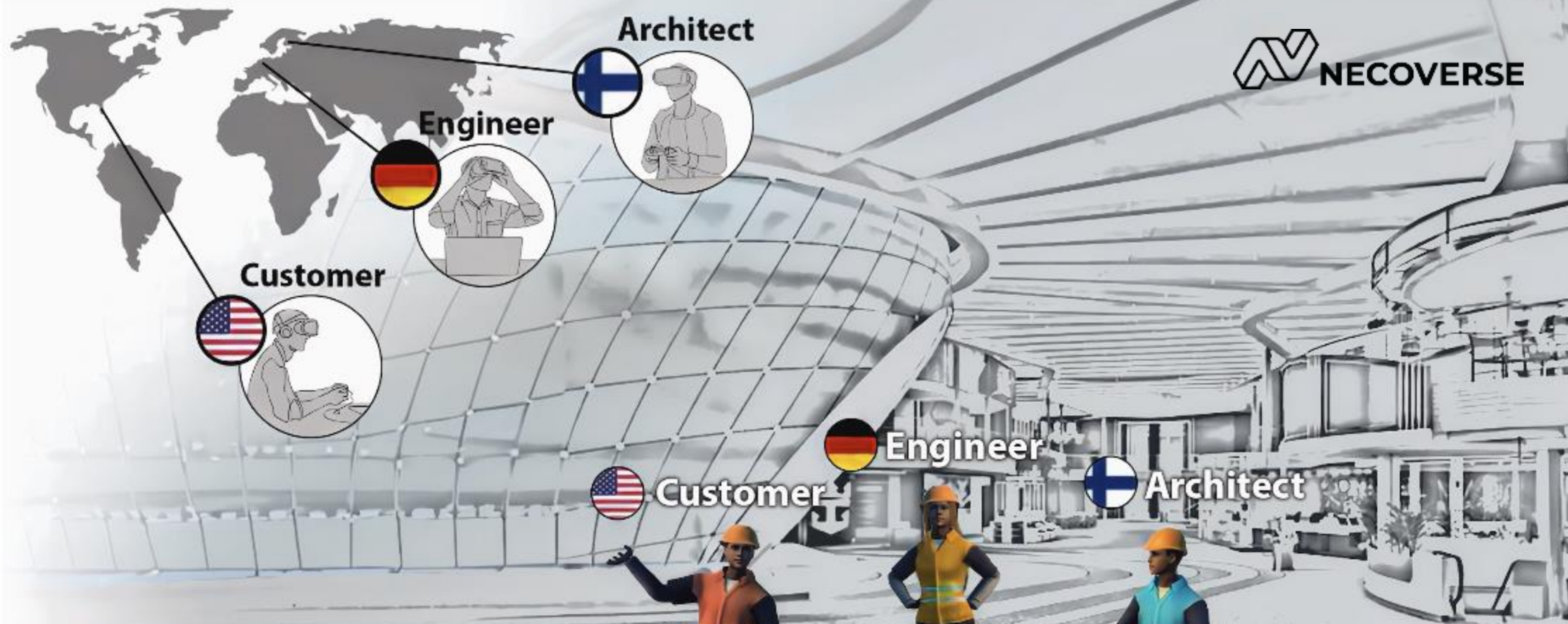
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First round of training pilots made to measure actual feedback from realtime use

More prepared users for Lab test

Come to try by yourself at booth **43**



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