

Process and Partnerships in Seeding Learning Innovations in Continuing Education and Training in Singapore – A Case of Open Innovation

Dr Chen Zan
Senior Research Officer,
Institute for Adult Learning Singapore

Mr Khee Lian Sim
Managing Director
Wong Fong Academy

Outline

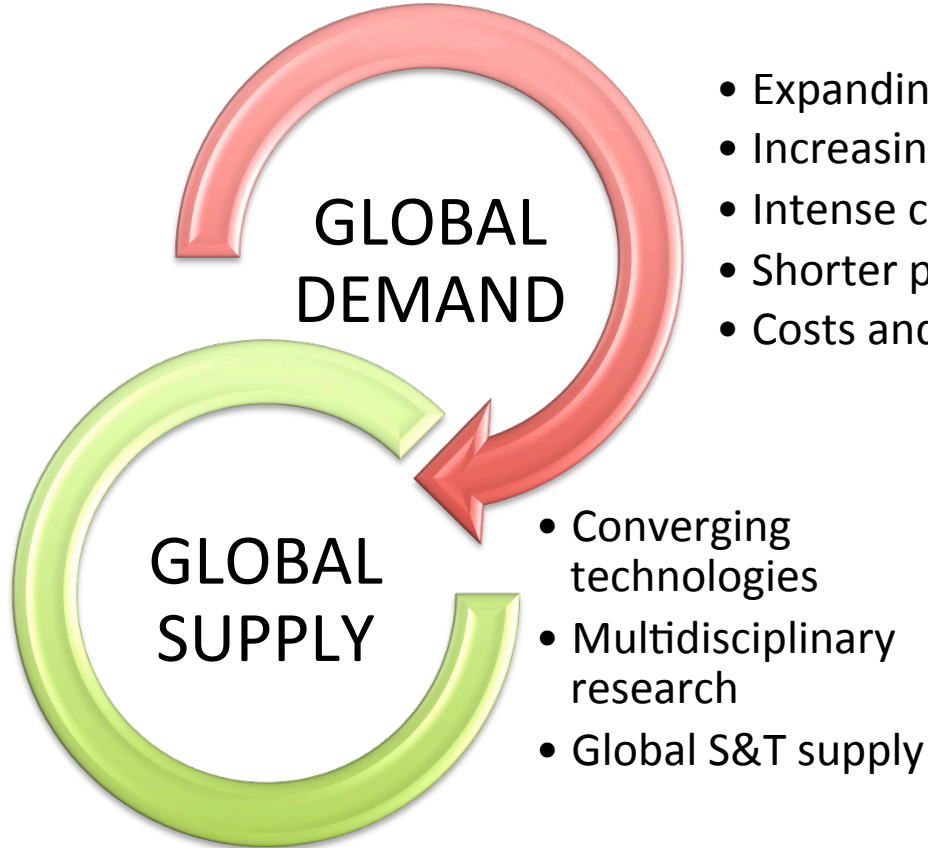
Background

**What is
InnovPlus**

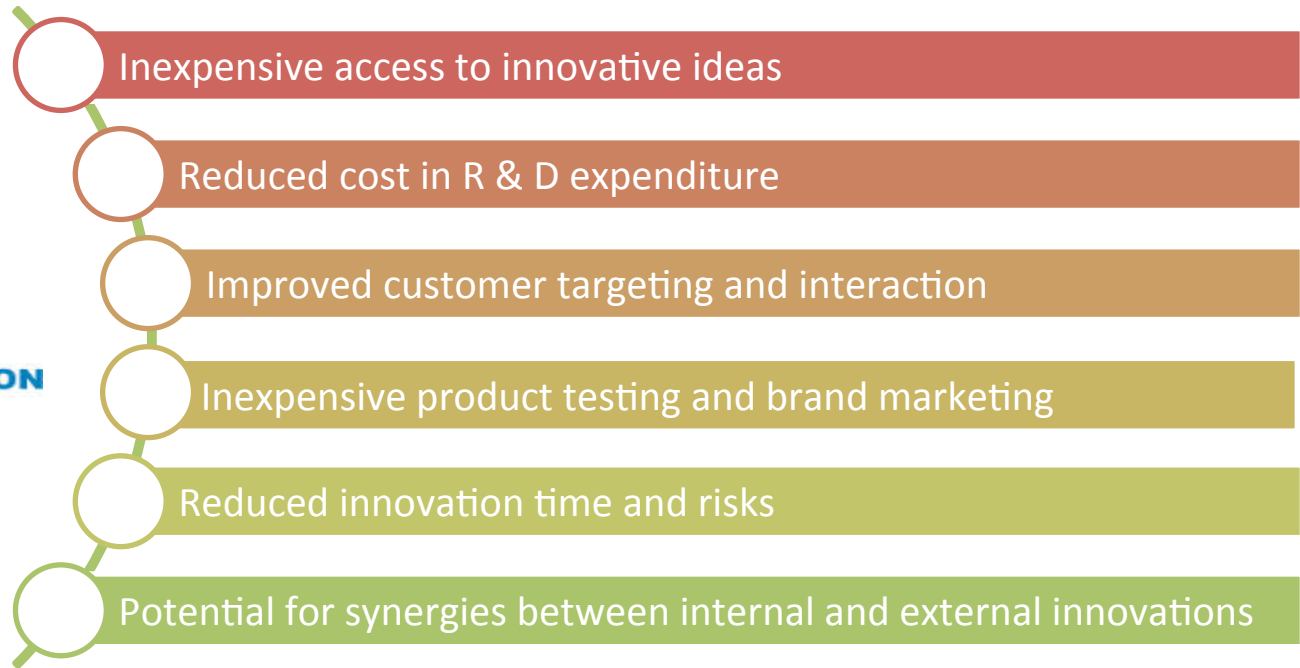
**Process of
InnovPlus**

**Partnership in
InnovPlus**

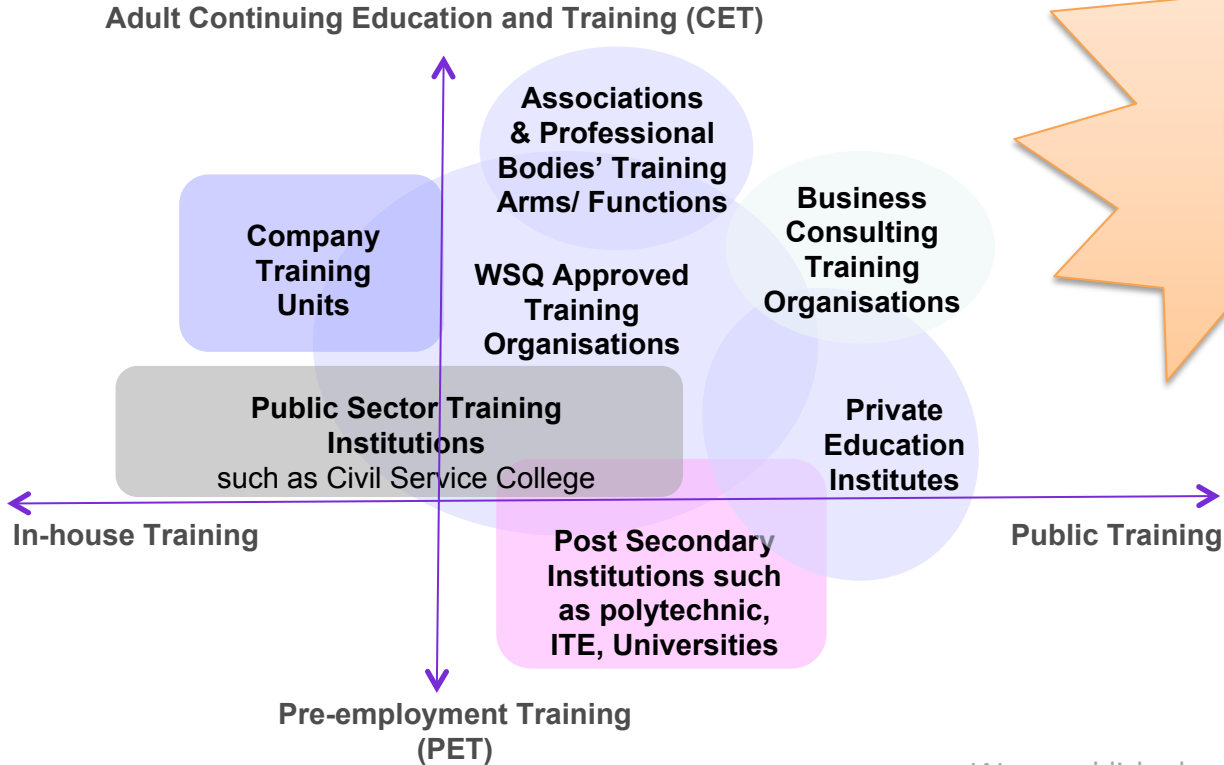
Why Open Innovation



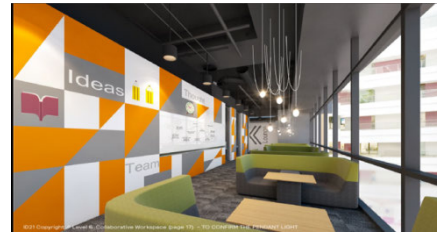
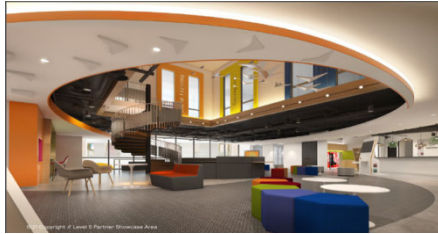
Benefits of Open Innovation



CET in Singapore



iN.LAB the conduit to realise iN.LEARN 2020



**Opened on 28 Oct 2015 and we have not
looked back ...
1,138 local and overseas guests from 50
organisations visited iN.LAB**

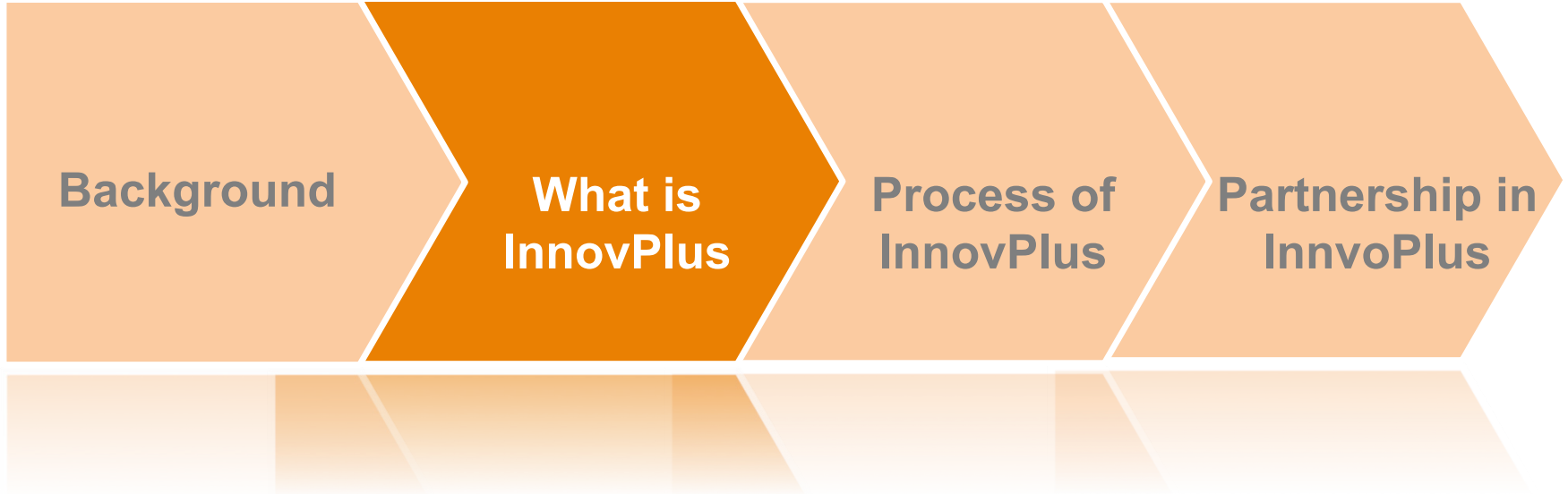


Our Offerings...

more than 23 sessions in the Innov series with over 1,224 participants.



Outline

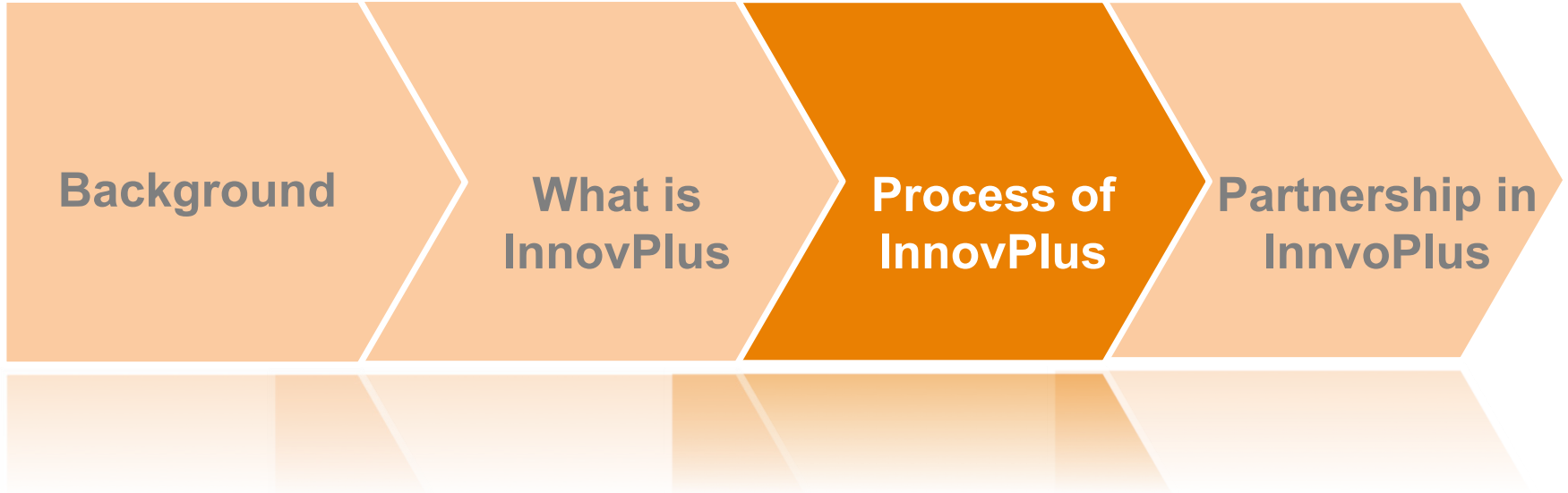




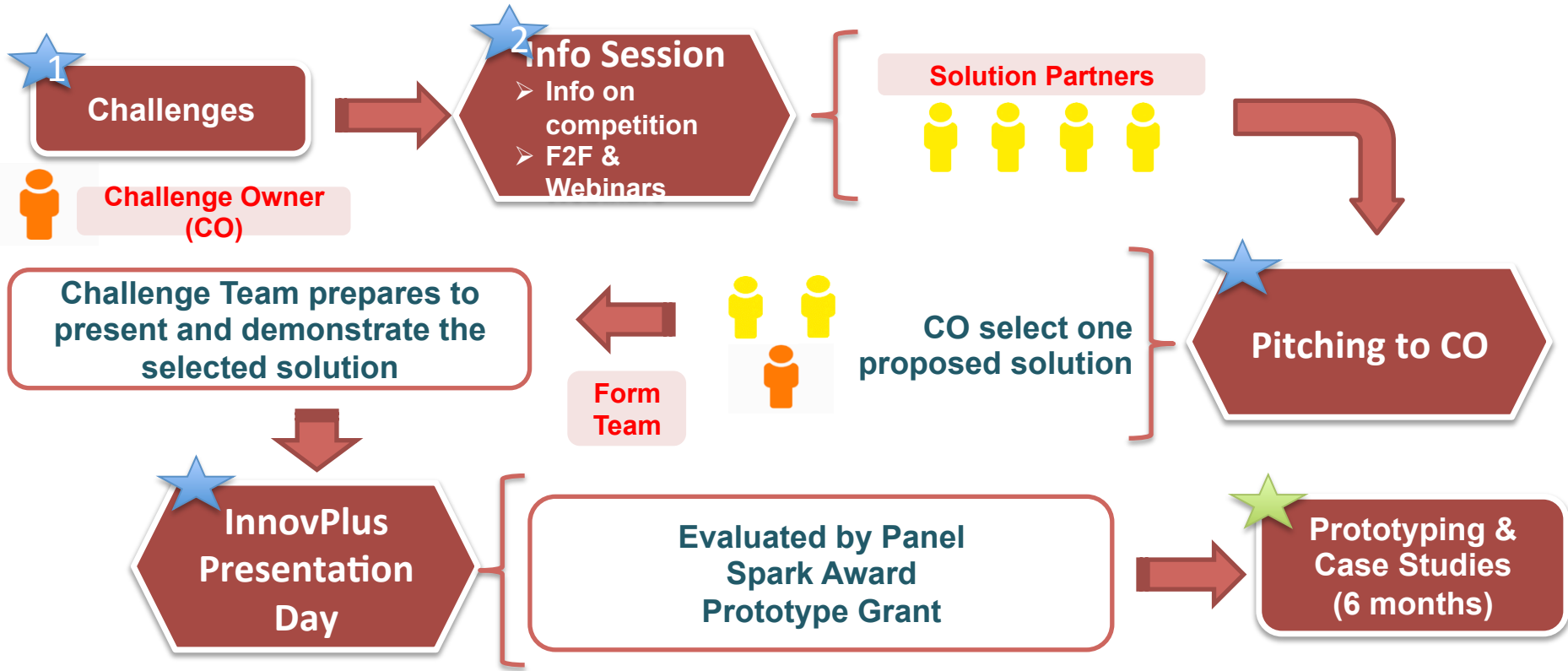
- 2 events per year
- Prototype Development
- Awards and grant



Outline



Process of InnovPlus



★ = Phase



Demo by one of the CT - Immersive Environment



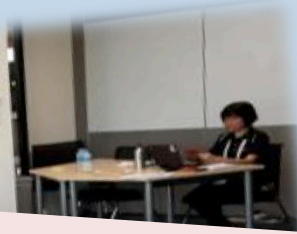
Demon by one of the Challenge Teams (CT) - Mobile learning platform that supports pedagogical rigour, gamification, game-based learning & multi-languages



Demo by one of the CT - Single and self-sufficient learning system for self directed learning and repository of knowledge onboard ship vessels



Pitching by one of the CT to InnovPlus P

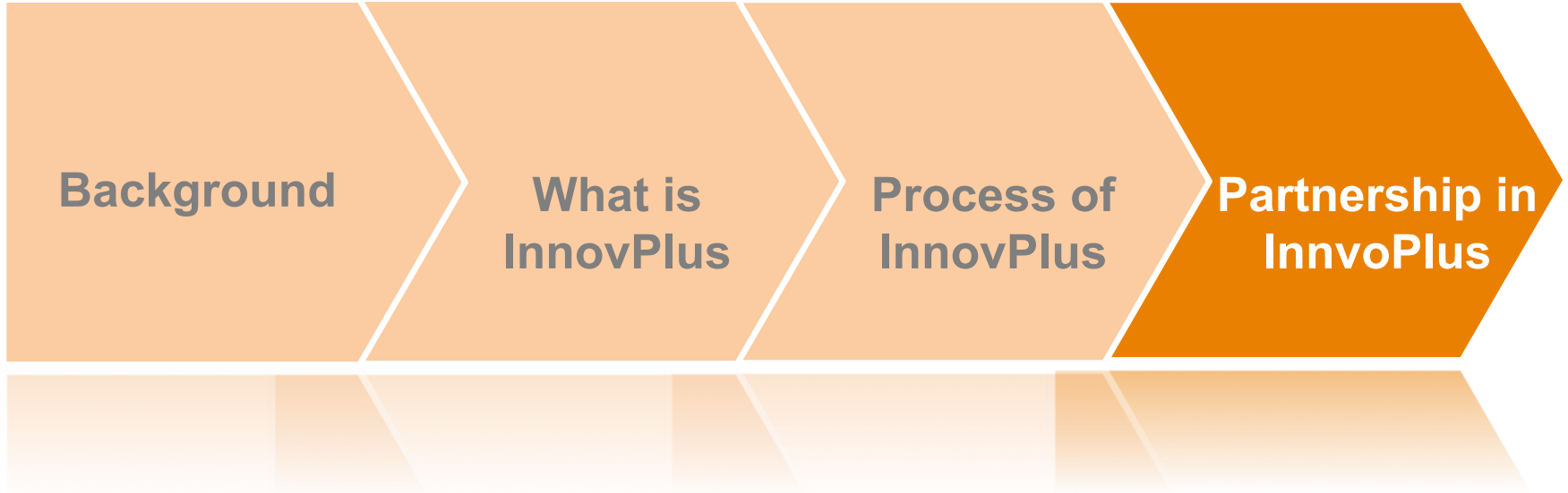


Presentation to the audiences at iN.LAB open space after their pitching to the Panel

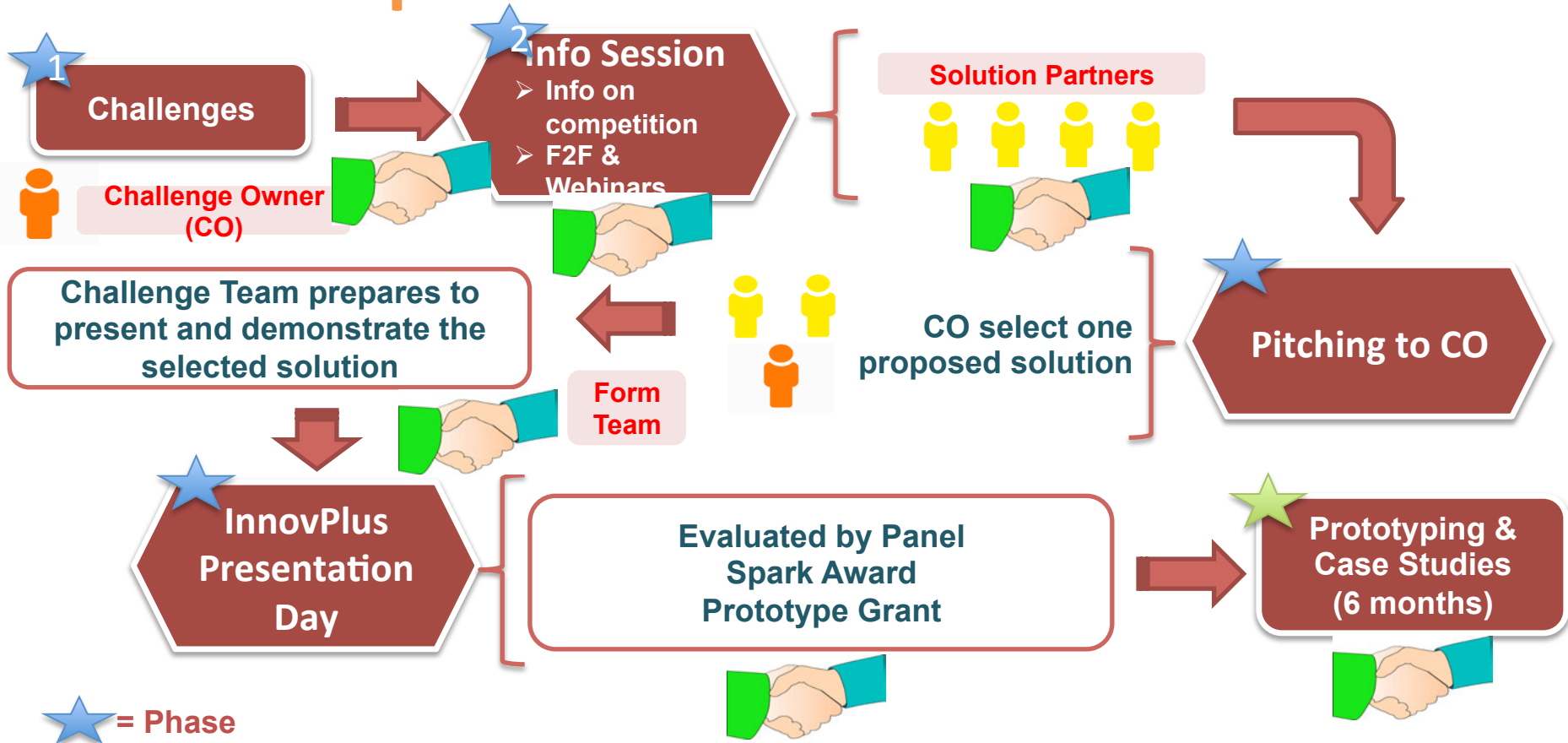


Mr Leslie Loh, Chairman of InnovPlus Evaluation Panel provides overall feedback on the submissions before prize award ceremony

Outline



Partnerships in InnovPlus



Partnerships in InnovPlus

Dynamic and
evolving
relationships

Networking
efforts and
strategic planning

Sustainable
partnerships

‘Successful innovation is not a single breakthrough. It is not a sprint. It is not an event for the solo runner. Successful innovation is a team sport, it’s a relay race.’

Professor Quyen Nguyue



BASIC PPE

- Helmet
- High Visibility Jacket
- Gloves
- RF ID Wearable
- Steel Capped Boots



Singapore Workforce Development
Authority Innovation Flame Awards 2016





Our Belief

SAFETY

YOUR PERSONAL RESPONSIBILITY

Innovation is our DNA. We are committed to innovation and the use of technology to create learning possibilities for this and future generations.



WORKPLACE SAFETY



WSQ-Operate Forklift (With
Class 3 License)



WSQ-Operate Forklift (Without
Class 3 License)



WSQ-Operate Lorry Crane



WSQ-Operate Lorry Crane
(Experience) Assessment Only
Pathway



WSQ-Operate Boom Lift



WSQ-Operate Scissor Lift



WSQ-Operate Vertical Personnel
Platform



WSQ-Performing Rigger and
Signalman Task



WSQ-Supervise Safe Lifting
Operation



Our Challenge

1. Taking personal responsibility for safety requires a **mindset for safety**.
2. Current facilitated training method **not authentic for impactful learning** in a **safe** environment.

SAFETY

YOUR PERSONAL RESPONSIBILITY

Innovation is our DNA. We are committed to innovation and the use of technology to create learning possibilities for this and future generations.



Our Objectives

1. Harness technology to **simulate an authentic and immersive** environment of hazards
2. To create impact for mind set paradigm shift
3. **Without risking or endangering our learners**


Virtual
Reality

+

Gamified Mobile
Learning Platform



VR = Learn Faster + Remember Longer

A person is shown from the chest up, wearing a cardboard VR headset. They are smiling broadly, showing their teeth. Their hands are holding the headset in place. The background is a plain, light-colored wall. The text 'VR = Learn Faster + Remember Longer' is at the top. A large yellow '8-10%' is in the center. Below it, two lines of yellow text describe the benefits: '(a) higher pass rate than non-VR training' and '(b) remembers 6-15 months longer after training'. The VR headset has a QR code on the left side and some text on the right side that reads 'EXPERIMENTAL SAMPLE FOR TEMPORARY USE CONTAINS MATERIALS THAT MAY AFFECT PERFORMANCE'. There is also a small logo on the top right of the headset.

8-10%

- (a) higher pass rate than non-VR training
- (b) remembers 6-15 months longer after training





Safety Is Your Personal Responsibility

Register now to start earning points! Top of leaderboard get Meal voucher Valued at \$40

I'M READY

**SAFETY IS YOUR
PERSONAL
RESPONSIBILITY**

**300
POINTS**



Your life and the lives of your team mates are important! Your families depend on it!



Write down the name(s) of your loved ones that will most be affected if you were killed or seriously injured in an accident.

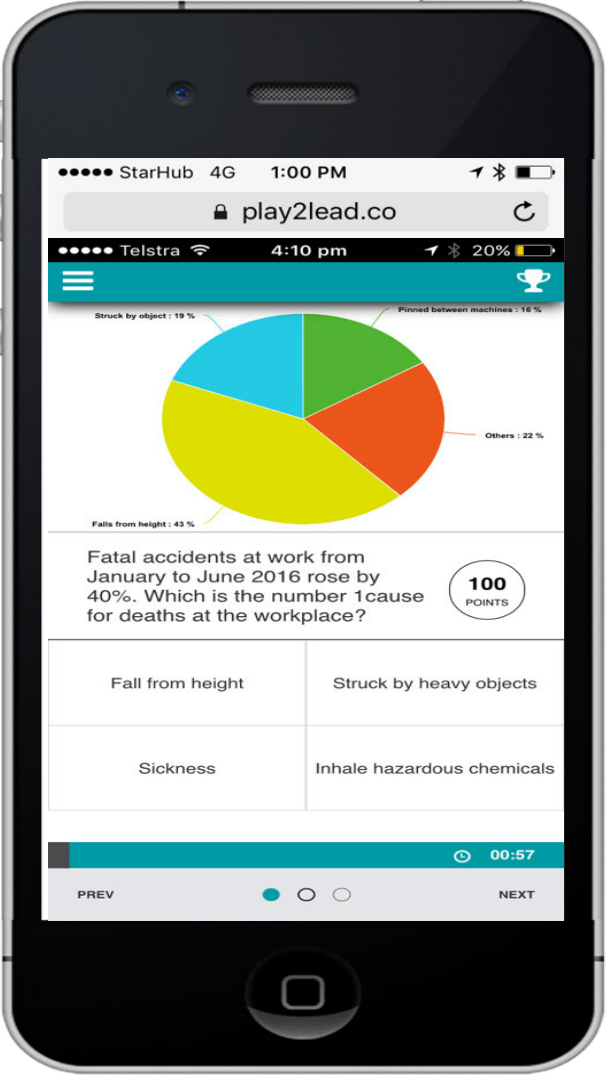
100
POINTS

Joanna

PREV



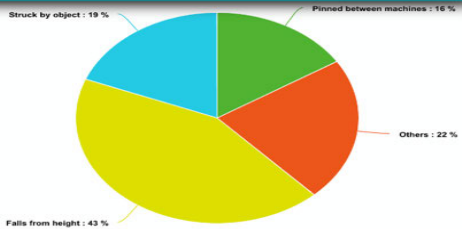
NEXT



StarHub 4G 1:00 PM

play2lead.co

Telstra 4:10 pm 20%



Fatal accidents at work from January to June 2016 rose by 40%. Which is the number 1 cause for deaths at the workplace?

100 POINTS

Fall from height	Struck by heavy objects
Sickness	Inhale hazardous chemicals

00:57

PREV [Progress Indicators] NEXT

StarHub 4G 1:00 PM play2lead.co

Telstra 4:10 pm 20%

Cause	Percentage
Falls from height	43%
Struck by object	19%
Pinned between machines	16%
Others	22%

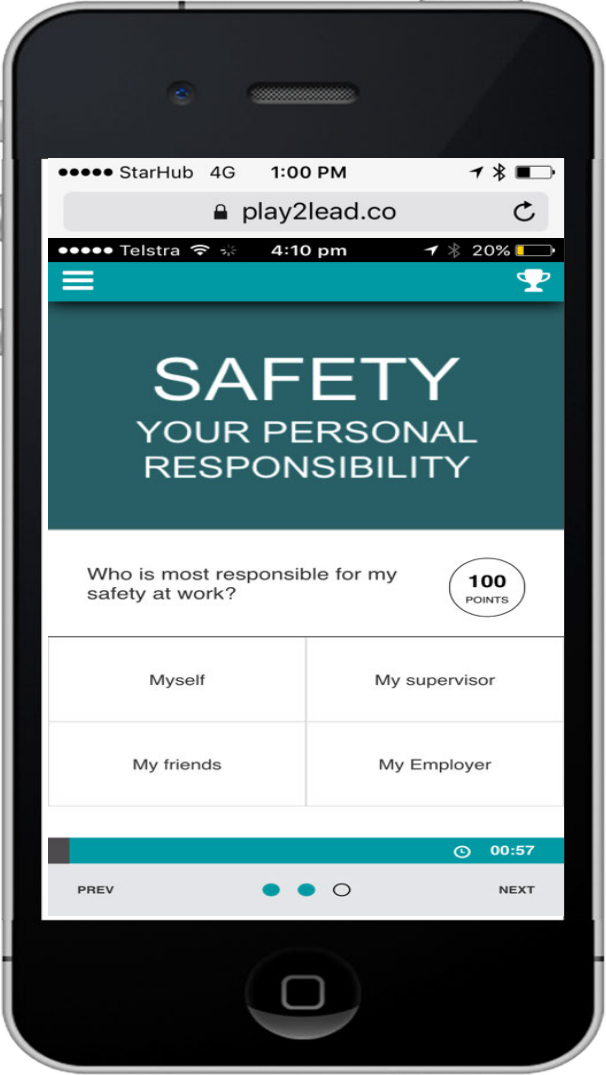
Fatal accidents at work from January to June 2016 rose by 40%. Which is the number 1 cause for deaths at the workplace?

100 POINTS

Fall from height	Struck by heavy objects
Sickness	Inhale hazardous chemicals

00:54

PREV NEXT



StarHub 4G 1:00 PM

play2lead.co

Telstra 4:10 pm 20%



SAFETY

YOUR PERSONAL
RESPONSIBILITY

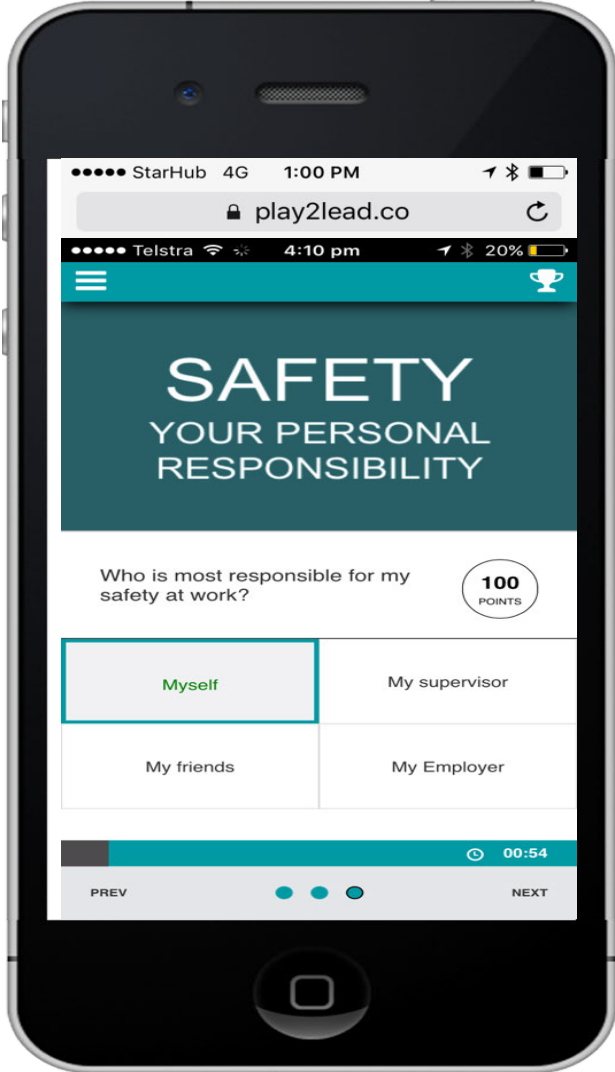
Who is most responsible for my safety at work?

100
POINTS

Myself	My supervisor
My friends	My Employer

00:57

PREV NEXT



StarHub 4G 1:00 PM

play2lead.co

Telstra 4:10 pm 20%



SAFETY

YOUR PERSONAL
RESPONSIBILITY

Who is most responsible for my safety at work?

100
POINTS

Myself	My supervisor
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00:54

PREV



NEXT

StarHub 4G 1:00 PM

play2lead.co

Telstra 4:10 pm 20%



Safety is your personal responsibility



181

BONUS POINTS

You get bonus points for being FAST & SMART!

Safety is your personal responsibility

YOU EARNED

481

POINTS








500
TOTAL

481
EARNED

3/3
COMPLETED

CHALLENGED
4
IN THIS GAME

TOP PLAYERS

	Ashraff Zulkarnain + 496 PTS	#1
	Suneesh Mishra + 483 PTS	#2
	Yang Li Lian + 481 PTS	#3
	Danish Anandan + 481 PTS	#4
	Jackson Phua + 295 PTS	#5



EON EXPERIEN

CONSTRUCTION SITE

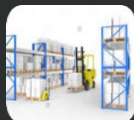


Easy

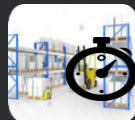


Hard


WAREHOUSE



Easy



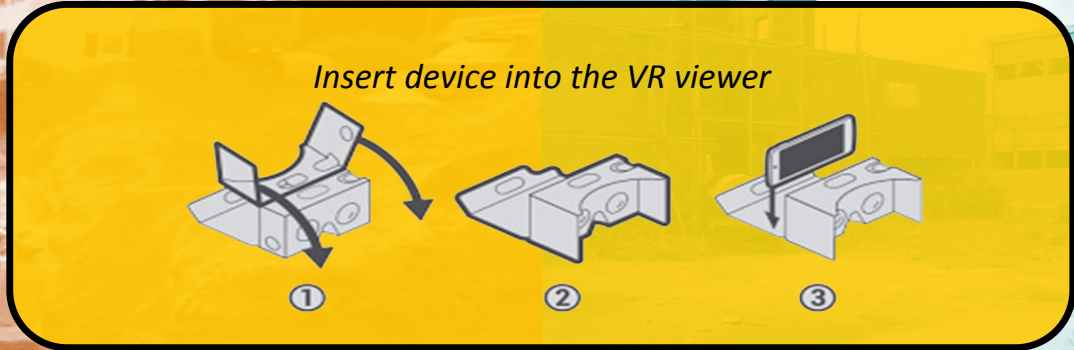
Hard



VF ACADEMY

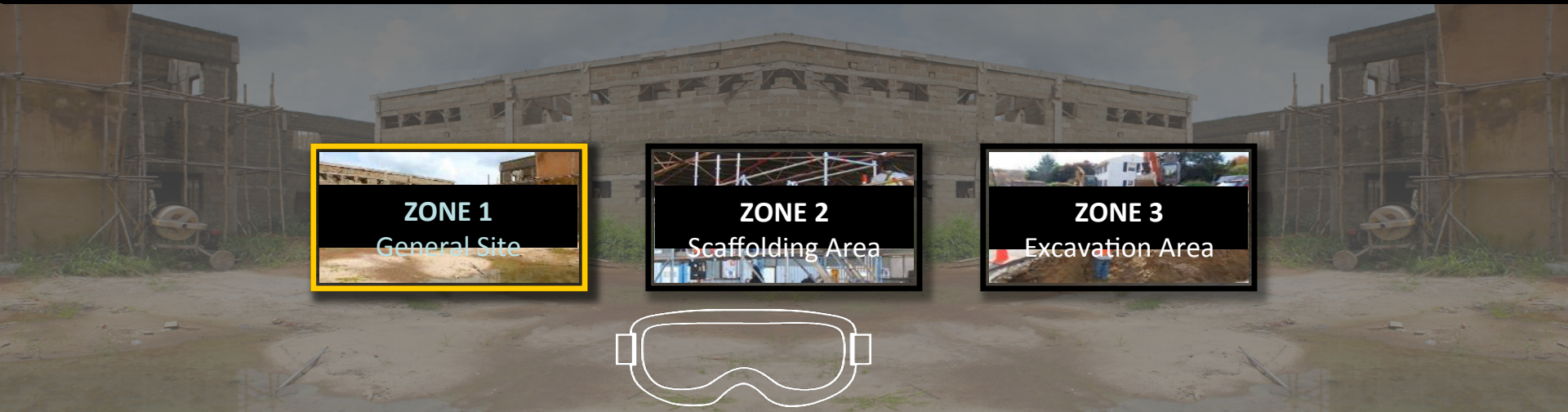
CONSTRUCTION SAFETY TRAINING





Trainees will be instructed to insert the phones into the VR viewer





ZONE 1
General Site

ZONE 2
Scaffolding Area

ZONE 3
Excavation Area



Trainees select one of the zones to start the VR training



ZONE 1
General Site

Please Identify Safety Hazards around the Site



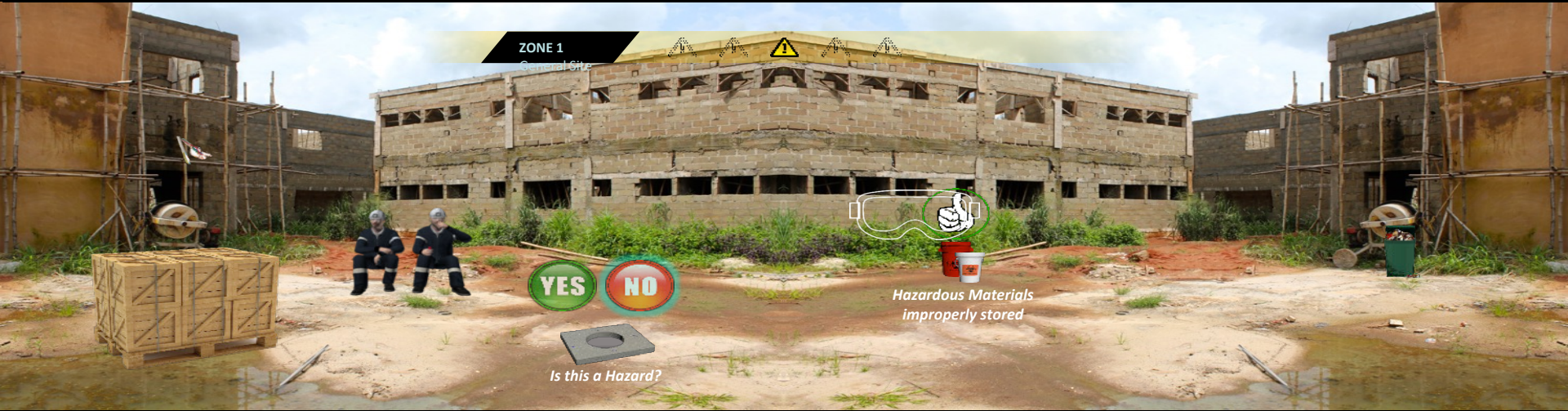
The VR experience will start shortly



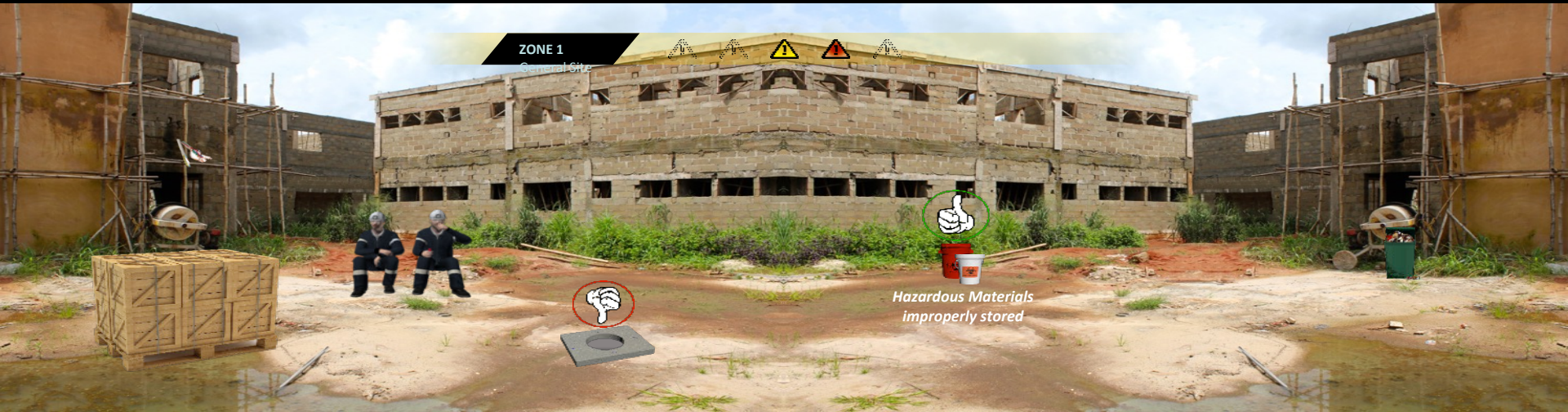
Trainees need to identify 1 of 5 hazards in each zone by moving the VR visor around to point at the hazards.



Trainees will be prompted at each hotspot to select 'YES' or 'NO' response for the particular hazard.



A thumbs up will be displayed upon selecting the correct answer



Thumbs down will be displayed when incorrect answer is chosen

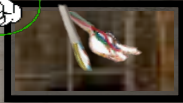


ZONE 1
General Site

HAZARD CHECK COMPLETE!

The training session for the ZONE will end when all 5 hotspots are completed by trainee.

ZONE 1 General Site



*Loose hanging
electrical wiring*



*Workers sitting
along vehicle path*



*Hazardous Materials
improperly stored*



*Man hole in the ground
without cover & barricade*



*Rubbish piled up with
flies flying around*

A summary of results will be displayed at the end of the session.



ZONE 1
General Site

1/3

ZONE 2
Scaffolding Area

3/3



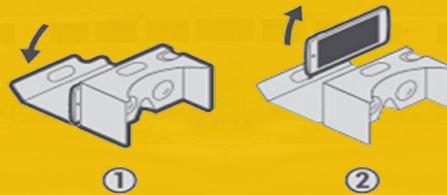
ZONE 3
Excavation Area

4/4

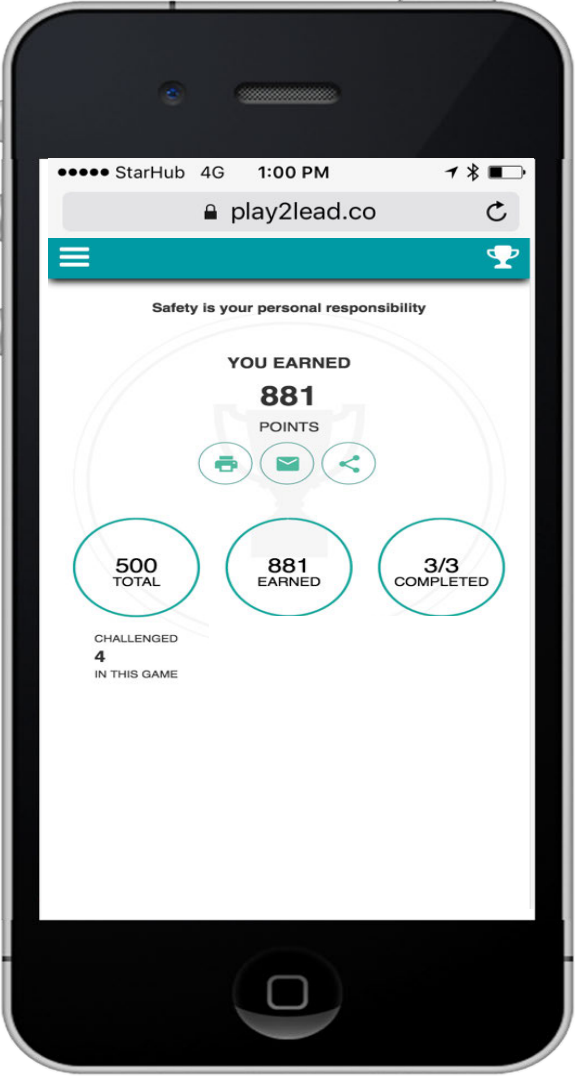
EXIT

User is able to exit the VR app upon completing the 3 zones.

Remove your device from the VR Viewer



User will be instructed to remove the device from the
VR viewer

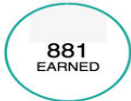


Safety is your personal responsibility

YOU EARNED

881






POINTS



CHALLENGED
4
IN THIS GAME

OVERALL | SESSION | ACTIVITY

TOP PLAYERS

	Danish Anandan + 881 PTS	#1
	Ashraff Zulkarnain + 496 PTS	#2
	Suneesh Mishra + 483 PTS	#3
	Yang Li Lian + 481 PTS	#4
	Jackson Phua + 295 PTS	#5

Safety Compliance Training
made

FUN, memorable & impactful!!

 **WFA** ACADEMY



Judith CHEW
+65 92476316

judith@wfa.sg
www.wfa.sg

 **PLAY2LEAD**



Theresa LIM
+65 9161 6288/
+61 414 207 066

theresa@play2lead.co
www.play2lead.co

 **eon**
reality



Desmond NG
+65 8693 5336

desmond@eonreality.com
www.eonreality.com

For Discussion



Email: chen_zan@ial.edu.sg

Your next date with us: 17 November 2016

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Solutionists/ Technology Partners

Explore application possibilities for your solutions



Enterprises

Make the right connections to develop a solution to your learning challenges

