

ODESIE: The Next Generation of Learning

TTS announced the launch of ODESIE – an Online Dynamic Enterprise Solution for Industry Excellence – at the March 2011 ProMat tradeshow in Chicago. This new learning software presents an environment that uses simulation, collaboration, virtual worlds, and custom eLearning to totally immerse maintenance students in the learning process. The demo, which is an exact replica of a Florida Walgreens warehouse, allows users to observe and interact with equipment and processes throughout a virtual world.

ODESIE presents an experiential learning program that can be customized for any type of material-handling equipment, such as forklifts, conveyors, and AGVs. Within the program, users are able to create personalized avatars and direct them to perform specific maintenance and inspection tasks. In addition, users are able to search industrial wikis, launch eLearning modules, and interact with peers both within and outside their companies.

Request a demo:

<http://technologytransfer.services.productiveedge.com/Demo.aspx>

Take the ODESIE experience:

<http://www.myodesie.com/>



Addressing New Learning Standards

Over the past decade, the industrial field has experienced unprecedented technological advances in material handling and logistics. And outside of the workplace, people are immersed in a world with immediate access to vast information, gaming, and Web socialization. This convergence of new technology, online gaming, and social media, combined with a younger workforce, has led to a new set of learning standards. TTS is addressing these standards through the release of ODESIE.

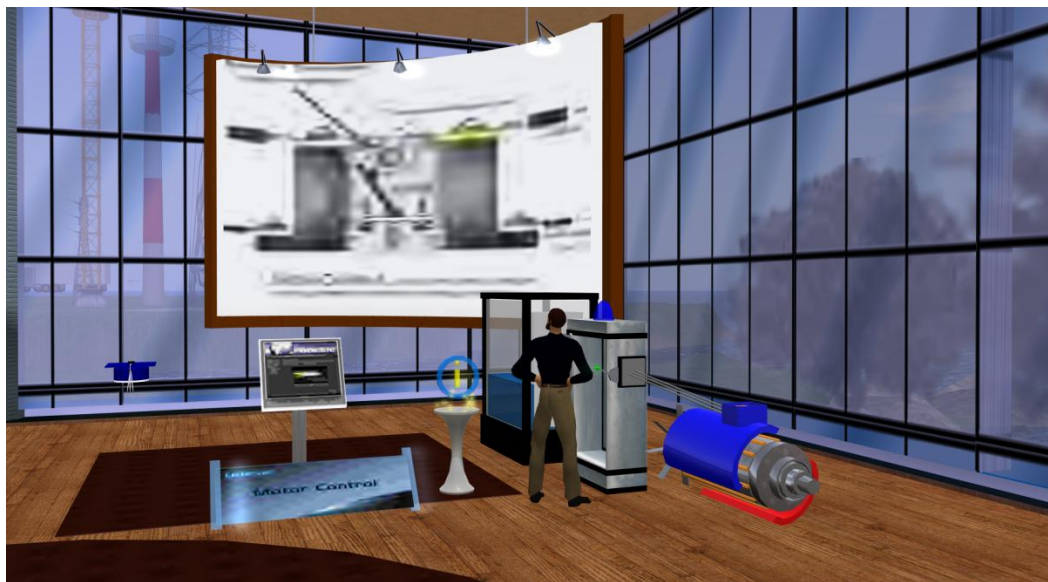
“The technology is geared to address the training expectations of the modern, younger workforce, ages 18 to 40,” according to lead TTS salesman Kurt Fichtman. “We’ve built the simulator to accommodate this generation’s familiarity with—and preference for—eLearning, social media, and online gaming.”

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TTS believes the solution is not to try to improve existing technology, but to use that technology to create a more effective, faster learning process. ODESIE breaks down the distinction between formal and informal learning and blends all the traditional learning steps into a seamless learning journey that achieves performance-based objectives.

Another consideration in the creation of ODESIE, according to TTS simulation and courseware developer Chris Perkins, is the economy. ODESIE is meant to supplement, not necessarily take the place of, hands-on training. However, in today's financial environment, it is more difficult for companies to send employees to training classes or pay for instructors to come to them. ODESIE fuses learning capabilities and results, traditionally not easily attainable without significant classroom investments.

- Taking learning modules while immersed in a virtual world.
- Asking questions of peers.
- Asking questions of seasoned industry veterans.
- Researching and reading articles.
- Performing learning quests in a simulation.
- Observing how equipment and processes work through a virtual world.
- Doing all these things in any order and in some cases simultaneously.
- Demonstrating knowledge and skill in the areas learned and being rewarded for it.



In ODESIE, organizations of any size can engage and complete specific or ongoing learning objectives based on individual learning style, available time, and using alternative methods at will. Maximizing the business results of a learning investment requires new innovation in social learning and visual understanding for all demographics and project sizes. ODESIE meets these new challenges in workforce learning and is a visually pleasing and highly engaging social environment.

To learn more or request a demo, visit: <http://www.myodesie.com/>.