

VR Training Tool Development for Electrician Union

PROJECT DETAILS

 AR/VR Development

 Feb. 2017 - Apr. 2018

 \$50,000 to \$199,999

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PROJECT SUMMARY

Bit Space Development Ltd. built AR and VR learning modules to virtually train electricians from remote areas. Bringing the job site to classrooms, electricians could get safety certificates without traveling.

PROJECT FEEDBACK

Using the best technology available at the time, Bit Space Development Ltd. accomplished every goal of the project. They consistently exceeded expectations and met deadlines ahead of schedule. Remote electricians are now trained with this program, and the AR/VR modules have worked wonders.



The Client

Introduce your business and what you do there.

I'm the director of apprenticeship and training for the Manitoba and Nunavut region of the International Brotherhood of Electrical Workers. We are a union organization that also provides for the educational needs of our electricians. We have our own school, which I am also the director of.


The Challenge


What challenge were you trying to address with Bit Space Development Ltd.?


In Canada, our northern regions are incredibly remote and rural, so we can't provide the same services that we do in city centers.

Manitoban laws stipulate that for every apprentice electrician on a job site, there must be a journeyman on the site. This makes required site visits difficult and close to impossible in the North.

We went to Bit Space Development Ltd. to figure out how we could recreate a job site virtually to provide our training, without actually having to take students to the job site.

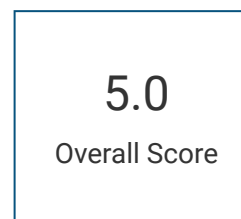
 **Chris Taran**
Director of Apprenticeship & Training, IBEW 2085

 **Construction**

 **11-50 Employees**

 **Winnipeg, Manitoba**

CLIENT RATING



Quality: 5.0

Schedule: 5.0

Cost: 5.0

Would Refer: 5.0



The Approach

What was the scope of their involvement?

We wanted to use AR and VR technology to bring the job site back to the classroom, instead of taking the classroom to the job site. We engaged with Bit Space Development Ltd. on a project that would move the required safety training for electricians in remote regions to a VR platform.

Their role was figuring out what form this project should take. As the experts in this space, they worked with us on how to make the courses and learning modules. Like with cell-phones, VR and AR technology changes all the time. Bit Space Development Ltd. helped us pick which AR and VR platforms we should use and buy.

Once we decided on a plan, they developed the program for us.

What is the team composition?

I worked exclusively with Dan (Owner and CEO, Bit Space Development Ltd.). I believe he had quite a large team behind him, as well. We also had a hired project manager to help oversee this project.

How did you come to work with Bit Space Development Ltd.?

We reached out to several companies, got quotes, and met with their teams. Based on those interviews and our assessments of their cost-effectivenesses, we went with Bit Space Development Ltd.

How much have you invested with them?

We invested \$100,000 CAD (approximately \$76,000 USD).



What is the status of this engagement?

We began work in February 2017, and the project was finished in April 2018.

The Outcome

What evidence can you share that demonstrates the impact of the engagement?

The technology is working well for us. Every school struggles to recreate the real world within the lab setting. With regard to the content and the makeup of the program, what we created with Bit Space Development Ltd. has worked wonders for us.

Having said that, there are some hurdles associated with VR and AR. For instance, some people can't wear VR goggles for long. Regardless of those challenges, we're very happy with the content and Bit Space Development Ltd.

How did Bit Space Development Ltd. perform from a project management standpoint?

We had zero issues with our timeline. The project finished ahead of schedule, and there was little frustration. They bent over backward to meet our needs and then went above and beyond with support throughout the whole process.

We primarily worked in-person with them. Their office was a 10-minute drive from my office, which made communication very easy. If there was a step that required me to put the goggles on and start working with the software, it wasn't a hassle.

What did you find most impressive about them?

Dan and his team were very proactive and reactive, and they were great to work with. Whenever there were any bumps in the road or if something didn't work, they were very quick to find a solution.



Are there any areas they could improve?

One constructive piece of feedback I could give is that they occasionally forget that you're not in the VR/AR industry. They get so excited and will occasionally start throwing around acronyms and industry terms. I'll have to slow them down and ask for an explanation in English. But, this was also a testament to their passion and work-ethic; when they get on a roll, they just don't stop.

Do you have any advice for potential customers?

Make sure you work with them to explain your industry. If you put in the time to explain what you want, it will be much easier for them to deliver it.

