

Integrating Immersive Technology | 17 August

Integrating Immersive and Augmented Training into the Metaverse

Cody Caddell, Claudia Escribano,
Dolly Oberoi, and Ravi Garimella

C2 Technologies, Inc.

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Presenters



Dolly Oberoi
CEO
301.675.5835
doberoi@c2ti.com



Ravi Garimella
C² Technical Director
202.277.8437
rgarimella@c2ti.com



ABOUT US

180+
Awards

140+
Clients

18,000+
Solutions Delivered

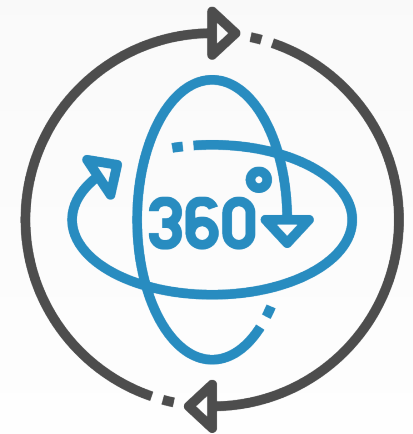
500+
Employees

44+
Global Locations

C²'s mission is to be the best performance improvement company



- 1) Establish a shared, common definition of the Metaverse
- 2) Examine key features of the Metaverse relevant to training & simulation
- 3) Establish a descriptive taxonomic framework
- 4) Discuss key related factors and challenges



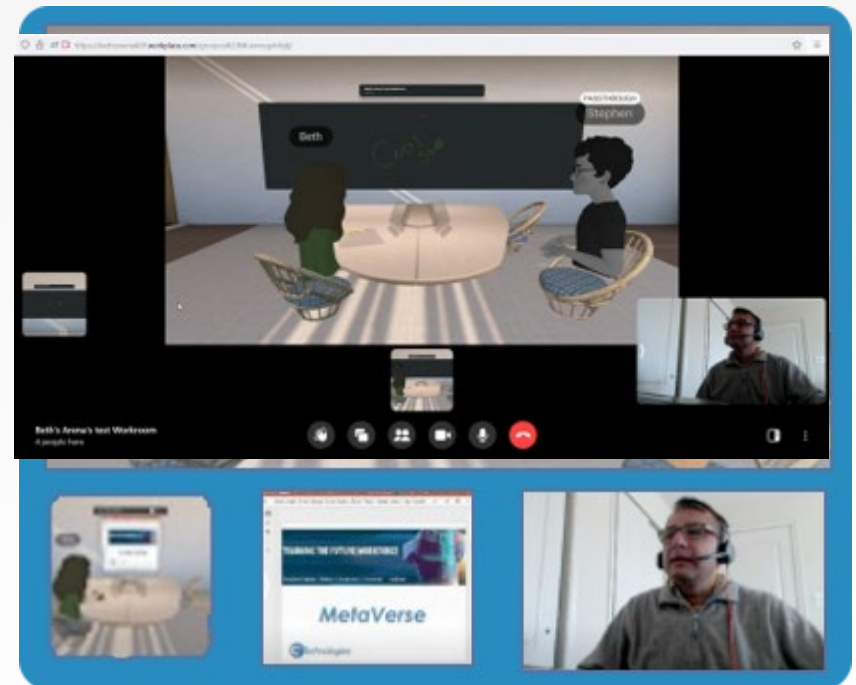
- Not simply a 're-branded' Virtual Reality (VR)
- An interconnected set of digital 'worlds'
 - Most existing digital worlds are closed and centralized
- Allows for rich, effective, portable content across digital worlds
 - 'Build it once, deploy it anywhere'



- Interoperability infrastructure traditionally costly to develop
 - Offers little business incentive to drive profit
- Vision and promise is to be more seamless
- Virtualized content across numerous shared virtual worlds
- Enables whole new implementations of training and simulation capabilities (AAR, JPE)



- Metaverse focuses on content, social interactions, shared user-curated content
- Applications don't necessarily need to utilize AR/VR
- Infinitely scalable digital persistent worlds



Key Features Relevant to Training & Simulation



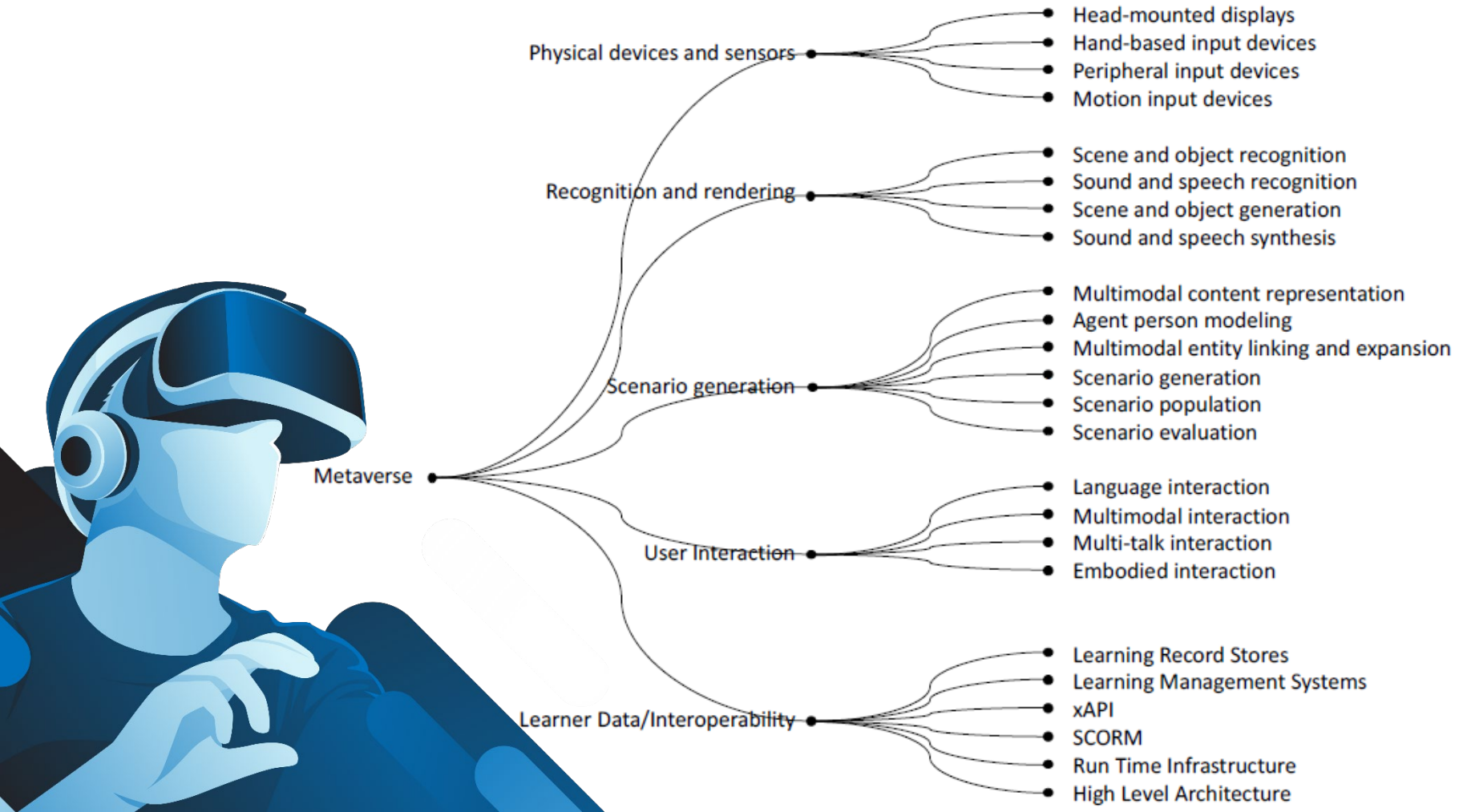


Figure 1. Metaverse Learning Technology Integration Taxonomy – Adapted from Park & Kim (2022)

- Virtual embodiment
- High cost of equipment
- Health & safety concerns
- Data privacy & security





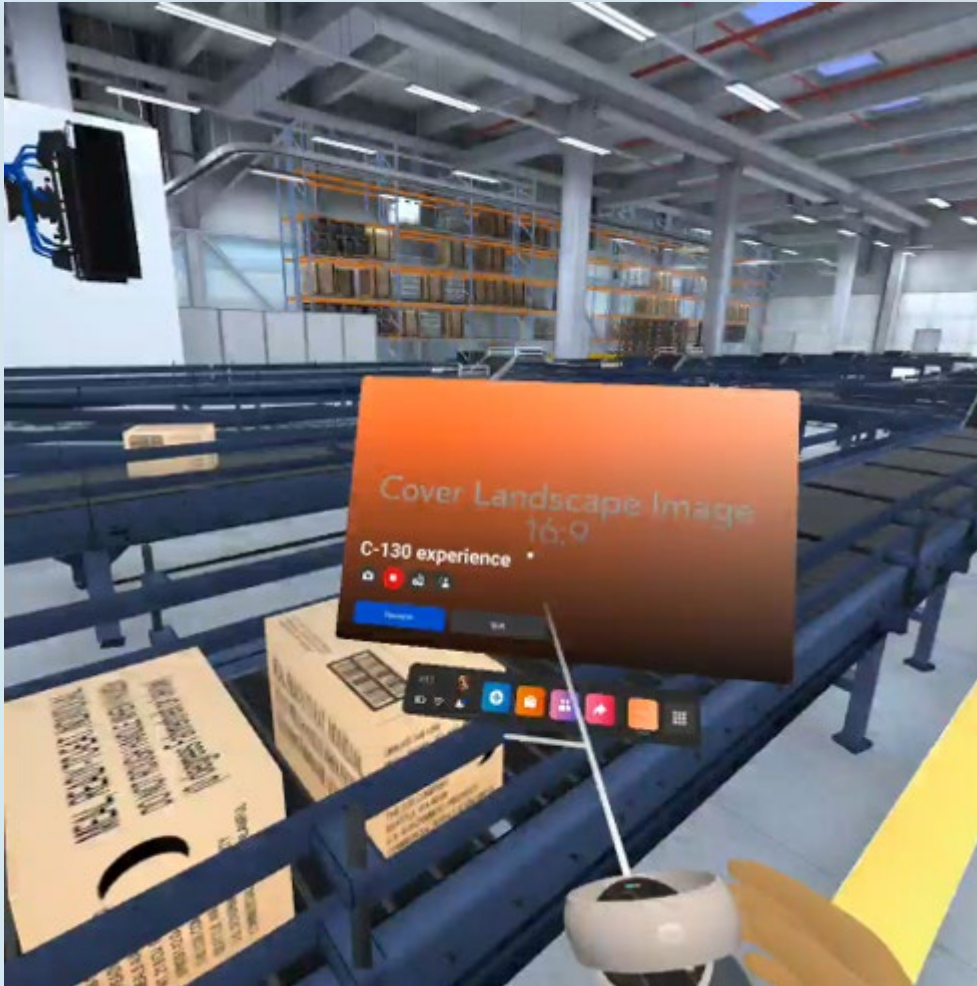
**VR Trainings Adapted
for Groups**

**Smart Supply Chain
Management**

**Digital Twins in the
Metaverse**



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VR Trainings Adapted
for Groups

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Management

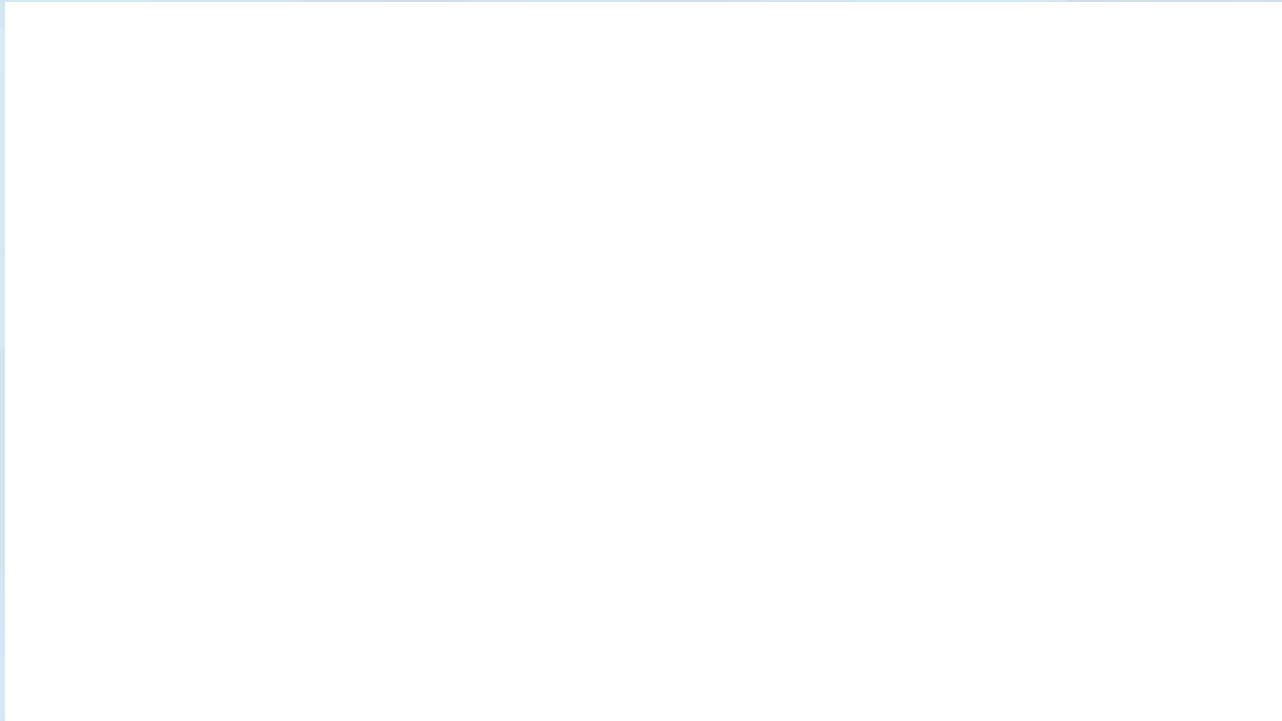
Digital Twins in the
Metaverse



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Maintenance Next
(Air Education Training Command and USAF)



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C2TI.com



Contact Us

Dolly Oberoi



CEO

301.675.5835

doberoi@c2ti.com

Ravi Garimella



C² Technical Director

571.247.1534

rgarimella@c2ti.com