

# Augmented and Awoke: Revolutionizing the Way Modern Teams Learn

## Moderator:

- Jennifer Kilbourn, IBM

## Speakers:

- Chad Caden, IBM  
*Learning Innovation Lead*
- Lorenzo John Burleson, IBM  
*Learning Innovation Lead*



May 14, 2024, 3:00 p.m.



 **conferences i/o**



or browse to  
[jetc.cnf.io](http://jetc.cnf.io)

This is an interactive session.  
To participate, use your mobile device:  
[jetc.cnf.io](http://jetc.cnf.io)  
Or scan the QR Code

- Find the session.
- The presenter will unlock the poll(s) during the presentation.
- Please complete a brief Evaluation Survey at the end of the session.

MAY 14-16, 2024  
ORLANDO, FL

OPERATION:  
COLLABORATION

SAME [SAMEJETC.ORG](http://SAMEJETC.ORG)

# HOUSEKEEPING ITEMS

Take Note of Exits

Silence Your Mobile Devices

Presentations and Audio Recordings will be available in the Attendee Service Center until August 30, 2024

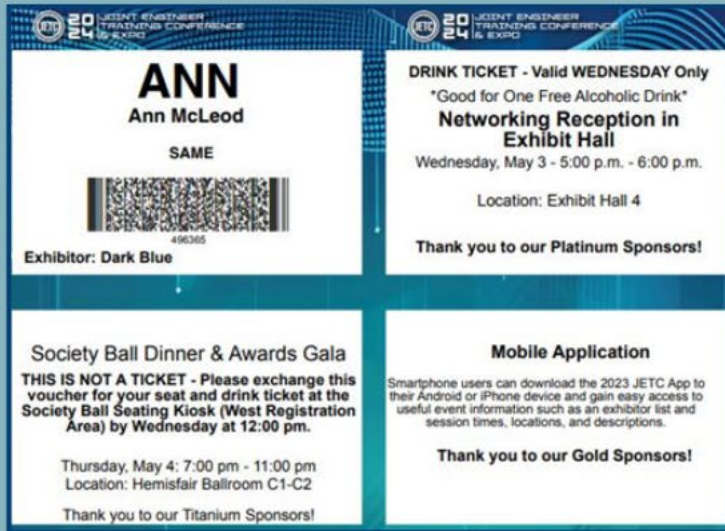
Download your PDH record in the Attendee Service Center before August 30, 2024





# Opening Reception at Universal CityWalk

(Minimum age 18 - No Children)



Bring Your Name Badge  
with Drink Tickets)  
+ Your ID



Get Your Wrist Band  
TODAY at the  
Registration Help Desk  
or SAME Booth



Buses depart Gaylord  
& Caribe Royale,  
beginning at 6:00 p.m.



# Thank You to our Education Session Sponsors



SESSION

# AGENDA



## Welcome

Speaker and moderator introductions and session overview.

05



## The 'Why'

Why we exist and what we mean by "modernization".

15



## Challenges and Insights

The challenges we addressed and insights that we gained.

15



## Perspective

Experience our mission through the eyes of a learner.

10



## Wrap-up, Q&A, and Demo

Define how you're going to measure the success of your marketing campaign.

15



SESSION

# AGENDA



## Welcome

Speaker and moderator introductions and session overview.

05



## The 'Why'

Why we exist and what we mean by "modernization".

15



## Challenges and Insights

The challenges we addressed and insights that we gained.

15



## Perspective

Experience our mission through the eyes of a learner.

10



## Wrap-up, Q&A, and Demo

Define how you're going to measure the success of your marketing campaign.

15



Welcome and  
**Introduction**  
5 minutes



# MODERATOR

Jennifer Kilbourn  
IBM  
Sr. Mgmt. Consultant



## FUN FACTS

- **Sports Teams:** Go Blue!
- **Vacation Spots:** Anywhere near the beach
- **Did you Know I...** was a Contestant on Wheel of Fortune with my mom
- **Hobbies:** Running, travel (to the beach), time with family, friends, pups

MAY 14-16, 2024  
ORLANDO, FL

OPERATION:  
COLLABORATION

SAME SAMEJETC.ORG





# SPEAKER

## Chad Caden

IBM

CETM Lead



## FUN FACTS

- **Sports Teams:** Everything Pittsburgh
- **Vacation Spots:** Kauai or Europe
- **Did you Know I...** have had multiple altercations with geese
- **Hobbies:** Jiu Jitsu, kettlebells, mountain biking, my dogs, travel

MAY 14-16, 2024  
ORLANDO, FL

OPERATION:  
COLLABORATION

SAME SAMEJETC.ORG



# SPEAKER



Lorenzo J. Burleson  
IBM  
CETM Co-Lead

## FUN FACTS

- **Favorite team:** Spurs
- **Vacation spot:** Puerto Rico
- **Did you Know I...** am currently a Navy reservist.
- **Hobbies:** Tennis, audio engineering, photography

MAY 14-16, 2024  
ORLANDO, FL

OPERATION:  
COLLABORATION

SAME SAMEJETC.ORG

*Live Content Slide*

**Poll: What first comes to mind when you think military training?**



SESSION

# AGENDA



## Welcome

Speaker and moderator introductions and session overview.

05



## The 'Why'

Why we exist and what we mean by "modernization".

15



## Challenges and Insights

The challenges we addressed and insights that we gained.

15



## Perspective

Experience our mission through the eyes of a learner.

10



## Wrap-up, Q&A, and Demo

Define how you're going to measure the success of your marketing campaign.

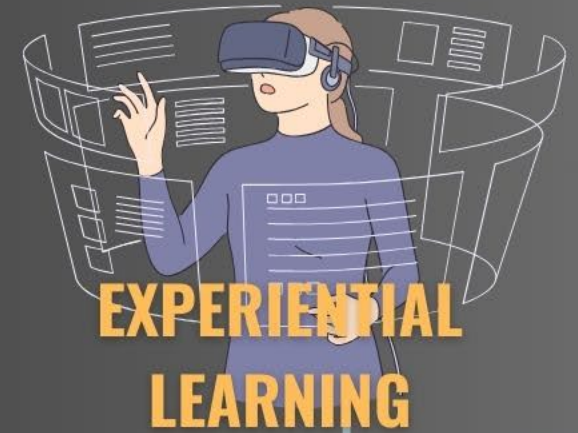
15



## The 'Why'

15 minutes

# THE SHIFT



**EXPERIENTIAL  
LEARNING**

**DISSEMINATING  
INFORMATION**





# Evolution: What do we mean by “Modernization”?





Evolution: What do we mean  
by “modernization”?

MAAS

Generator Testing

Vol Mixer/Crushed Stone

## Legacy



## Modernized



Evolution: What do we mean by “modernization”?

MAAS

Generator Testing

Vol Mixer/Crushed Stone

## Legacy



## Modernized



Evolution: What do we mean  
by “modernization”?

MAAS

Generator Testing

Vol Mixer/Crushed Stone

## Legacy



## Modernized





*Live Content Slide*

**Poll: If a genie granted you three wishes to instantly improve the collaborative experience when working on projects, what would they be? Be specific!**

Evolution: What do we mean  
by “modernization”?

## Collaborative Co-Creation Process

### Co-creation drives success

Client-provided content helps drive the creative approach and development for designers. We restructure, innovate and finalize storyboards and and create a space for learning.

### Include the client in the process

From research, initial design and review, the client is included in the development process. We incorporate an iterative back-and-forth review alongside stakeholders who implement feedback to refine the end-product.

### Reference legacy for solutions

We leverage legacy training methods and materials to build innovative learning methods. We incorporate modernized media techniques, formats and methodologies.







SESSION

# AGENDA



## Welcome

Speaker and moderator introductions and session overview.

05



## The 'Why'

Why we exist and what we mean by "modernization".

15



## Challenges and Insights

The challenges we addressed and insights that we gained.

15



## Perspective

Experience our mission through the eyes of a learner.

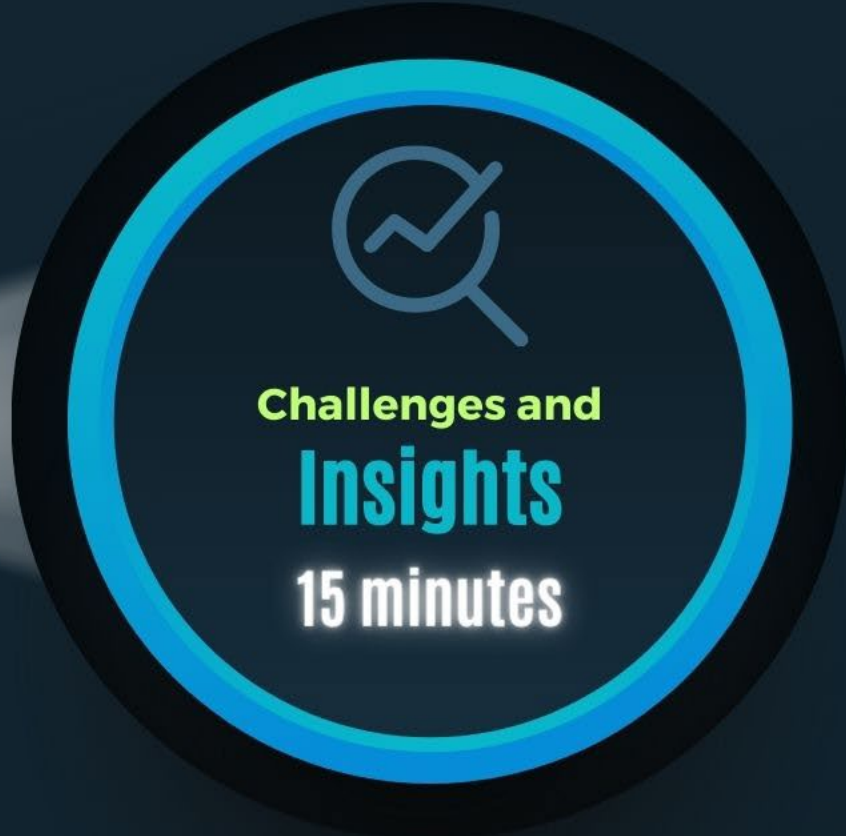
10



## Wrap-up, Q&A, and Demo

Define how you're going to measure the success of your marketing campaign.

15



**Challenges and  
Insights**  
15 minutes

The challenges that were addressed and the insights that were gained



## Challenges Resolved | Insights Gained

### Cost/Budget



Effective digital interactive learning can reduce the cost needed to fund on-site training requirements.

### Safety



Repeated digital learning can reduce mishaps though familiarization on inherently dangerous equipment and procedures.

### Access



Digital learning on low-density, high demand items can put Airmen in touch with equipment that difficult to access, in remote locations, or limited in quantity

### Time

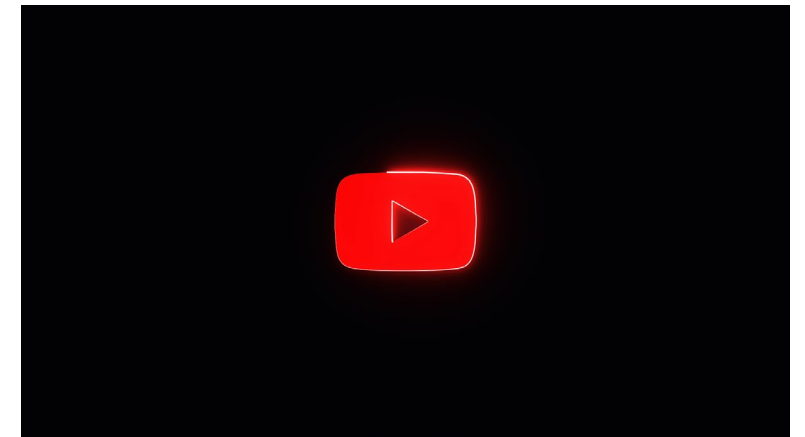


Interactive learning may reduce the time needed to become proficient on equipment or processes, freeing up time for other mission-essential requirements.



81%

of Airmen indicated YouTube videos are a primary resource they use when they need to learn something new.



68 United States Air Force Civil Engineer Airmen polled on preferred learning methods.



SESSION

# AGENDA



## Welcome

Speaker and moderator introductions and session overview.

05



## The 'Why'

Why we exist and what we mean by "modernization".

15



## Challenges and Insights

The challenges we addressed and insights that we gained.

15



## Perspective

Experience our mission through the eyes of a learner.

10



## Wrap-up, Q&A, and Demo

Define how you're going to measure the success of your marketing campaign.

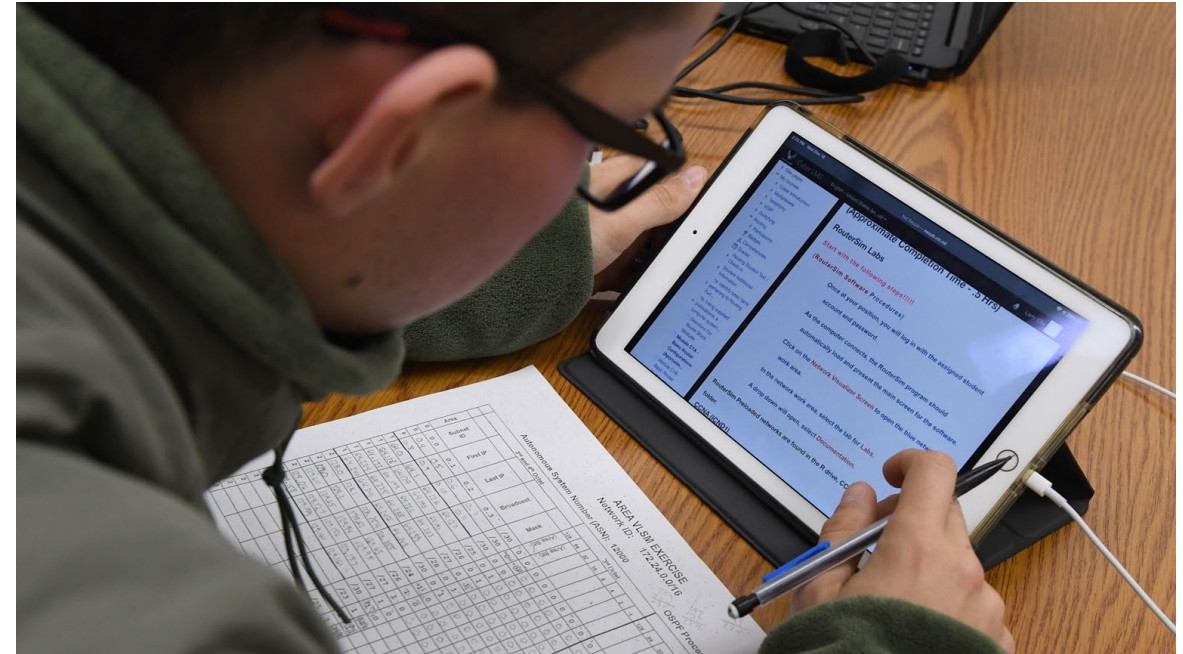
15

**Perspective**  
10 minutes

# Digital learning methods are accelerating across the DoD and beyond.

With an increased focus on:

- Operational excellence
- Repeatability
- The end user



Introduction of CD-ROMs for interactive learning experiences. Pioneered the use of multimedia elements like audio, video, and animations.



1990s

Recognizing that millennials coming into the military grew up playing video games, THQ and The U.S. Army-funded Institute for Creative Technologies dropped "Full Spectrum Warrior."



2004

Interactive simulation built to teach surgeons how to successfully complete a laparoscopic cholecystectomy (gall bladder removal) surgery.



2012

- Personalized learning at scale
- Integration of Extended Reality (XR)
  - Combining VR (Virtual Reality), AR (Augmented Reality), and MR (Mixed Reality) for even more immersive and interactive learning environments



2024+

2002



The U.S. Army developed the America's Army game series to provide an engaging, informative and entertaining virtual soldier experience. In 2007, a 29-year old gamer used the knowledge from the video game to save 2 people in a car accident. He credited the game with providing him valuable training he was able to use in a real-life situation.

2007



The "Tactical Iraqi Language and Culture Training System" was developed to teach Iraqi situational language and gestures as well as cultural nuances in a virtual world that could be applied to real-world deployments. It brought Marines face-to-face with Iraqis during simulated missions, before their Surge deployment to Iraq. The game reduced several months of cultural training to 80 hours of computer-based training.

2022



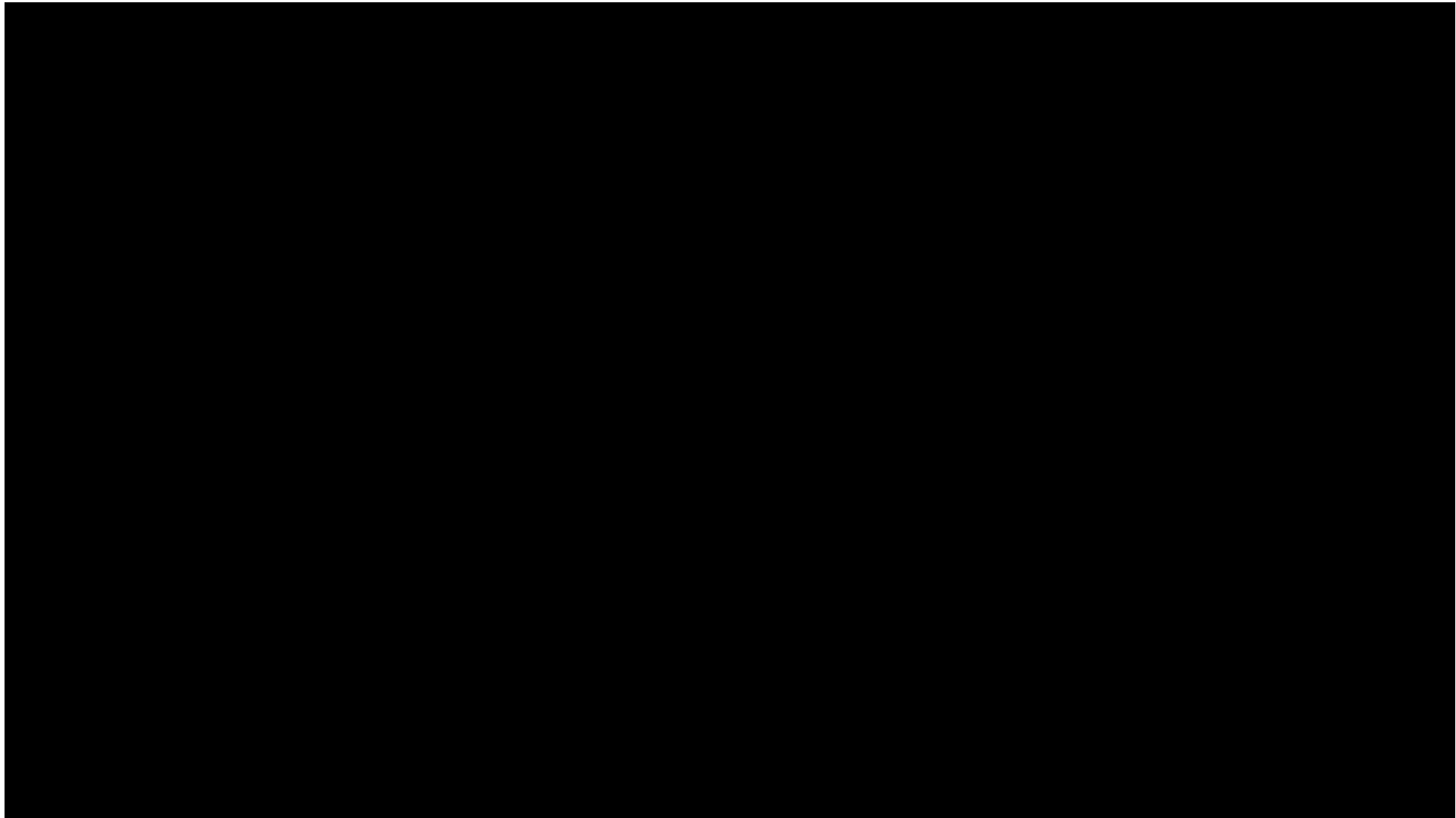
The new generation of airmen expect the same level of digital immersion that they receive outside of training. This approach is answering their needs by providing both the technology and interactivity that they expect.

sources:  
military.com  
The Surgery Squad



2024

JOINT ENGINEER  
TRAINING CONFERENCE  
& EXPO





# How to determine the height of wall cabinets

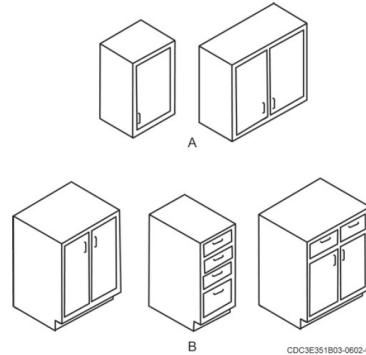


Figure 4-7. Typical kitchen cabinets: (A) wall (B) base.

## Wall unit (cabinet) installation

In preparation for wall unit installation, you can follow these suggested steps:

1. Locate the bottom of the wall unit. To determine the appropriate height, measure the height of the base unit, plus the thickness of the countertop, and then add 18 inches (usually this gives a total of 54 inches). Measure up from the highest point of the floor the height for the bottom of

4-7

the wall unit and place a mark. With a 36 inch high base cabinet, this leaves an 18 inch space between the counter top of the base unit and the bottom of the wall unit.

2. Draw a level line from the mark across the wall using a level and straightedge. Install the bottom of the wall units to match this line.
3. Locate the wall studs. When you find a stud, mark the location with a pencil; and then measure 16 inches in both directions from the first mark to locate the next stud. Drive a finish nail to test for solid wood. If you do not find studs at 16-inch intervals, then tap the wall with a hammer or use a stud finder to locate additional studs.
4. At each stud, use a level and draw a plumb line down below the line for the bottom of the wall cabinets. Projecting below the wall units makes it easier to locate the studs when you are installing both wall and base units.
5. Mount a temporary ledger board (1 by 2) to the wall along the bottom of the cabinet line. This action helps level and support the wall unit.

# How to determine the height of wall cabinets



# Staking out a building

1-2

### Locating building corners

The blueprint indicates the building's size and specifies how far it should be from a stationary reference point or monument. NOTE: In this sense, a monument is any permanently located object. The monument can be manmade, such as a driven length of pipe; or it can be natural, such as a tree or large stone. We often call monuments horizontal control points. Monuments that reference a building's location are shown on the engineer's drawing, along with the necessary dimensions and other information to locate the building lines with precision.

### Baselines

The first step in locating corner stakes for a building is to establish a baseline, sometimes called the *reference line*, based on the information that's available to you. For example, you may want to lay out a building so that its front wall is parallel to a street. If the street is curbed, you can simply use the curb as the baseline. From this baseline, you can make measurements to establish the building's front corners so that they are equally distant from and, therefore, parallel to the curb. If the street is not curbed, you can use the street centerline as the baseline. Figure 1-1 shows a baseline example. Notice that the straight line from monument "A" to monument "B" forms the baseline from which you can locate the first building corner. This reference line is your starting point to an engineer's drawing on a small project. Your supervisor will guide you to this point. You should be able to lay out the rest on your own.

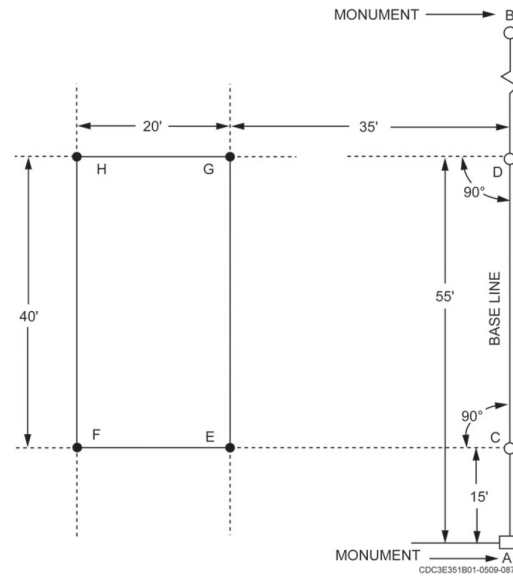


Figure 1-1. Locating building corners.





2024

JOINT ENGINEER  
TRAINING CONFERENCE  
& EXPO

# Staking out a building



SESSION

# AGENDA



## Welcome

Speaker and moderator introductions and session overview.

05



## The 'Why'

Why we exist and what we mean by "modernization".

15



## Challenges and Insights

The challenges we addressed and insights that we gained.

15



## Perspective

Experience our mission through the eyes of a learner.

10



## Wrap-up, Q&A, and Demo

Define how you're going to measure the success of your marketing campaign.

15



Wrap-up, Demo, and

Q&A

15 minutes



# THANK YOU

Please take a few minutes to complete a short survey about this session. Your feedback will help us improve future programming for JETC.

 **conferences** i/o



or browse to  
[jetc.cnf.io](https://jetc.cnf.io)



Augmented and Awoke: Revolutionizing the Way Modern Teams Learn!

Q&A

- Chad Caden, [chad.caden@ibm.com](mailto:chad.caden@ibm.com)
- Lorenzo J. Burleson, [lorenzo.john.burleson@ibm.com](mailto:lorenzo.john.burleson@ibm.com)
- Jennifer Kilbourn, [jennifer.kilbourn@ibm.com](mailto:jennifer.kilbourn@ibm.com)



MAY 14-16, 2024  
ORLANDO, FL



2024 | JOINT  
ENGINEER  
TRAINING  
CONFERENCE  
& EXPO

OPERATION:  
COLLABORATION



[SAMEJETC.ORG](http://SAMEJETC.ORG) #SAMEJETC24