



GTS DOSSIER
GAMIFIED TRAINING SYSTEM

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¿WHAT IS GTS?

GTS stands for Gamified Training System, a totally versatile system for the training of operators in any kind of industrial process through gamification techniques.

GTS has been developed in collaboration with the R&D department at CIE Automotive, initially aiming to fulfil some of their training and mobility needs, it has become a transversal solution that can be easily adapted to the training requirements of any industry: it is versatile, its distribution and scalability are fast and it does not depend on third parties to generate the content of each new training process.

In the new Industry 4.0, companies often have to rapidly adapt to their customer's requests. The servitization of their capacities and globalization demand that their operators can adapt to changes as fast as technology allows. To this avail, a system that allows to train them quickly, skipping spatial, operational and language barriers, can be essential. Additionally, GTS can be used regardless of the nature of the manufacturing process and it does not depend on third parties to add new training processes, saving time and money.

GTS, is therefore a gamified system that makes training easier and more effective in industrial environments.

Web: <http://www.binarysoul.net/portfolio/gts>

Demo: <https://youtu.be/PZTh7nd9fEM>



¿WHAT IS GAMIFICATION?

Gamification is based on the use of elements, dynamics and aesthetics of games in non-recreational contexts with the aim of motivating users to perform tasks that would otherwise be quite boring, helping them to participate in a more proactive and dynamic way.

Thanks to gamification, we can hold the user's attention in a more effective way, motivating him and empowering his learning capacity, not only relying on memory but also on his natural intuition and creativity, which make acquired knowledge easier to remember. It is a growing tendency in many sectors and its efficiency has already been proved in many areas, such as education, health or productivity through tools like mobile apps, due to the easy access and their familiarity for many users.

At Binary Soul, we are experts in gamification and its application to any technological solution is one of our main lines of business.

CHARACTERISTICS

Through the virtualization of processes, or their digital twins, an operator in training, receives all the information he needs to perform his job and he then faces a simulation of his future job in a virtual factory that is identical to the one he will find in real life. Through this process, he becomes familiar with the tasks and problems he will have to solve in the actual factory, guaranteeing his productivity from the very moment he steps into his new role in the manufacturing process.

Another important feature of GTS is its process editor. Level editors in videogames, allow developers to create new content much faster and effectively. Following this principle, GTS has a process editor based on libraries of generic machinery (presses, lathers, cutters, etc.) which can be customized to fit any specific process. This editor can be directly used by the end user, not depending on third parties to generate expensive ad-hoc content for every process.

An additional important feature is that it is a multi-device and multi-language system. It can be used in PCs, mobile phones, tablets, etc., which allows for a fast and easy distribution. Being an online system, it collects all kinds of statistics about the training processes which can then be shared and analysed to determine progress in order to adapt content to every particular user. This also facilitates its deployment and distance learning.

Ultimately, GTS is a transversal solution that can be easily adapted to any process or sector with minimal customization.

BENEFITS

Reducing costs of personnel relocation. Operators can be trained even before a new process has been setup in a factory.

Shorter training times and therefore, less time spent being unproductive.

Better knowledge acquisition than with any traditional system, having access to a wider range of possible scenarios and improving its effectiveness through gamification.

Risk free training for both operators and machinery.

¿HOW CAN I GET GTS?

At the moment, GTS is in a testing phase, so if you would like to run a pilot test in your company, just contact the commercial department at Binary Soul. After the pilot test, you will be able to use GTS as a consultancy service provided by Binary Soul or by acquiring an early adopter license. The commercialization of GTS is planned for 2018.

CONTACT

Santiago Córdoba Rodríguez
scordoba@binarysoul.net
946 123 968 | 607 618 790
Ctra. Bilbao - Galdakao, N° 10, P2 - M11
Bilbao - Bizkaia (Spain)

BINARY SOUL – THE COMPANY

Binary Soul is a Cooperative Society specialized in gamification. We use our knowledge from the world of videogames to create innovative technological solutions with added value for different sectors, such as industry tourism or marketing.

Formed by 6 highly qualified partners with backgrounds in different engineering fields, it was founded in early 2014 after meeting at the Videogame Design and Development Continuing Education Program at Digipen Institute of Technology.

Additionally, we work with several 2D and 3D artists, illustrators, marketing, business administration or journalism graduates that give us support at different stages of our projects when required.