



Transit Workforce Center

National Technical Assistance Center for Transit Workforce Development



Online Training and Learning Technologies Webinar

October 25, 2022



Transit Workforce Center – Mission

Operated by the **ITLC**, the **Transit Workforce Center** (TWC) is **FTA**'s first ever national technical assistance center for transit workforce development.

www.transitworkforce.org



The TRANSIT WORKFORCE CENTER

is the Federal Transit Administration's first ever
national technical assistance center for transit workforce development. Its mission is to help urban, suburban, tribal, and rural public transportation entities recruit, hire, train, and retain the diverse workforce needed now and in the future.



TWC Webinar Series

The Transportation Workforce Center (TWC) is hosting three webinars to:

- Support transit industry train-the-trainer and training programs,
- Explore ways to innovate training processes, and
- Share knowledge of training best practices and trends with you.



Today's Webinar

- Welcome and Opening Remarks
- Online Training and Building Training Programs
- Online Training Best Practices
- Future and Trends of Online Training
- Q&A





Todd Marks

Mindgrub Founder, CEO, and President

Mindgrub accelerates the growth of human potential through creativity, technology, and innovation.



eLearning for Transportation

Todd Marks President & CEO Mindgrub Technologies

CLOTOMIZABLE LOCATION



Todd Marks Founder, CEO, & President of Mindgrub Technologies





Mindgrub

2 Todd Marks, Daily Record's 2021 Most Admired CEO, 2-time EY Entrepreneur of the Year Finalist, member of Baltimore Magazine's 40 under 40, Maryland Tech Council's 2022 CEO of the Year, and The Daily Record's Innovator of the Year, is the founder and CEO of Mindgrub Technologies. Mindgrub, a member of the Inc. 5000 for ten years running and the Maryland Tech Council's Tech Company of the Year, is an agency at the intersection of technology and business, designing and engineering solutions that define a company's digital presence

We Make and Market Your Software.

mindgrub.com

CLIENTS

MARYLAND BRANDS

Mindgrub has worked with a variety of brands across industries. Mindgrub tackled each project with teams that understood the need to innovate, iterate, and create the ultimate experience for consumers through the language of the brand.





















The Right Connection®

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What is Online Training?



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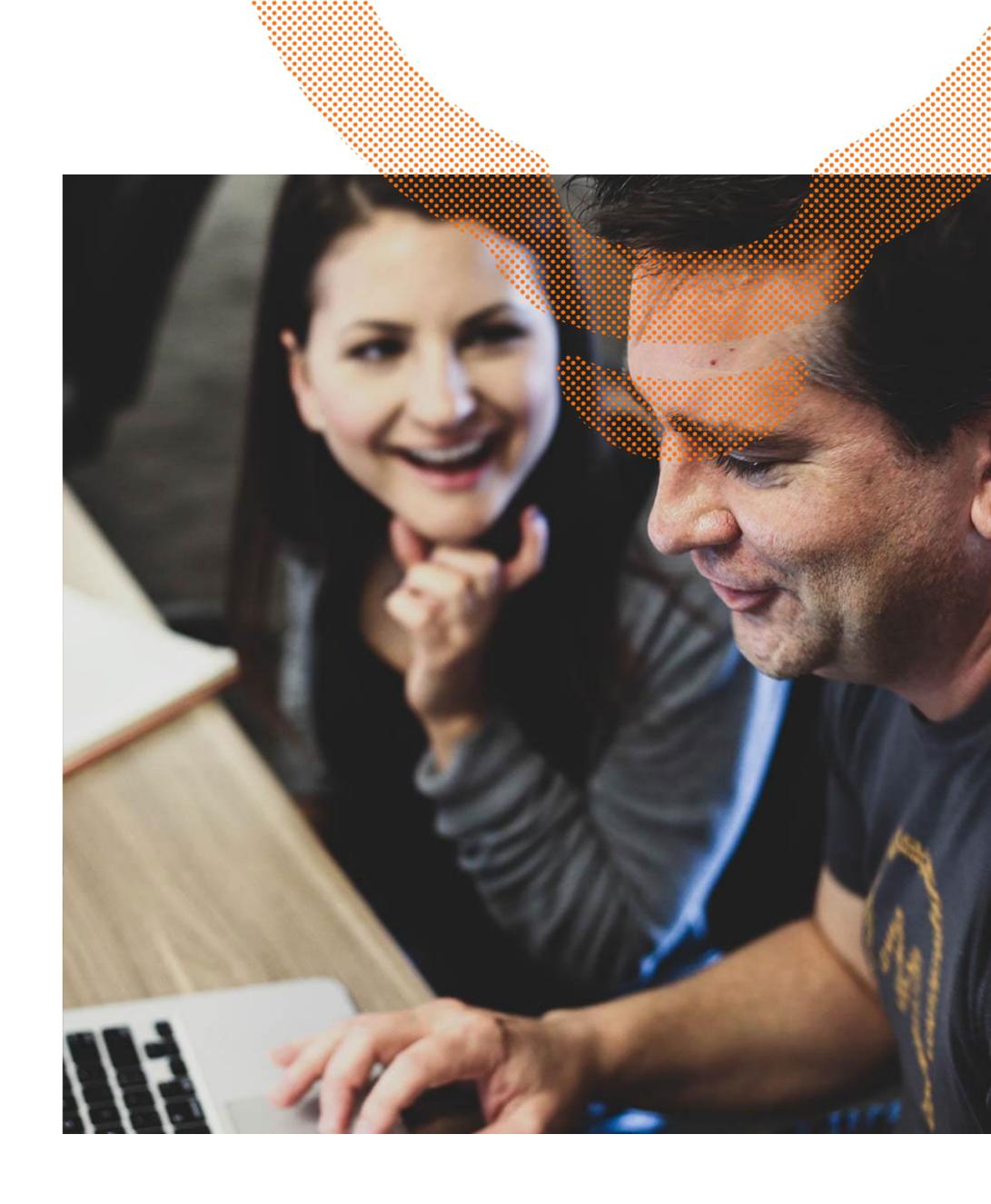
What is Online Training?

Online training lets organizations and managers teach people skills over the internet via computers, mobile devices or virtual reality

Key benefits of online training:

- Flexibility
- Cost Savings
- Just-In-Time
- Career Advancement
- Resource Libraries
- Virtual Collaboration Possibilities





ESOL SENTENCE WHEEL

LEARNING SENTENCE STRUCTURE



<	Simple Present Welcome. I am Nurse Smith. What seems to be the problem?		
	a	lot.	
His		hurt	
My	foot	hurts	
Their	foots		

CLIENT SOLUTION

Mindgrub worked with ESOL to develop a sentence selection mobile application which would provide students an engaging way to practice sentence structure. The development incorporated a wheel-like scrolling feature which promotes students to swipe and select the proper words to answer the proposed questions. This application provides a fun and friendly environment for students to enhance what they have learned in the classroom through engaging stories which provoke critical thinking. Mindgrub's design team also worked diligently to create pleasing aesthetics which would cater to the appropriate audience, young children.

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Creating an Online Training Program



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eLearning





Creating an Online Training Program

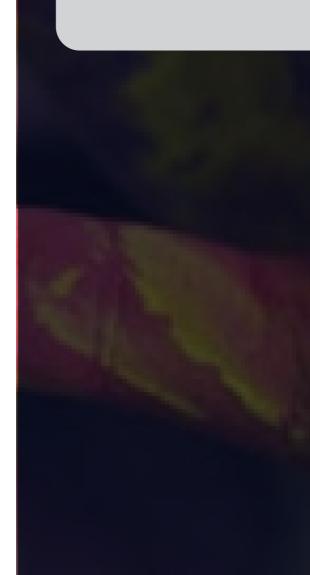
The key things are to identify when and where a person will complete the training. One what device will they use - desktop, mobile, VR? Will it be asynchronous or synchronous? Can you buy the training or will you need to develop it? Will there be a knowledge check? Will you use a Learning Management System?

CLIENT SOLUTION

Working closely with the Curiosityville team, Mindgrub developed and designed web games to teach art, math, science, and reading. Each game would feature Curiosityville's fun and lovable cast of characters.

Mindgrub utilized advanced data modeling and a custom learning management system to track a child's engagement. Above all, we achieved our goal of making the game fun and education for children.

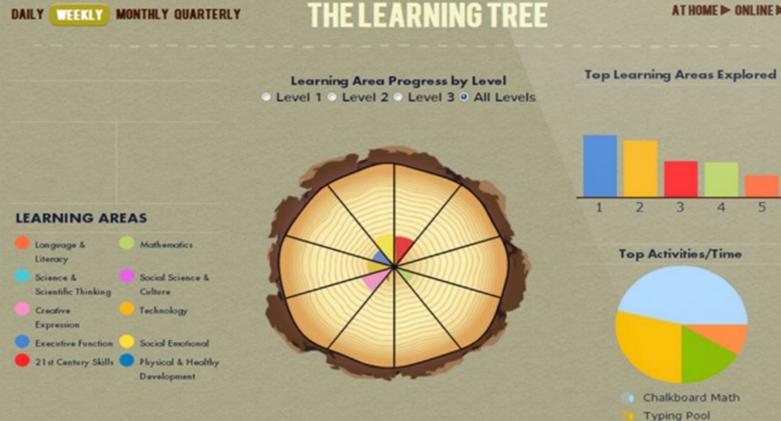


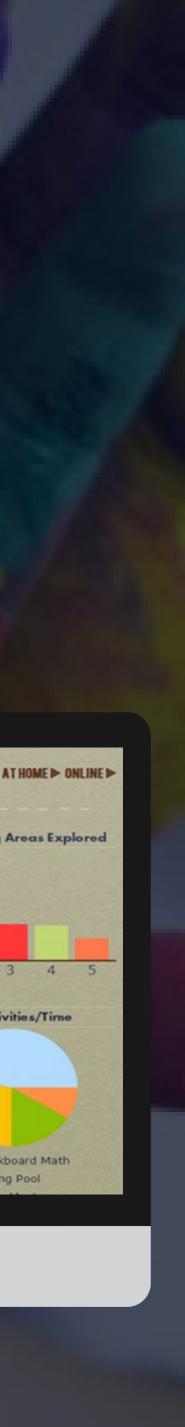


Mindgrub

CURIOSITYVILLE

TEACHING YOUNG CHILDREN WITH GAMES







Best Practices in Online Training



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Best Practices in Online Training

Remote learning is up 173% since 2005. It's key to the industries of the future.

Best Practices:

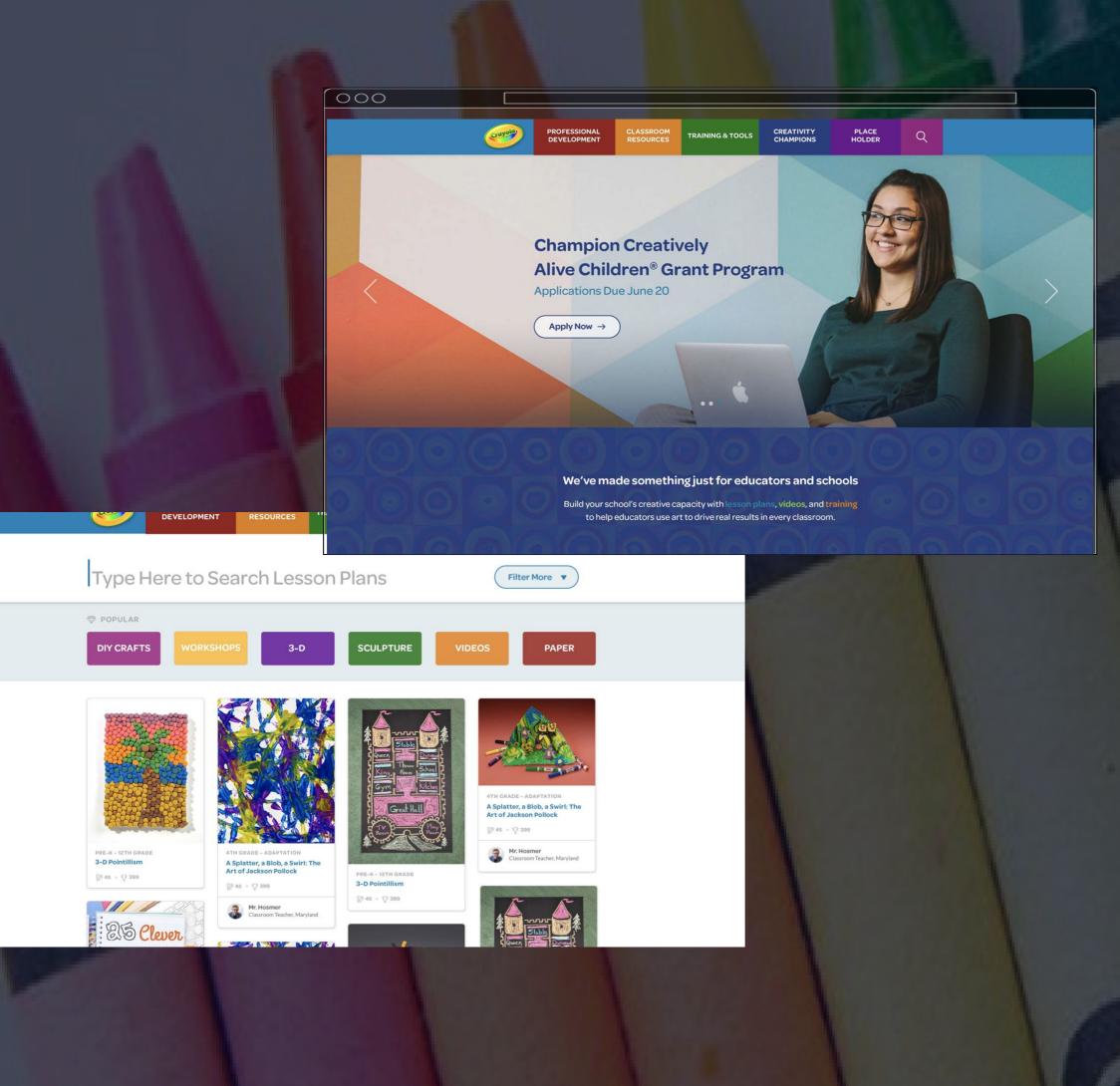
- Use Blended Learning
- Select a Learning Management System
- Leverage Video
- Make it Interactive
- Orient your Students
- User a "Flipped Classroom" technique
- Leverage "Micro Learning"
- Use Pre & Post Learning Follow Up

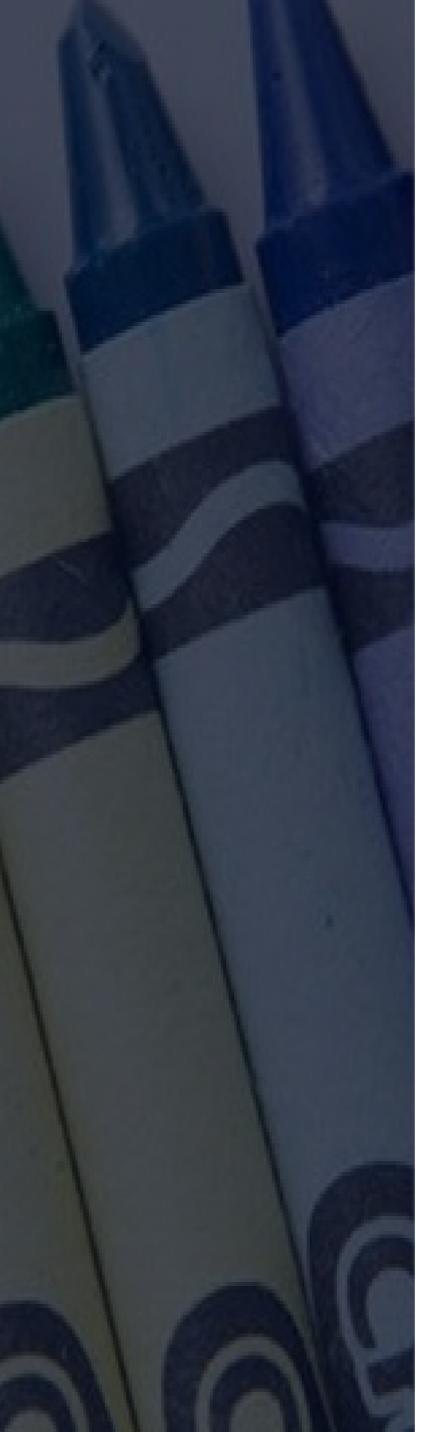




CRAYOLA

MADE FOR TEACHERS



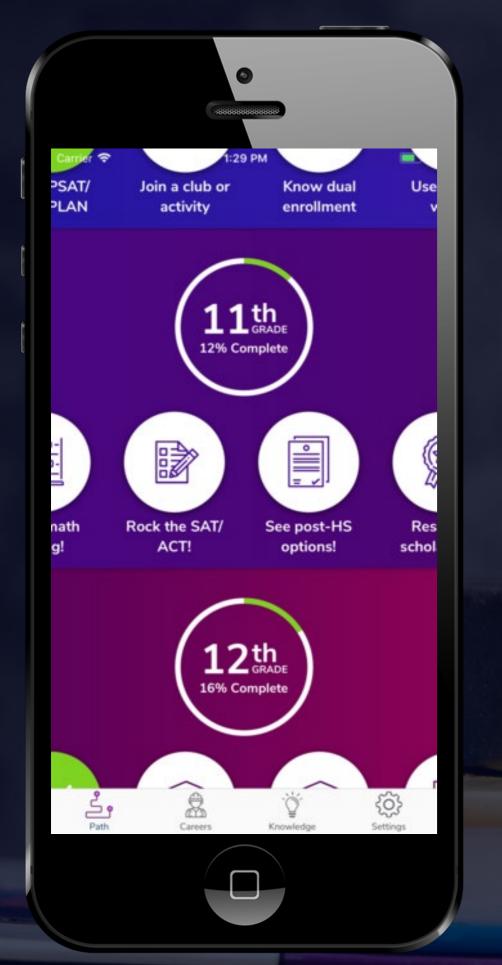


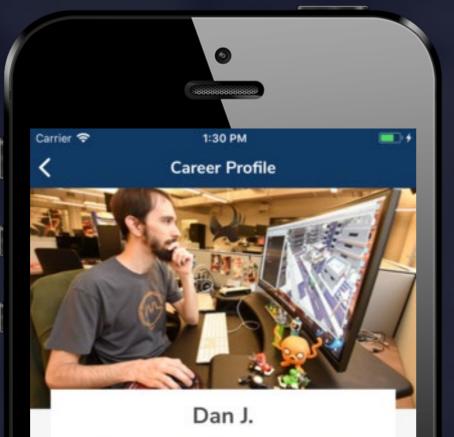
Crayola wanted a way to engage educators and encourage use of their products in the classroom. Mindgrub performed an extensive Sprint 0 with Crayola to determine user needs and content. As a result, we developed a comprehensive platform for educators to access in classroom lesson plans and activities as well as other educational resources offered by Crayola.



MBRT

EXPLORING LIFE OUTSIDE THE CLASSROOM

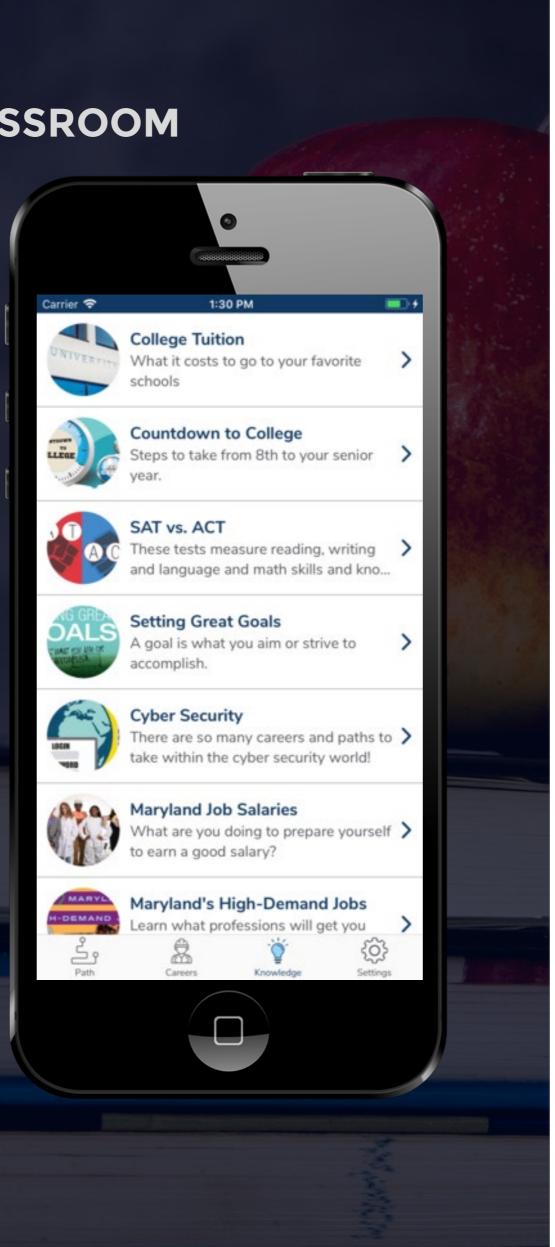




Gaming Software Enginer

Mindgrub

"Math is constantly used in programming. Did you know a sine wave can be used to mathematically make an animation smoother, as opposed to letting an object simply move linearly from point A to point B?"



Mindgrub worked with Maryland Business Roundtable for Education (MBRT) to develop the Way to Be! mobile application. This app provides a way for students to explore postsecondary career options as they begin to consider life outside the classroom. Highlights included creative content display, notifications, reminders, and content personalization to help students prepare for success in college or careers.

Play Store: https://play.google.com/store/apps/details?id=co <u>m.mbrt.waytobe</u>

> iTunes Store: https://itunes.apple.com/us/app/way-tobe/id1436331764?mt=8

> > mindgrub.com



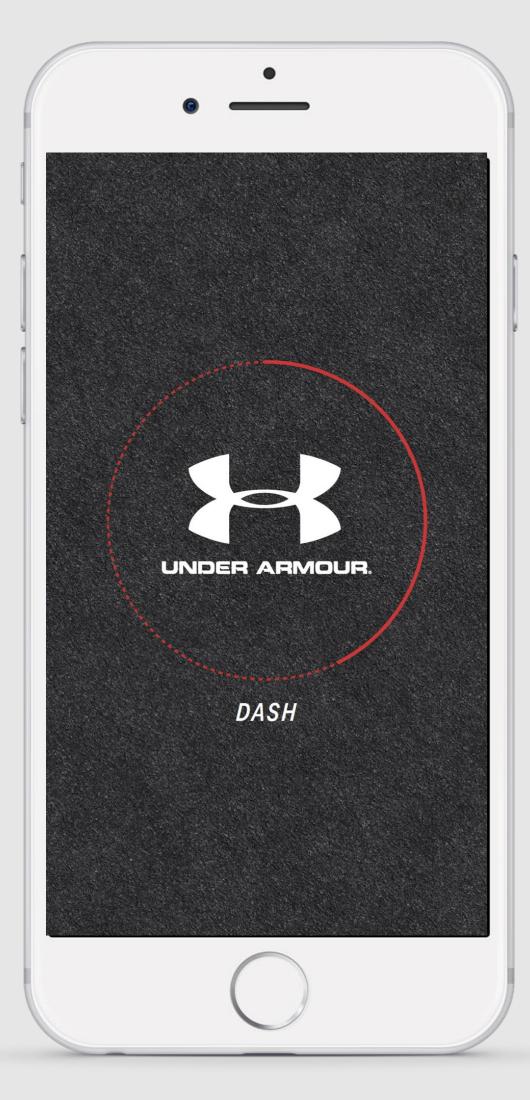
Where is Online Training Headed?

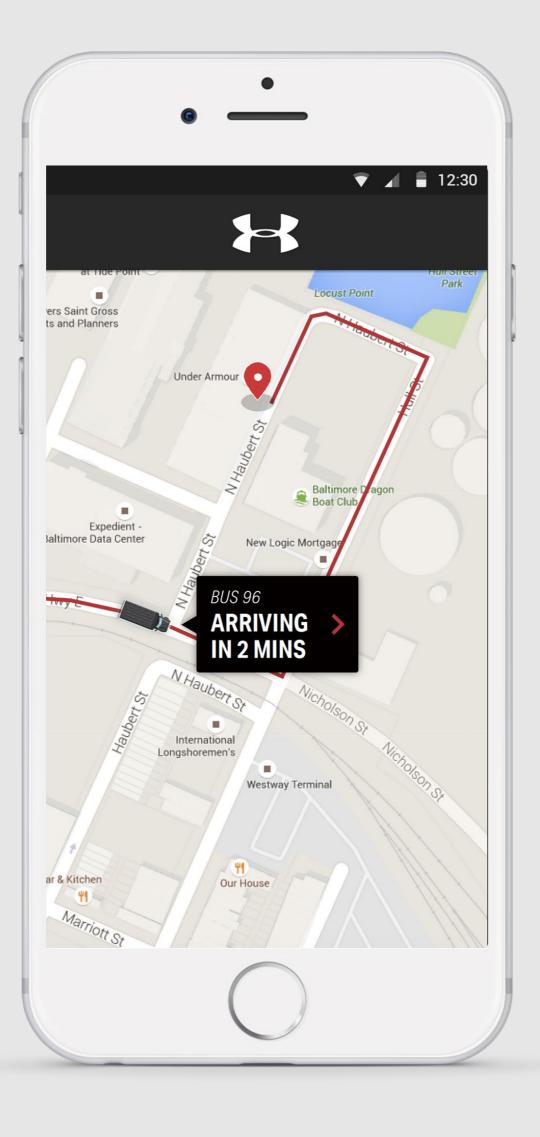


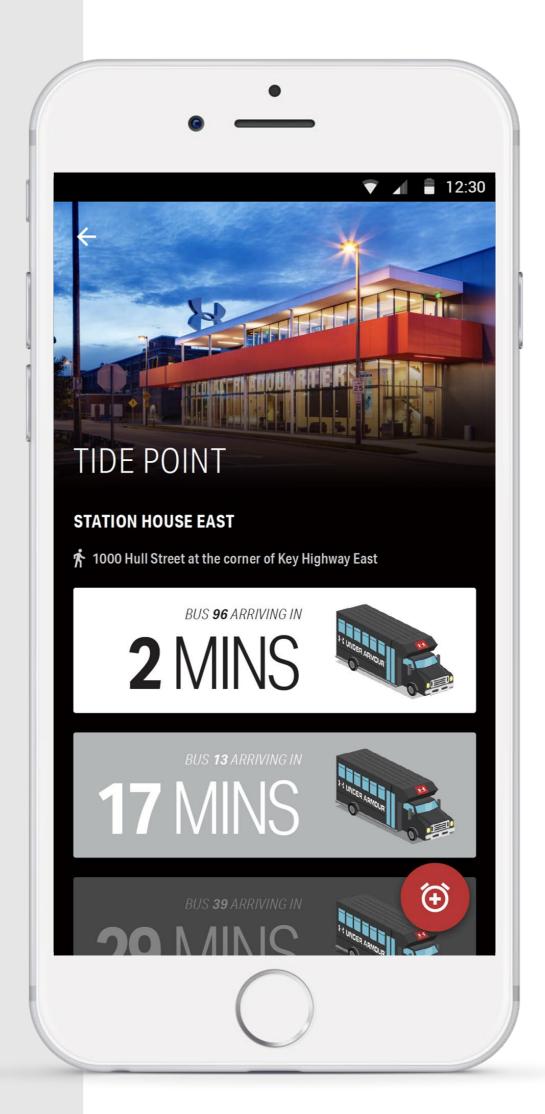
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Seamless transport between campuses





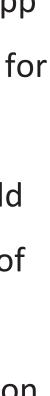


Real-time vehicle tracking technology

Utilizing the TransLoc API, the shuttle app incorporated real-time vehicle tracking for all of Under Armour's buses, including speed, trajectory, and route. Users could tap any shuttle on the interactive map of Locust Point and Port Covington in Baltimore to see its schedule and location, as well as set a countdown and alarm for its arrival.

mindgrub.com/work/under-armour

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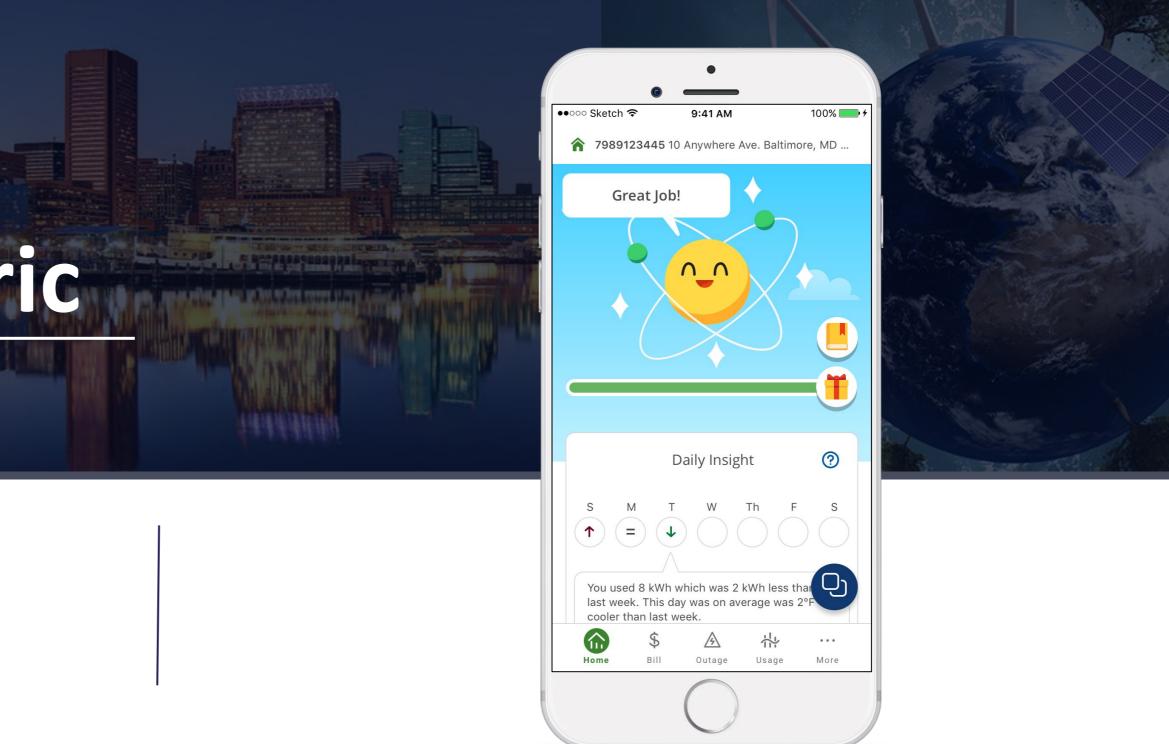


Baltimore Gas and Electric

A Mobile Case Study

Overview

Working with the behavioral energy efficiency team, Mindgrub partnered to create a gamified mobile experience for residential customers. Our goal was to increase the user's awareness of their usage data, encourage frequent engagement with the mobile application, increase exposure to energy savings tips, and enhance the user's experience with the mobile app by providing a fun, playful experience.



Key Features

- Earn rewards for energy savings
- Receive push notification reminders about usage
- Complete tasks such as paperless eBill enrollment
- View usage stats over time
- Receive energy savings tips

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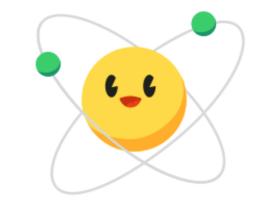


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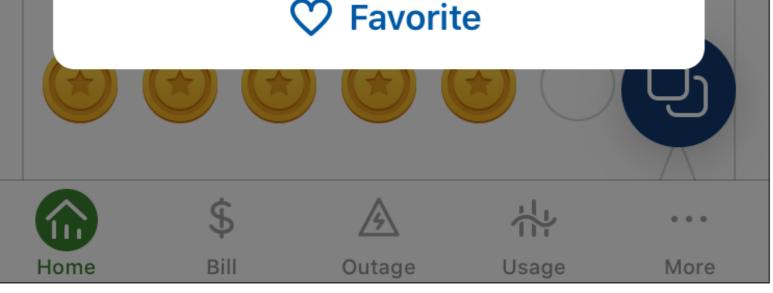


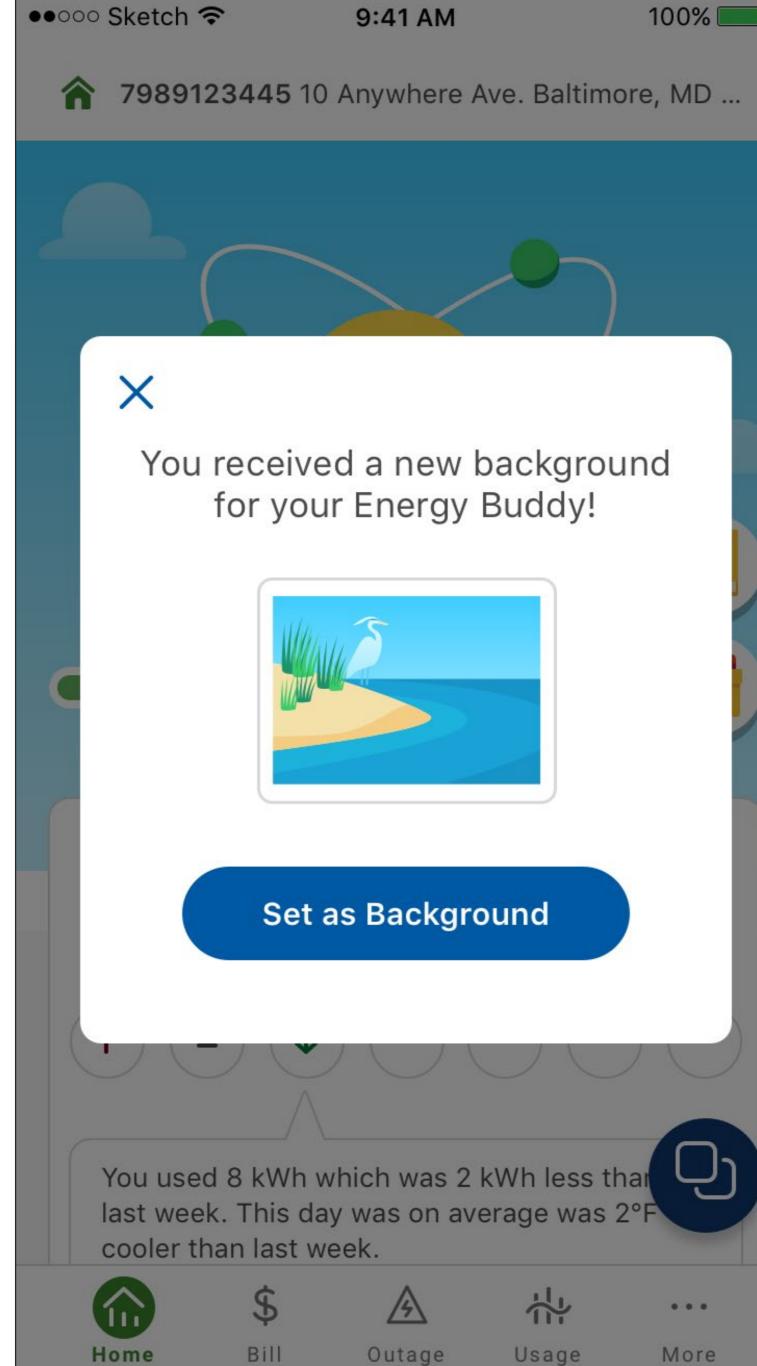
Cut Down on Drafts

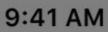
Doors and windows can get drafty fast but replacing them outright is not always affordable. For a more cost-effective way to keep your warm and cool air where you want it, try installing storm doors and windows. Your energy savings will be similar, but the upfront cost is much less!

This tip worked for 1,121 people and can save you up to \$75 per year.

() Reminder



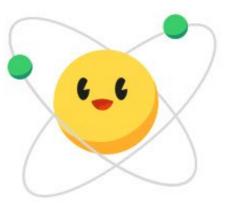




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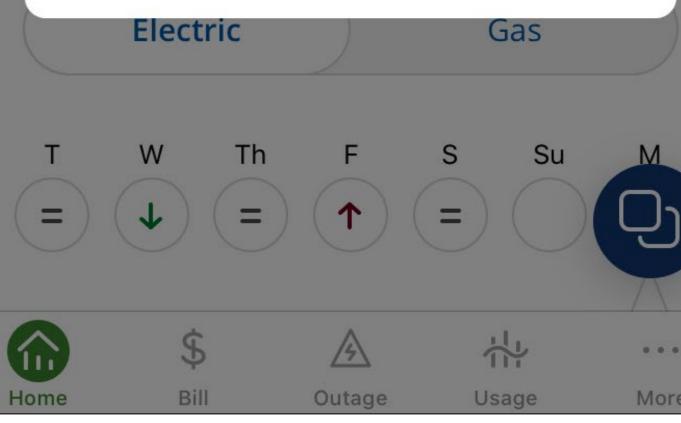
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Keep it up!

You've been more energy conscious by checking the app for 7 days in a row! You've received extra points as a reward!







What is the VR & Metaverse and What Will it Become



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TOP USES OF THE METAVERSE

- Gaming & eSports
- Entertainment
- Education
- Healthcare
- Manufacturing
- Retail
- Remote Working
- Tourism
- Social Media
- Private Digital Spaces / **Real Estate**
- Banking & Finance



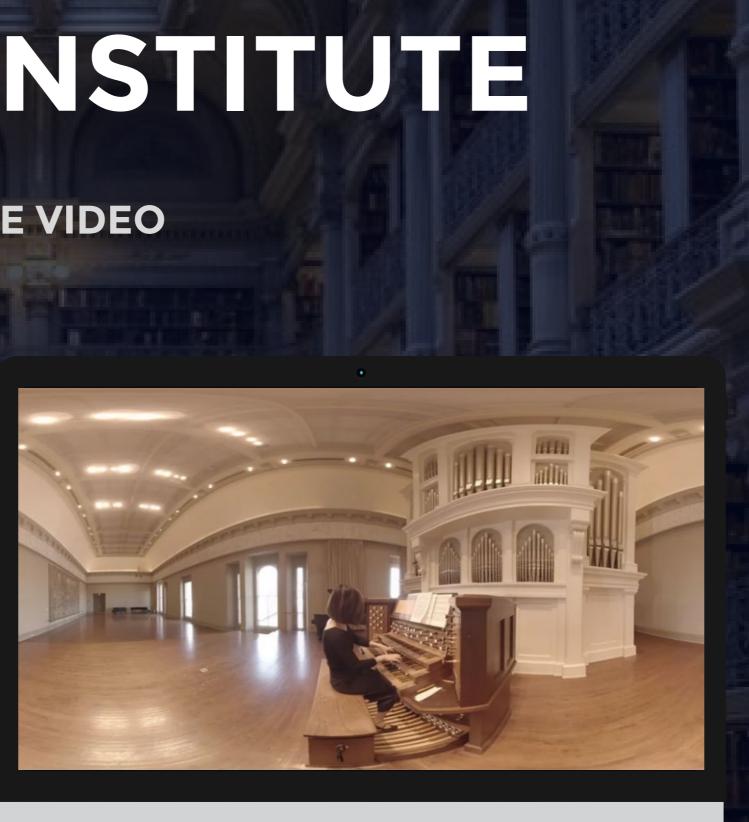
Courtesy <u>www.analyticsvidhya.com</u>



PEABODY INSTITUTE

360 DEGREE VIDEO





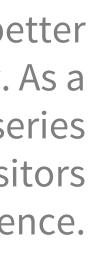
CLIENT SOLUTION

Peabody Institute wanted a way to better reach potential students and faculty. As a result, Mindgrub developed and shot a series of 360 degree videos that provide site visitors with a fully immersive experience.

Check out one of the 360 degree video here









MERCY MEDICAL

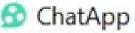
EFFECTIVE TRAINING THROUGH GAMIFICATION



CLIENT SOLUTION

We developed a VR training experience for the nursing program at Mercy Medical. By gamifying the training experience, Mercy has reported much higher knowledge retention as well as a significant reduction in costs.









QUESTIONS?



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I'VE GOT ANSWERS - todd.marks@mindgrub.com

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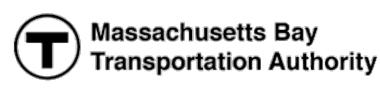


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Julie Deibel-Pundt

Program Director, Instructional Design ITLC, TWC

Frank Burnett

Technical Advisor and Trainer International Transport Learning Center

The International Transportation Learning Center is dedicated to improving public transportation through workforce development of the frontline workforce.

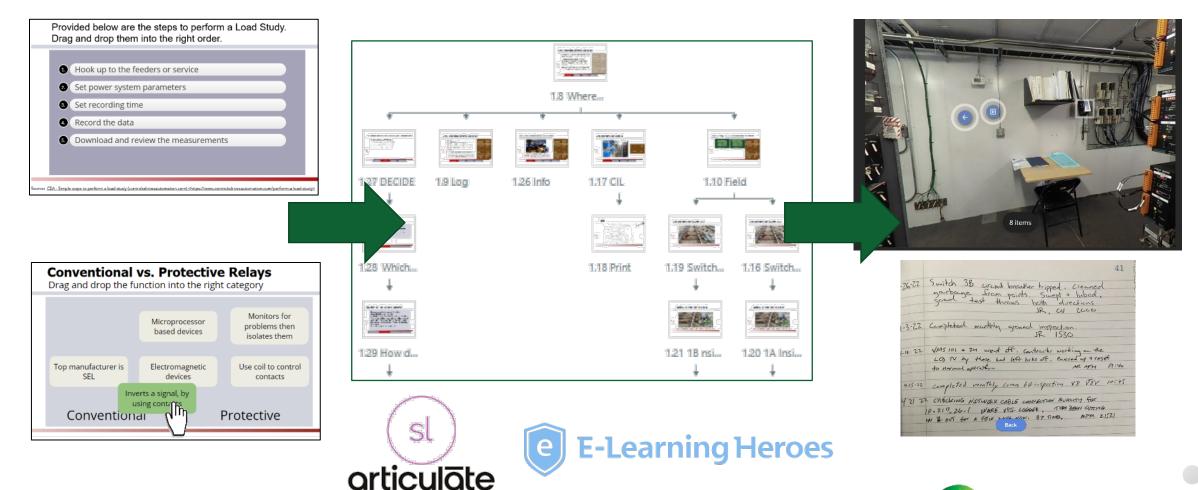


Learning Technologies

- Intuitive
- Support systems
- User community
- Skills of production team
- Works for end users



eLearning Authoring Tool: Storyline





Learning Management System

ITLC Priority	Consideration	Vendor 1	Vendor 2
1	Content Management for trainer download	Х	Х
1	Ability to create groups of courses and user permissions	Х	Х
1	Ability for trainer to copy course and customize content		
1	Blended learning	Х	
1	Intuitive (Admin)		
1	Intuitive (User)	Х	Х
1	Appropriate cap on number of users		
1	Appropriate cap on file size		Х
1	Appropriate cap on total file storage		
1	SCORM packages supported	Х	Х
1	Media formats supported	Х	
1	Reasonable Pricing	Х	
2	Learner Tracking/Grading/Reporting		
2	Branded easily		Х
2	Customer Service	Х	Х
3	Ability to create individual learning paths		Х
3	Gamification/Social Learning (Badges, leader boards, etc)		
3	Security (cloud or server based)		
3	eCommerce connection like paypal (if we will sell courses)		Х





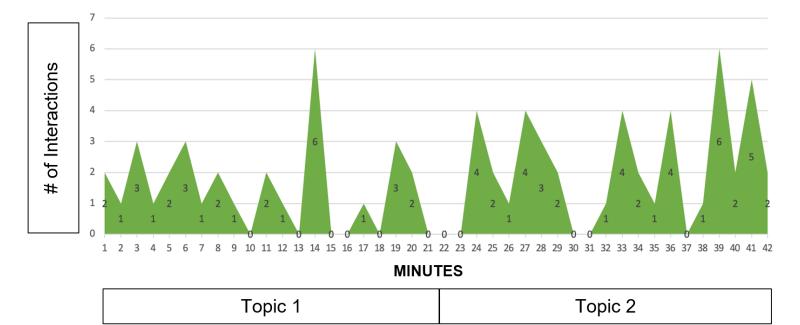
Lessons Learned: Learning Technologies

- Start with a needs assessment
- Manage expectations
- Consider inhouse capabilities
- Collaborate!
- Have a training plan for users
- Phase implementation
- Celebrate and Reflect often
- Look for the lessons



Virtual Instructor Led Training

- New functions
- Various class sizes and locations
- Intentionally connect with learners
- Engage learners frequently





Virtual Instructor Led Training

- Three+ people behind the scenes
- Two facilitators with varied perspectives
- Mix up presentation style
- Site visits beforehand
- Supplement with instructional tools











Mike Brock

Immersed Technologies

President & Technical Director at Immersed Technologies

Immersed Technologies provides learning solutions for your workforce and end users including interactive online and blended learning.

Obed Mejia

LACMTA

Senior Bus Equipment Maintenance Instructor

Transportation planner and coordinator, designer, builder, and operator for the country's largest, most populous county.



ONLINE TRAINING AND LEARNING TECHNOLOGIES

Online Training and Learning Technologies:

- Look at the Spectrum and Trends of Online Training (Automotive and Transit Industry)
- New Hybrid and Blended Training Models eLearning, Simulations, Mobile ILT, Mobile Apps, and VILT
- Innovations in Training 3D, Augmented Reality (AR), and Virtual Reality (VR)
- The Future of Transit Training "In Reach Now"

SPECTRUM AND TRENDS

Look at the Spectrum and Trends of Online Training:

- Automotive Industry
- Transit Industry Technical Training Perspective



HYBRID AND BLENDED TRAINING MODELS

New Hybrid and Blended Training Models:

- eLearning and the Learning Management System (LMS)
- Simulations
- Mobile ILT
- Mobile Apps
- Virtual Instructor-Led Training (VILT)



INNOVATIONS IN TRAINING

Innovations in Training:

- 3D
- Augmented Reality (AR)
- Virtual Reality (VR)



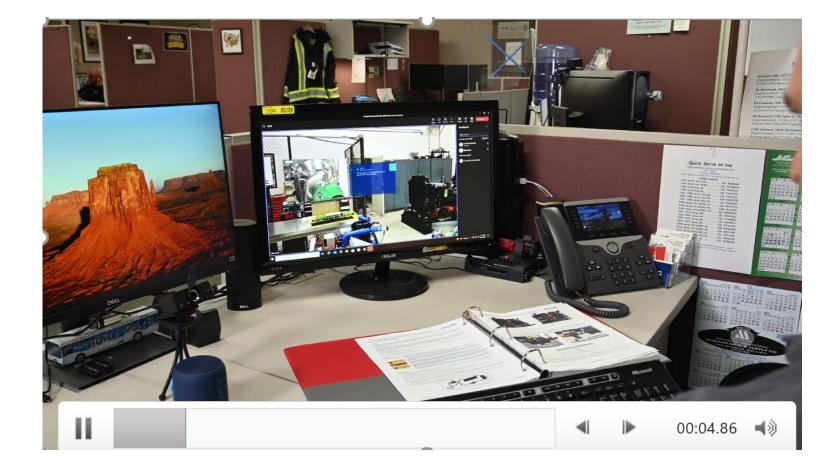
THE FUTURE OF TRANSIT TRAINING

The Future of Transit Training:

• In Reach Now



THE FUTURE OF TRANSIT TRAINING









TWC Upcoming Webinars in the Series

Upcoming Webinars:

#2 Assessments and Learning Pathways November 2022

#3 Effective Lesson Planning and Learner Engagement December 2022





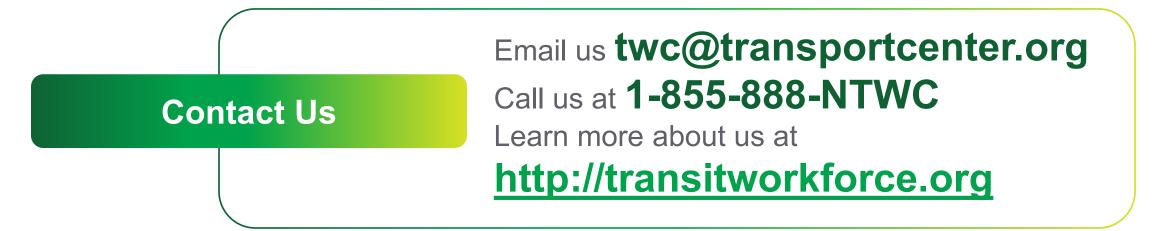




Transit Workforce Center Information and Webinar Moderator

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Thank You!

