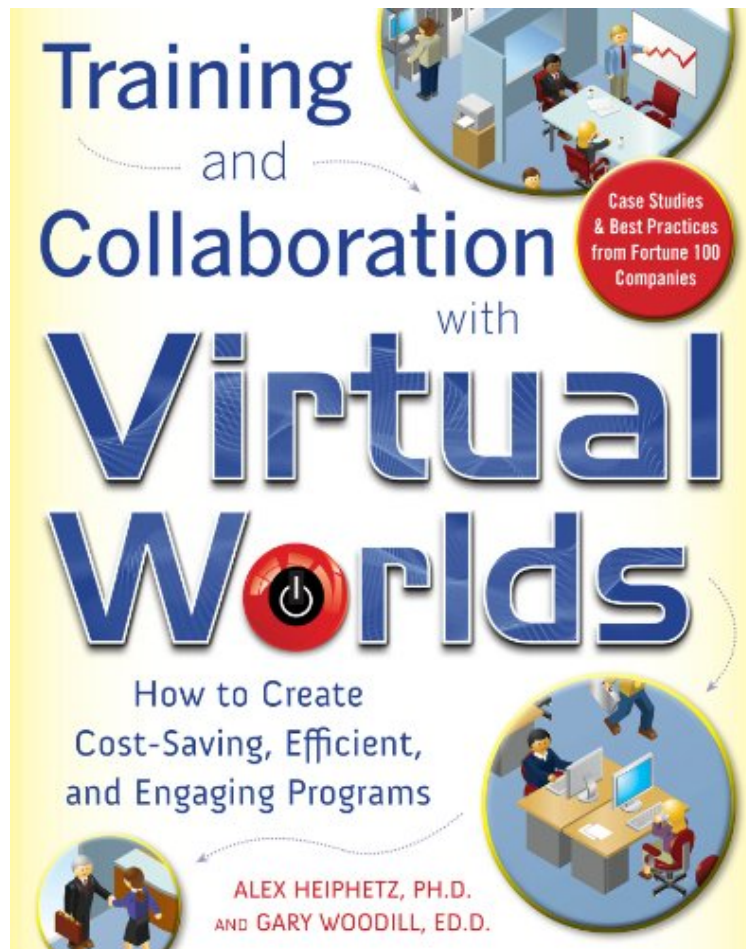


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## Training and Collaboration with Virtual Worlds: How to Create Cost-Saving, Efficient and Engaging Programs

Alex Heiphetz, Gary Woodill

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Alex Heiphetz, Gary Woodill : Training and Collaboration with Virtual Worlds: How to Create Cost-Saving, Efficient and Engaging Programs before purchasing it in order to gage whether or not it would be worth my time, and all praised Training and Collaboration with Virtual Worlds: How to Create Cost-Saving, Efficient and Engaging Programs:

7 of 7 people found the following review helpful. Solid Information from Team of Heiphetz and Woodill on Virtual World UseBy CustomerI work virtually, full-time, with multiple clients who frequently exceed anything resembling the normal 40-hour work week. Most of that time is spent in a virtual environment called Second Life where I am the Community Manager for a program called Metanomics ([...]) and the Director of The Epoch Institute. Epoch is engaged in supporting the community's use of the Virtual World platform through education and facilitation of events and presentations. Metanomics is broadcast weekly and hosted by Robert Bloomfield, the Nicholas H. Noyes

Professor of Management and Professor of Accounting at the Cornell University Johnson Graduate School of Management. The Metanomics Community is composed of many business and education professionals, most of whom are creating innovative applications and programs. We are all very excited about the opportunities which exist here, and the publication of "Training and Collaboration with Virtual Worlds" is a most welcome event. This is an excellent, balanced discussion of virtual environment use for training programs and discusses the results which are possible for both standard training and complex, challenging programs which may well have proven very difficult if not impossible to implement otherwise. The authors make excellent use of current research on learning but also present case studies from heavy-hitters, Microsoft, Intel, IBM and the World Bank, all of whom have been extremely pleased with the results of their virtual forays. Medical training with the University of Kansas is discussed as well as forecasts regarding how participation in Virtual Worlds will change business and education. The chapter co-authored by the lead on the Michelin project is particularly riveting, dealing with a global IS employee group, and a difficult, unpopular training on the firm's Enterprise Architecture. Participants gave the Second Life training a 98% approval rating, proposed that it be extended to other topics, and "User acceptance did not vary according to background or culture" (p. 112.) There are now many books on this topic, but this is very readable, well researched and makes a compelling case for this remarkable place called Virtual Reality, yet it also clearly reflects the author's extensive experience with the platform and the needs of new and veteran users. Those of us working there currently realize that it can be hard to imagine how an immersive environment can work for such projects, and that often conviction comes only from personal participation. But this book is now my top choice to recommend for those interested in this window on the future called the Immersive Internet. Read it, allow the authors to help you temper your skepticism and come see what is both possible and engaging learners now. 1 of 1 people found the following review helpful. 3-D virtual worlds are a key to the future - and this tells how they operate. By Midwest Book Review. Training and Collaboration with Virtual Worlds tells how to use the internet and virtual worlds within it to keep a company competitive and productive. Virtual worlds can help create training and recruitment programs that build superior teams - and this discusses all available technologies and how to use these technologies in a business setting. 3-D virtual worlds are a key to the future - and this tells how they operate.

Team Building and Leadership Coaching with Virtual Worlds. New collaborative technologies to keep your company competitive, productive, and efficient. With the business landscape changing every day, companies need training solutions that are not only cost-efficient, but engaging, quantifiable and global. Learn how virtual worlds can help you create training and recruitment programs that attract quality talent, build great teams, and connect a global workforce - all for less than your current training budget. Training and Collaboration with Virtual Worlds walks you through the available technologies, helps you match virtual tools to your organizational needs, and shows why these programs have already taken off at leading companies. Learn why leading companies like IBM, TMP Worldwide, Michelin, Intel, Microsoft and others are going virtual: Revitalize recruitment and new hire orientation to improve employee quality, productivity and retention. Conduct worldwide training in real time, minimizing costs and time. Reduce travel while efficiently managing geographically dispersed teams. Break down dangerous or complex training procedures into manageable simulations. Experts agree that within five years, the 3D Internet will become as important to companies as the Web is today. Training and Collaboration with Virtual Worlds will put your company ahead of that curve - with great results. Access the latest information and resources on [www.TheVirtualWorldsBook.com](http://www.TheVirtualWorldsBook.com)

About the Author. Alex Heiphetz is founder and president of AHG, Inc., a software solution company specializing in business services to training companies and educational institutions: custom software, training simulations, audio and video production. Dr. Heiphetz consults with corporations and universities on the benefits and logistics of virtual training and education programs. He has presented on Second Life as related to corporate training at multiple conferences, such as Innovations in Learning 2007, the Distance Learning Association (2008), the Society for Applied Learning Technology (2008) and at SNY ASTD (2008). His papers have appeared in Distance Learning magazine, Training Magazine and other publications. Gary Woodill is Director of Research at Brandon Hall, a leading research firm focusing on learning, where he tracks emerging learning technologies. Brandon Hall's clients have included Microsoft, IBM, Cisco, GE, Motorola, Kraft, HP, Goldman Sachs, and Westinghouse, among others. He speaks frequently at conferences such as ASTD, CSTD and SALT, and blogs daily at Workplace Learning Today.