

Aerial Safety & the Future of Training

Presented by Andy Netzel

November 14th, 2023



## Does Training Matter?







#### Who am I?







## Lanyard Interlock







## Unit Set-Up







# Inspection







## Energized Unit Hazard







### The Future of Training



Training is a necessity

- Training is time consuming
- Training can be costly



Technology helps us gain efficiencies in training

We must embrace creativity and digital transformation



#### Virtual Reality – Hybrid Environment



Is location an issue?

• Is time an issue?

 Harness technology to eliminate those issue



#### Virtual Reality - Simulators



✓ Real time simulation

- ✓ Better training outcomes
- √ Trains real-world skills

✓ Lower cost

✓ Standardized training





## Augmented Reality









### **Augmented Reality**





**Vuforia View Quick-Start Guide** 

Welcome!



n the turnta

Page 1 of 2

Released: 03/30/2023

Beyond Boss Edge (refer to Figures 8 and 9)

Even with Boss Edge (refer to Figure 7)

SIL-3019-B

6. Mark the inspection result for Position 1 in Figure 10.



### Adult Learning - Microlearning



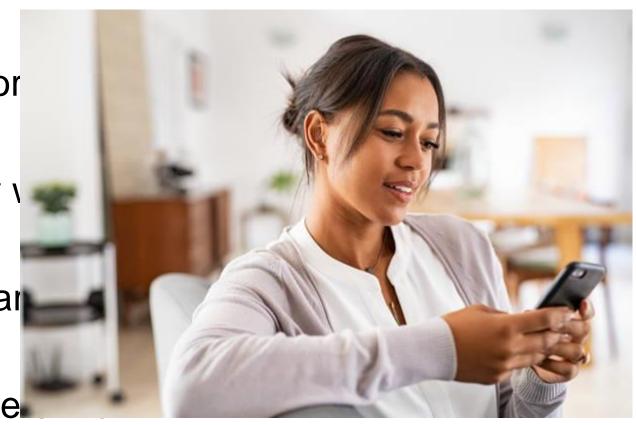
✓ Simple design

✓ Flexibility for

✓ Tech-savvy v

✓ Blended lear

✓ Increases re





#### Adult Learning - Microlearning





© COURSE

A Class Elevator Series

Aerial Device Basic...

≡ 2 Lessons Published



A Class Non-Overcenter
Basic Operating Video

≡ 1 Lesson Published



A Class Series Aerial
Device Basic Operating...

I≣ 1 Lesson Published



AH75-85-100 Articulating Non-Overcenter Aerial...

■ 1 Lesson Published



AH75-85-100B Basic Operating Video

i≣ 1 Lesson Published



♦ COURSE AH125 Basic Operating Video

≡ 1 Lesson Published



♦ COURSE AH125S Basic Operating Video

■ 1 Lesson Published



♦ COURSE AH150 Basic Operating Video

≡ 1 Lesson Published



⇔ COURSE AH85-100 Basic Operating Video

i≣ 1 Lesson Published



HL125 Basic Operating Video

O COURSE

i≣ 1 Lesson Published



## Thank you!







#### Thank You!



Andy Netzel Altec Sentry

andy.netzel@altec.com

832-982-8328



