

Virtual Realities for the Professional World

Hosted by the Innovation Subcommittee



ENGINEERS
AUSTRALIA

VENUE

Hawken Auditorium, Engineering House
Level 1, 447 Upper Edward Street
Spring Hill Qld 4004

DATE & TIME

Wednesday 6 May 2015
5.30PM Arrival + Networking
6.00PM to 7.30PM Session

REGISTRATION AND TICKETING

Members + Students \$15.00
Non-members \$45.00

[REGISTER ONLINE](#)

CPD HOURS

This event counts towards 2 hours - TYPE II Technical CPD hours on your Engineers Australia / RPEQ CPD Register.

SPEAKER



Dr Paul Marshall

PhD, Juris Doctor, CPEng
Director of CDRS

What do dwarves, goblins, elves and virtual worlds have to teach us?

In this seminar, Dr Paul Marshall, Director of CDRS will outline a new and innovative approach to teaching teamwork and leadership skills to professionals around the world using a well-known online game platform.

Representatives from Brisbane based company Real Serious Games will be on hand to share their experience and participant will have the opportunity test out virtual reality goggles and experience virtual worlds first hand.

Failure is critical to innovation and improvement. Thomas Edison is credited for establishing the first research park with teams focused on constant technological innovation and improvement. He did not invent the first electric light bulb but instead, after repeated failures, invented the first commercially practical incandescent light. Settling for an approach that was functional, but not commercial, would have left us all in the dark.

Why then do we accept levels of communication and coordination that are functional but result in huge commercial costs? Costs that are the result of rework or completion of unnecessary work and that frequently do not deliver what the customer requires.

Our presenters believe it is because we haven't found a way to create spaces that facilitate the necessary failures...

Until now...

...by allowing participants to learn from their mistakes without the financial and reputational consequences of the real-world through...

- the use of virtual spaces such as flight simulators for teaching project coordination and teamwork
- planning for what does not exist
- repeatedly testing dangerous events and risky decisions in deeply engaging environments

...and what roles do the dwarves, goblins and elves play in all this? You will have to attend the seminar to find out!