



EMPLOYMENT +
EDUCATION CENTRE
EVERFORWARD



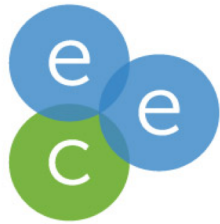
Career
Services



UP360
Infinite Possibilities

CAREERLABSVR & PIXELPREP

VIRTUAL REALITY:
THE FUTURE OF EMPLOYMENT SERVICES



**EMPLOYMENT +
EDUCATION CENTRE**

EVERFORWARD



CAREERLABSVR
FIND YOUR FUTURE

Susan Watts
Executive Director

THE PROBLEM



Difficulty in helping clients decide what they want to do.

No concrete methods for career decision making.

CAREERLABS VR

VR To Sample & Explore Career Opportunities.

JOB SEEKER

- Learns immersively
- Sees, hears, feels
- Experiences the pros and cons
- Helps motivate further career exploration

CAREER COACH

- Help gain deeper understanding of client.
- Spark Career Discussions.
- More Accurate Placements.

How were using it.

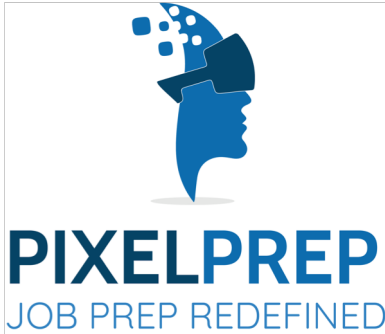
- Career Counseling.
 - Real time coaching
 - Soft skills
- Youth Job Connect.
- Women in Trades.



Supporting Research Influenced Design.

Future Impacts

- Exploring the careers of the future.
- Moving beyond traditional tools.
- Increased Graduation Rates.
- Improved job retention.
- Financial self sufficiency.



Cynthia Sparring
Executive Director

THE PROBLEM



**Fear of unknown in
new workplace.**

Lack of experience.

**The difficulty of on
site training.**

PIXELPREP

Helping people with Barriers develop new skills.

JOB SEEKER

- Learning at a pace that works for the individual.
- Overcoming Fears & Anxiety.
- Develop Transferable Skills.

CAREER COACH

- Understand unique needs.
- Cost effective coaching.
- Help create a more individualized training plan.

PIXELPREP

Employers impacted most by labour shortage drive the development.

Hospitality

Manufacturing

Retail

Working with Queen's University on Supporting Research.

Future Impacts

- Tapping into underutilized labor force.
- Increasing competitive rates prior to employment.
- Supplementing pre-employment training.



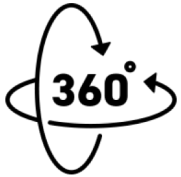
ONEBOXVR

Harrison Olajos
CEO & Founder

THE RIGHT TECHNOLOGY

THE MAGIC HAPPENS HERE

IMMERSION



COST



Immersive Video
(Photo or Video)

vs



Virtual Reality
(Computer Generated)



WHY IT'S SO POWERFUL

Learn By Doing
Engages Millennials
Better Sense of Place
Scalable Learning Experiences
Enhanced Visual Learning
Develop Creativity



Triggers the part
of the brain that
controls **Emotion.**

DEMOTIME

**HOW DO WE GET NEW TECH
INTO THE WORKPLACE?**

HARDWARE

- Industry Leading.
- Fits your workplace.

TRAINING

- How to implement.
- Understanding tech.
- Do's & Dont's



THE ONEBOX SYSTEM

SUPPORT

- Stay focused on clients and not tech.

SOFTWARE

- Designed specifically for employment & education.

THE FUTURE

Continue to develop programs for education, training and employment.

Programs Like:

Safety Training, AODA, WHMIS, Smart Serve, Working at Heights, Consumer Excellence etc.

QUESTIONS?