

## The VISOR Project Overview



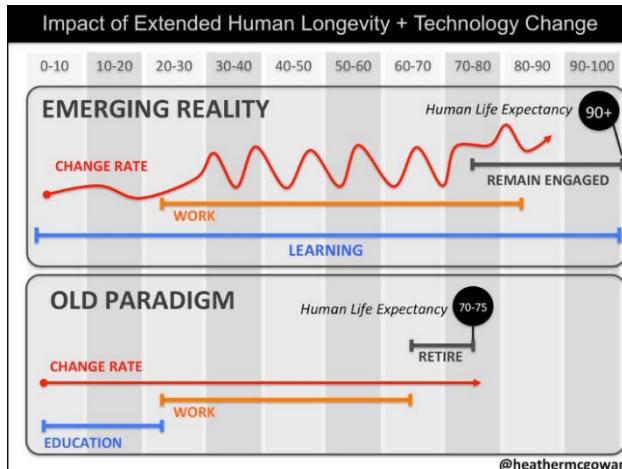
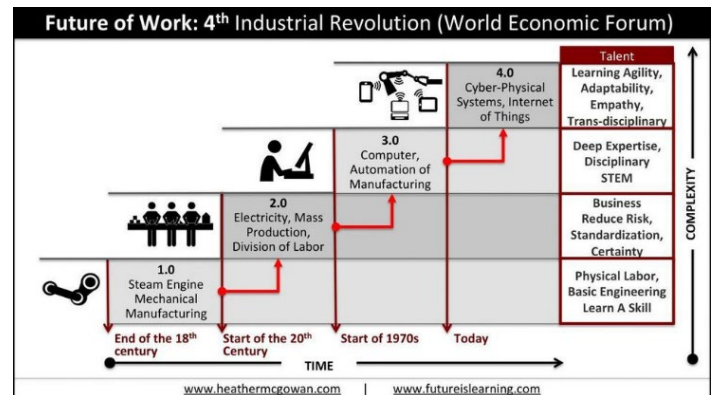
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## The VISOR Project Overview:

*The Visual Insights & Strategic Occupation Readiness Program is designed to lay a foundation for lifelong learning paths and prepare participants for successful placement in a next generation workforce.*

The **VISOR project** is designed to help meet the challenges of integrating youth with the Industrial Revolution 4.0 as well as the life skills and social innovation required to be successful and competitive in a global future of work paradigm. By design it will connect youth with their popular interest in games while exposing them to the underlying behavioral science that drives addictive adoption. It will provide hands on learning of the hardware and software systems which will be commonplace in work environments of the future. It will introduce them to collaboration processes and tools that will enable them to maximize productivity in a globalized workforce. Students will engage in a startup friendly, co working and creative environment, designed to inspire innovation.



## Top 10 skills

### in 2020

1. Complex Problem Solving
2. Critical Thinking
3. Creativity
4. People Management
5. Coordinating with Others
6. Emotional Intelligence
7. Judgment and Decision Making
8. Service Orientation
9. Negotiation
10. Cognitive Flexibility

### in 2015

1. Complex Problem Solving
2. Coordinating with Others
3. People Management
4. Critical Thinking
5. Negotiation
6. Quality Control
7. Service Orientation
8. Judgment and Decision Making
9. Active Listening
10. Creativity



Source: Future of Jobs Report, World Economic Forum



The **Visual Insights and Strategic Occupation Readiness (VISOR)** program is made up of several functional components:

- **The VISOR Project** is intended to be an educational framework and curriculum model that builds a foundation of skills and insights useful for future of work career opportunities.
- **The VISOR capstone initiative** facilitates a startup business model generation for an open source SW/HW learning environment and platform for delivering content in

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Augmented and Virtual Reality systems. Business models would vary depending on identified priority industries that the participants have the most interest in. There may, within the group, be several unique business models being developed simultaneously.

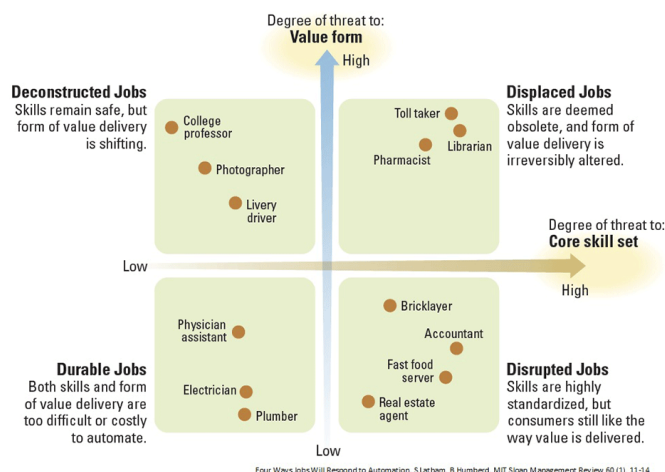
- **This VISOR learning environment** is a wearable Augmented Reality social innovation experience designed to inspire learning as a lifestyle for meaningful and productive work experiences. This type of technological solution is applicable to all priority industries.
- **The VISOR dream book** is a project journal as well as a defined learning path and goal setting tool based on student interests and skill gap assessments.
- **The VISOR portfolio** is a collection of audio visual, written and online works generated through the process of working on the capstone project.
- **The VISOR Certificate** will be a verification that participants have participated to a level of competency and had hands on training in a variety of this programs objectives.

**The VISOR project** is an exercise in entrepreneurship and a framework for gaining technological insights required to engage successfully on a lifelong learning path within a technologically transformed society. The capstone project facilitates a real-world startup workplace environment centered on developing an open source HW/SW platform for delivering educational content through use of augmented and virtual reality technologies.

**The VISOR project** will address **Educational Remediation, Work Readiness Preparation, Work Experience/Employment** needs of participants in context of occupational readiness in the landscape of future work. Key principles;

1. **Adaptive and agile approach to change:** Ability to ask good questions, conduct research and assess industry trends as they relate to occupational skills, delivery systems and to fill skill gaps (ability to learn new things) on a lifelong learning path.
2. **Impact of transformative technologies:** Insights into developing personal skill requirements for targeted industries. Understanding the intersections and potential impacts of technologies that are transforming society, occupations and quality of life.
3. **Fundamental skills of an entrepreneur:** How to define meaningful work in the form of building a business from an idea to a marketable product or service.

Success in the future of work will require a paradigm shift from traditional thinking. Participants in the **VISOR program** will obtain functional skills and insights for future work opportunities. Ongoing hands-on skills, academic achievements and cognitive advancement assessments will help the mentoring teams guide participants on building and executing a roadmap for a lifelong learning and career path. They will acquire basic to intermediate productivity skills and tangible insights through, project assignments and a variety of weekly instruction and mentoring sessions.



**The VISOR program** includes a capstone project which is designed to be a framework for conducting research, building a viable business model and introducing emerging technologies within the context of a creative, collaborative 21st century workstyle environment. It will offer

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hands on use of online collaboration tools. Participants would engage in the entrepreneurial process of building, managing and bringing to market a product or service business. Their work product would be reflected in their online portfolio. This portfolio could be effectively useful as a tool for achieving successful employment upon completion of the VISOR program.

**The VISOR capstone project** would allow participants to create a unique business model centered on a hardware and software platform that aggregates information for delivery in an augmented or virtual reality environment. They would explore a potential partner network, development specification and create multimedia presentations that would promote their research and exploration. The objective is to build a viable business for a minimum viable product (MVP) for an Augmented Reality STEAM (Science, Technology, Engineering, Art, and Mathematics) learning environment. This environment would align with their learning and career paths identified in their VISOR dream book.

**The Core Curriculum would reinforce foundations in S.T.E.A.M. education.**

- **Science:** Behavior science, gamification techniques and persuasive insights
- **Technology:** Research top 20 emerging technologies and associated industries
- **Engineering:** Software and Hardware design and specification definitions
- **Arts:** Design, Marketing and multimedia presentations
- **Mathematics:** Algorithms, Calculations and data analytics

**The VISOR program capstone project would include:**

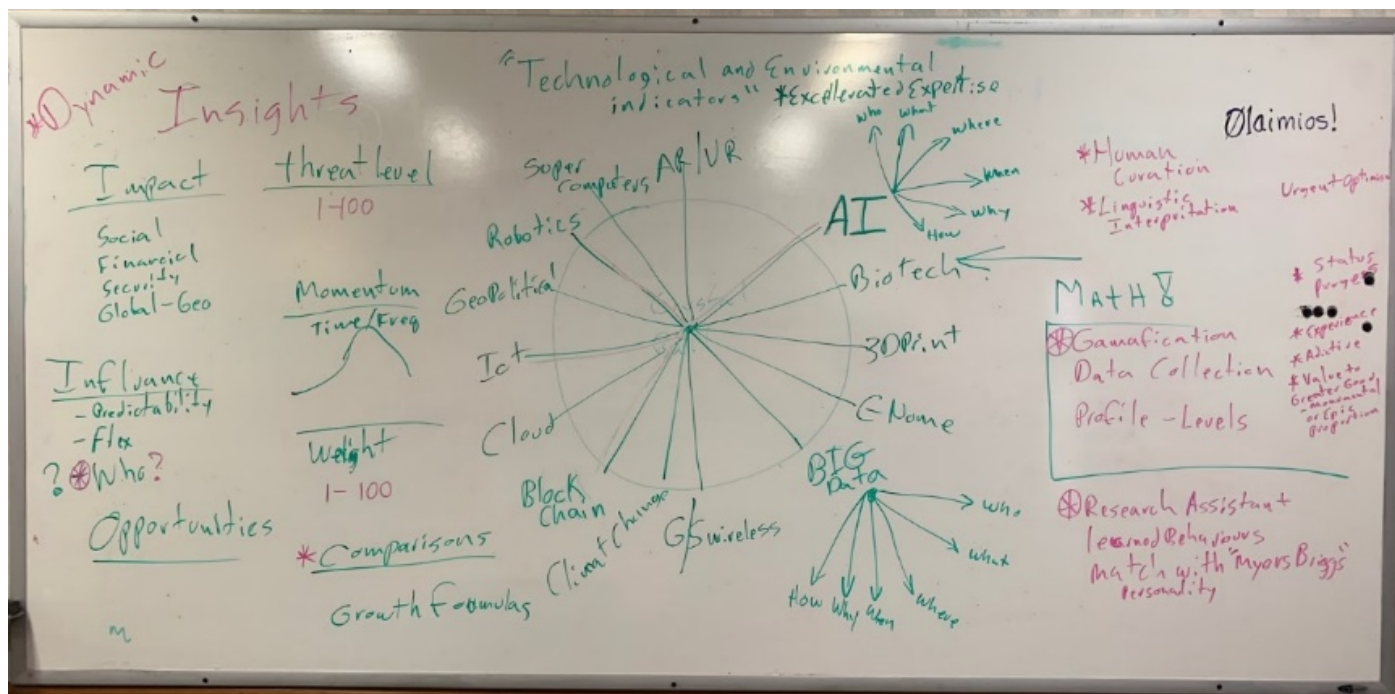
1. Market Research on each top-level technology and industry segment (top 20)
2. Design, prototyping and implementation of hardware and software platforms
3. Learned behaviors and building gamified experiences
4. Customer profiles, validation and identification of potential MVP
5. Manufacturing and distribution; identify potential partners, distribution channels for MVP
6. Talent, roles, timelines and project management, tools and process for implementation
7. Fiscal management, financing and funding options or resource opportunities
8. Marketing, advertising and building user and developer communities

**This VISOR project** will introduce participants to ways in which they can acquire new skills and find meaningful work in fields of interest. The curriculum will be anchored in a personal lifelong learning path and bring participants through the process of taking ideas from start to finish. They will be exposed to what is required at various stages of starting a business. Having a clear understanding of how a business functions and operates from startup to stability will help participants be more effective as employees, managers or leaders in other organizations. It will also prepare them to understand ways to adapt to rapid changes in a future of work environment.

The **VISOR portfolio** deliverables for each participant would include interactive multimedia presentations, technological research papers, an online resume and oral presentations. In addition, they would be responsible for interviews and progress assessments related to the input in their **VISOR dream book** and project journal. The deliverables would act as work samples reflective of their skill levels, acquired knowledge and would teach a practical approach for “how to create effective communications around a story with clarity”. The process would



require them to immerse themselves in gaining a minimum understanding of key technologies that will affect their lives most as they progress in the future of work.



### VISOR Core Capstone Team Project:

*To build an AR/VR visor platform and company for collecting, informing and aggregating data.*

This project is a framework for research and blended learning. It is designed to promote entrepreneurial skills and an agile mindset. The program provides a guide for an adaptive lifelong learning. The identified research and development exercises would be targeted at establishing a foundation of skills through building an augmented reality dashboard system (HW/SW Platform). A key objective is to understand how to create a predictive calculation engine that gathers, processes and evaluates data based on real time and static data points. The program would expose gamified behaviors as they could be applied to an augmented and Virtual Reality environment. Skills and delivery systems for targeted industries will be analyzed for creating occupational comparisons. Market size and weight will be assessed as it relates to size of workforce and required skills to engage in an effective career path.

We anticipate the outcome for each participant will be a foundation of life skills and insights about the future of work that will prepare them a lifelong learning path and productive employment opportunities. The BIC team will develop partnerships and collaborate with local businesses and colleges to assist with placement options and certificate achievements for each participant.

**The VISOR Program** would align participant's skills assessments with an individual learning path as part of the participants **VISOR Dream book**. Each path would have realistic goals and achievable objectives based on the unique skills and abilities of each participant.

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**The VISOR Dream book** would establish both short term program goals and long-term life skill goals. In addition, **The VISOR Dream book** would be used as a journal for tracking milestones used in progress evaluation. Milestones and accomplishments would be given a weighted point criteria and level of participation scoring metric that would reward and encourage participants based on their level of engagement and ability to collaborate.

Each participant's individual learning path would be focused on meeting priority outcomes of the intended program. Participants would be scored based on individual progress and their contribution or collaboration level in the capstone project.

A **VISOR certification** would be given as a reward for completion of all goals in the capstone project. Score levels would be based on progress of their individual learning path and predefined goals.

### **About the Business Innovation Center:**

The **Business Innovation Center** (BIC) is a relatively new 501c3 organization but has successfully executed an \$85,000 Collaborative Workspace matching grant as part of our facility buildout in Fall River. The BIC has also received several in-kind donations and small programming grants for delivering after school youth and ongoing family STEAM workshops. The BIC was awarded funding to deliver our VISOR Program in New Bedford to meet the criteria of the WIOA Out-of-School-Youth program.

In our vision and mission statements we strive to help impact underserved communities with educational resources that can best prepare them for a transforming future of work. Our team is dedicated to empowering youth and their parents with skills, insights and inspiration that will serve them on a path of improved economic opportunity and lifelong learning.

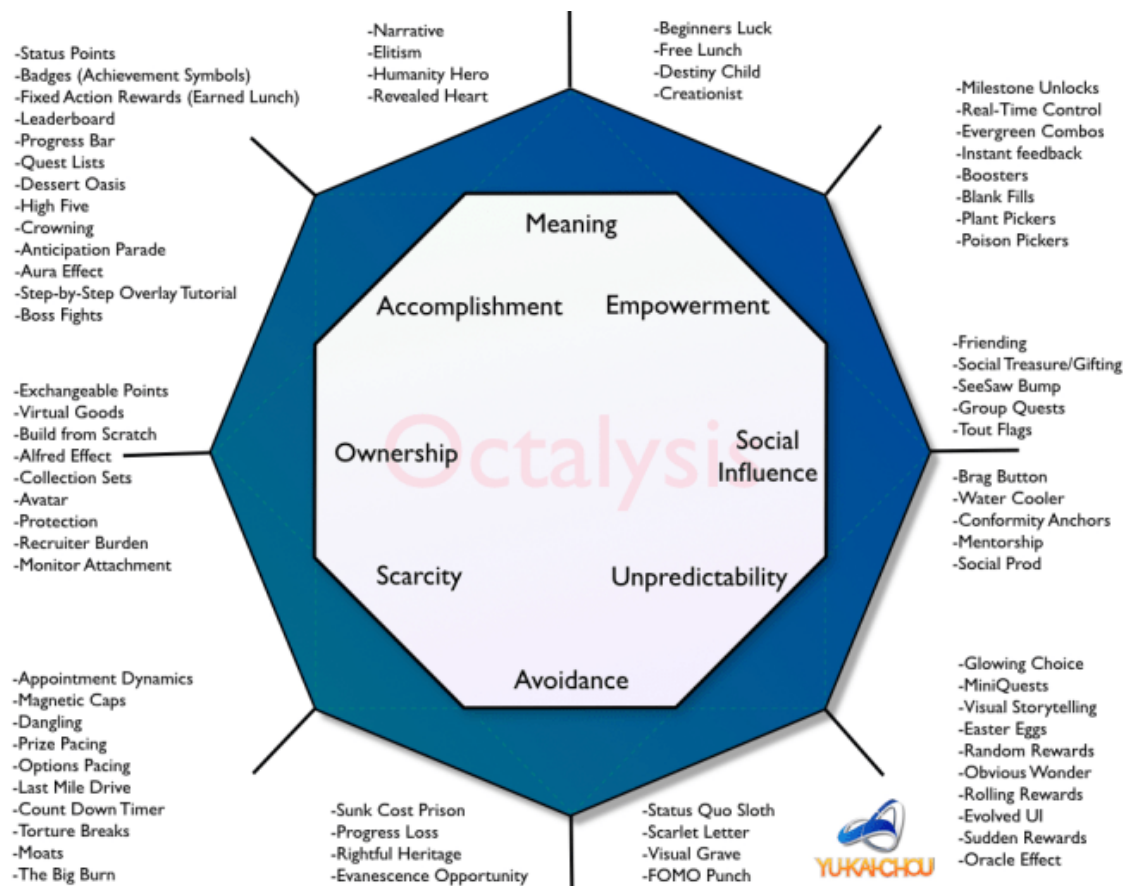
In addition to future of work initiatives and international labor organization (ILO) standards, we are paying close attention to intersections where advancements in technology are growing at exponential rates. This includes the impact of everything from climate change to artificial intelligence, robotics, automation and world economics. Our goal is to be nimble in our process and present solutions to known problems or challenges in a real time training approach that is agile and adaptive to change. This sometimes includes "Adapt and improvise" as part of our methodology. Key principles that we feel will help make this program successful are not only being able to deliver academic foundations with increased skill levels but to create a fun learning experience that builds friendships and fellowship between participants as well as the mentors.

Our unique **VISOR curriculum** framework is designed to deliver a real time, real world training solution that meets priority learning objectives and taps the interest of the associated youth population. While this is a new curriculum concept it builds on popular modern practices and introduces concepts that bridge traditional high school subjects with college level blended learning delivery techniques.

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**The VISOR program** is designed to be flexible enough to meet or exceed a variety of performance metrics associated with standalone and integrated programs. Because this is a new program, going after the cutting edge of future of work objectives, some of the metrics for measuring the success of this program will need to adapt to the individuals that participate and how effectively we can engage the participants in the objectives of the program. In addition to counseling, mentoring and working one on one with participants to fill basic life skills gaps and improved academic attainment, participants will build an online resume and portfolio web site, conduct industry research around chosen career opportunities and write essays on research findings (that would be included in web portfolio site). Participants would collaborate as a team in a capstone cohort project as a pseudo future work startup environment. They would also create multimedia presentations that tells a story of as it relates to their lifelong learning and career path. These projects will provide useful skills and insights for future of work opportunities.

### Gamification and behavior science techniques:



<https://yukaichou.com/gamification-examples/octalysis-complete-gamification-framework/>