

# IoT: *Human Sensors*

Sensors that Do

1

## Bondi Labs - Creating *Human Sensors*

WHO – Game Based Sim Developer (BNE/MEL/PEK)

WHAT – Develop Intelligent Visual Technologies (3D Sim/VR/AR)


WHY - Enhance Human Decision Making

- Improve/Standardise Competencies
- Increase Workforce Productivity

WHERE – Focus Critical Tasks in Global Supply Chains

**Man + Machine ..not**

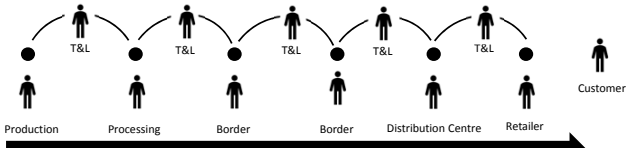
[Introductory Video](#)



2

### The Challenge:

Supply Chain Workforce - Unconnected Black Box

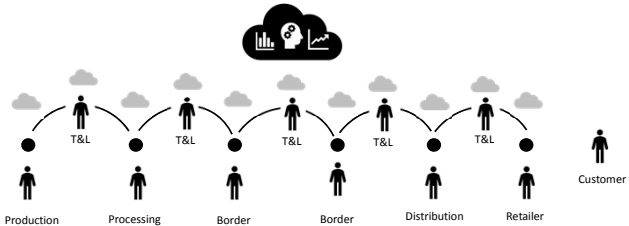


- Limited Workforce Visibility / No data / No real time connectivity
- Workforce (worker) Variability - non-standardised performance
- Workforce Fallibility (human error /CFP)
- Workforce Turnover

3

### The Opportunity: Connected Human Sensors

Harness Workforce (human) Potential with data driven Intelligent Visual Technologies

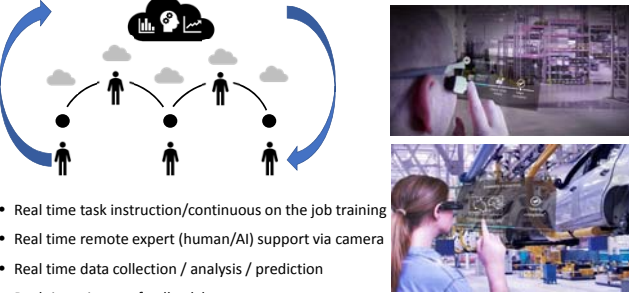


Step 1 : Train *human sensors*

- Standardize/objective task based competencies > reduce performance variability
- Organizational & Supply Chain visibility into workforce capability

4

### Human Sensors 2.0: AR Smart Glasses - A Game Changer



- Real time task instruction/continuous on the job training
- Real time remote expert (human/AI) support via camera
- Real time data collection / analysis / prediction
- Real time virtuous feedback loop

5

# THANK YOU

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Stay in Touch

6

