



Integrating Emerging Technologies in VET

Presented by: Dr Lilla du Toit, Dr Jace Hargis,
Hamish Webber and Dan Browne

19 March 2025

Introduction

Exploring the possibilities that Emerging Technologies such as Gamification, Extended Reality, and Artificial Intelligence might create for learning and development within the Food and Fibre Sector.

It seems like AI gets two headlines these days: 'Doomsday Device' or 'Productivity Hero.'

But what if I told you AI is more than productivity hacks and doomsday predictions? It's already changing lives for the better. And the deeper I dive, the more I see how powerful it can be when we point it at the right problems.

"AI is a tool. The choice about how it gets deployed is ours." – Oren Etzioni, founding CEO of the Allen Institute for AI.

A few ways AI is making a real difference...

[Amal Clooney](#), leading human rights lawyer and co-founder of the [Clooney Foundation for Justice](#) Using AI to ensure no human rights violation goes unnoticed.

Their program, [TrialWatch](#) uses AI to track and analyse trials globally, exposing unfair legal practices anywhere in the world.

That means more accountability, transparency and chances for justice!

Right now, ***"250 million children around the world are excluded from education. But AI is helping to close that gap".***

Tools like [Mindspark](#) and [Khanmigo](#) by [Khan Academy](#) are giving personalised, real-time learning support to students in remote or underserved areas, levelling the playing field in ways that were unthinkable a decade ago.

And it gets even cooler: AI is also helping students with [disabilities](#) by translating text to speech, creating subtitles, and even reading facial expressions to support non-verbal communication.

In this presentation

Dr Jace Hargis, International Steering Group member on this project presents on:

- Findings from situational analysis a year ago
- AI/GenAI background
- International Research
- Affordances
- Constraints and mitigations
- Possible next steps

Hamish Webber and Dan Browne, Indelible presenting what VR they have prepared for Food and Fibre CoVE and other organisations to facilitate safe learning.

Dr Jace Hargis's presentation

<https://www.youtube.com/watch?v=UEzDXcW3b-Y>

Food and Fibre Sector: Partnering with Indelible to use VR and a touch of Gamification....

Hamish and Dan will share how some of these innovative tools can be seamlessly integrated into your programme or organisation to revolutionise your working methods and show us how pilot programmes can be successfully tailored to for example DairyNZ and Beef and Lamb.



FARMING THE FUTURE: LEVERAGING VR FOR SAFER, SMARTER TRAINING

indelible
creativestudio

LOVE A
GOOD
STORY







TYPES OF VR



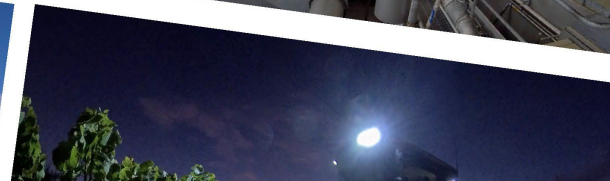
The True Honey Co.





Pan Pac

MSD - Wine





MSD - Mussels

The Problem

- Cost to go on site
- Safety on site
- Training in a classroom can be boring
- Recall

Why VR Matters in Food and Fibre

Immersive

Scale

Safer

Cheaper



Beef & Lamb

“Dan, I need something from you”

S.I.M.S

Safety. Immersion. Mental Mapping. Scalability.

Give it a go!