



German
Research Center
for Artificial
Intelligence

IFS Innovative
Factory Systems

Mobile Learning Day X(tended) 2014, 06. November

Learning & Assistance in the Future Factory

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Presentation Outline

A – Perspective on Learning & Knowledge Sharing

1. Which are the **developments** influencing training and knowledge sharing in manufacturing?
 - demands on the human worker
 - demands on the manufacturing enterprises
2. How can **emerging technologies** support new training and knowledge sharing trends in manufacturing?

B – Demonstration of two visionary systems



1 –

Virtual training system for
assembly processes
In automobile industry

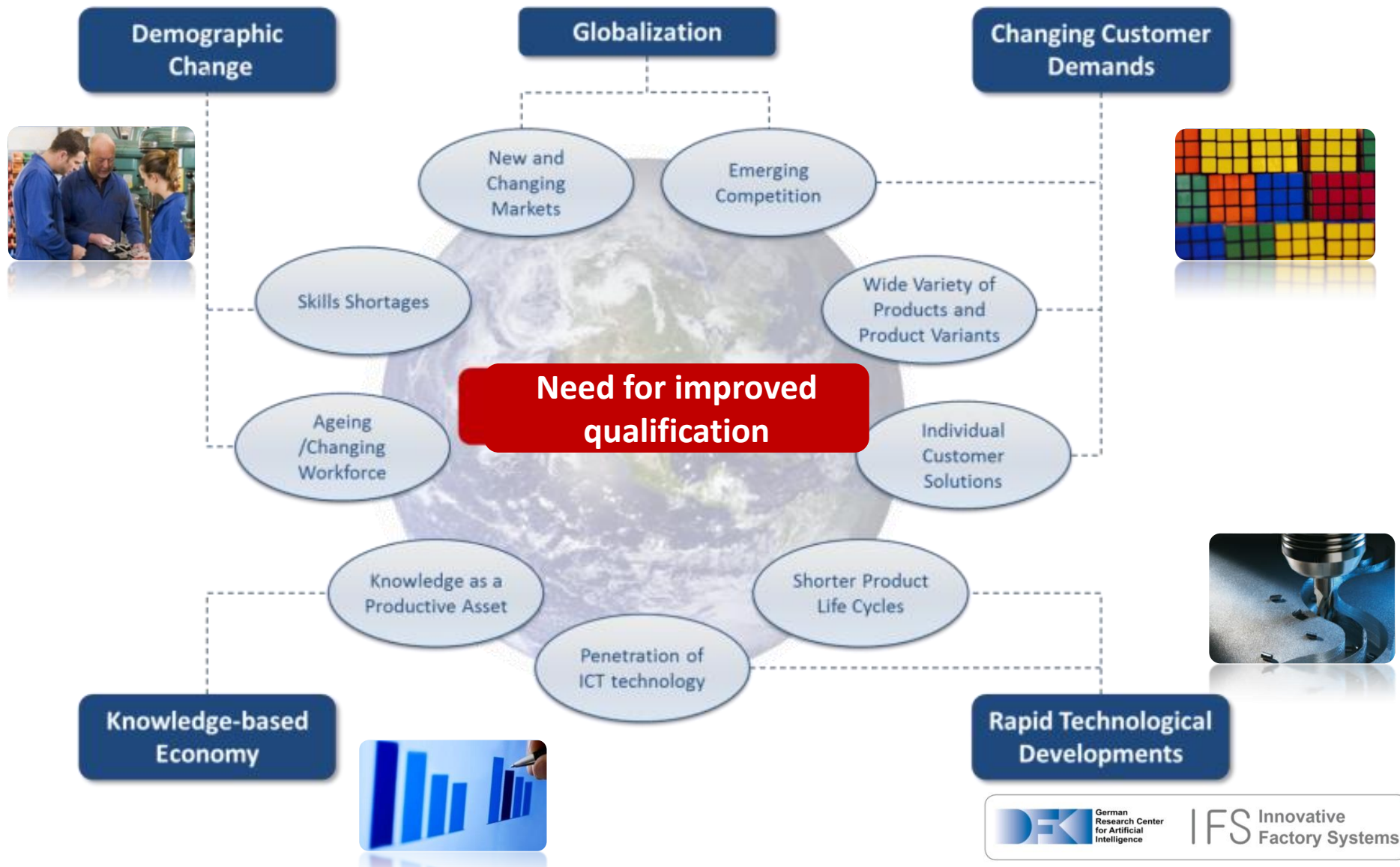


2 –

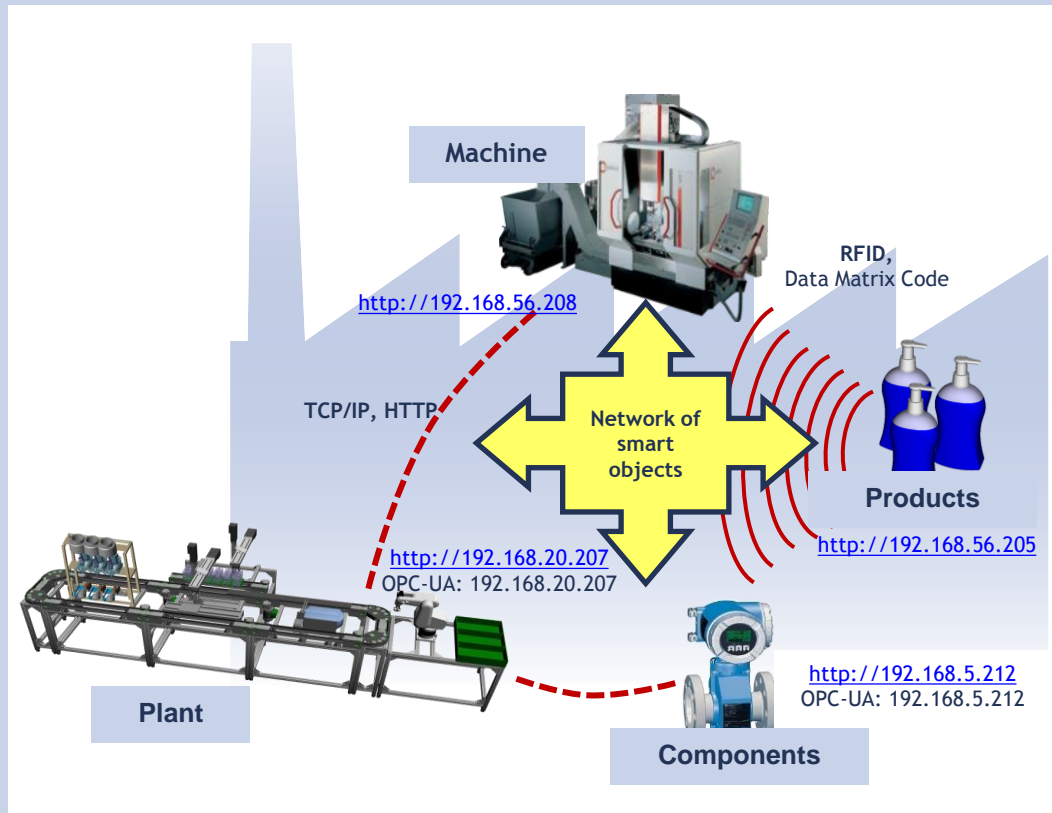
Social Network as a mobile
knowledge sharing solution
for the shopfloor



Overview of the trends and challenges in manufacturing

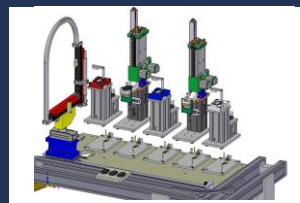


Paradigms of a Cyber-Physical Production System (CPPS)

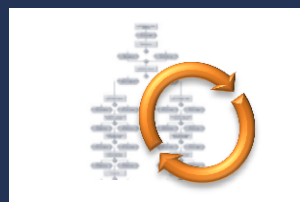


Cyber-Physical Systems

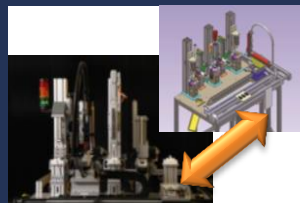
Internet of Things



Modularity and
Plug&Play



Autonomously
organized processes



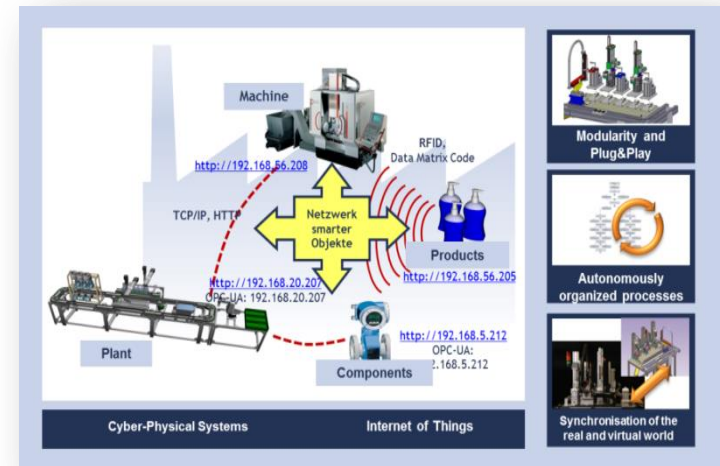
Synchronisation of the real
and virtual world

Computer-Integrated Manufacturing (CIM) ≠ Industry 4.0



70-80ies

CIM-illusion:
man-abandoned factories



today

Industry 4.0:
the human in the middle?

A – Perspective on Training & Knowledge Sharing



Computer-based Training & Knowledge Sharing



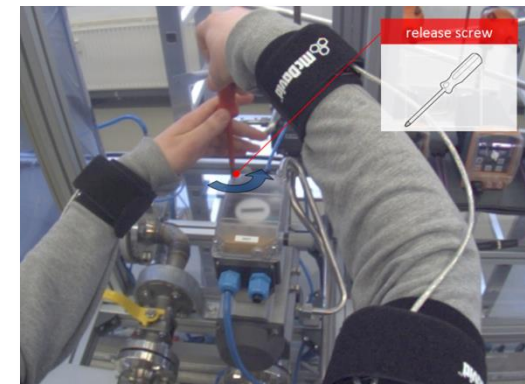
1 – Learning Process



Classic vocational training is based on traditional learning principles (behaviorism, cognitivism).

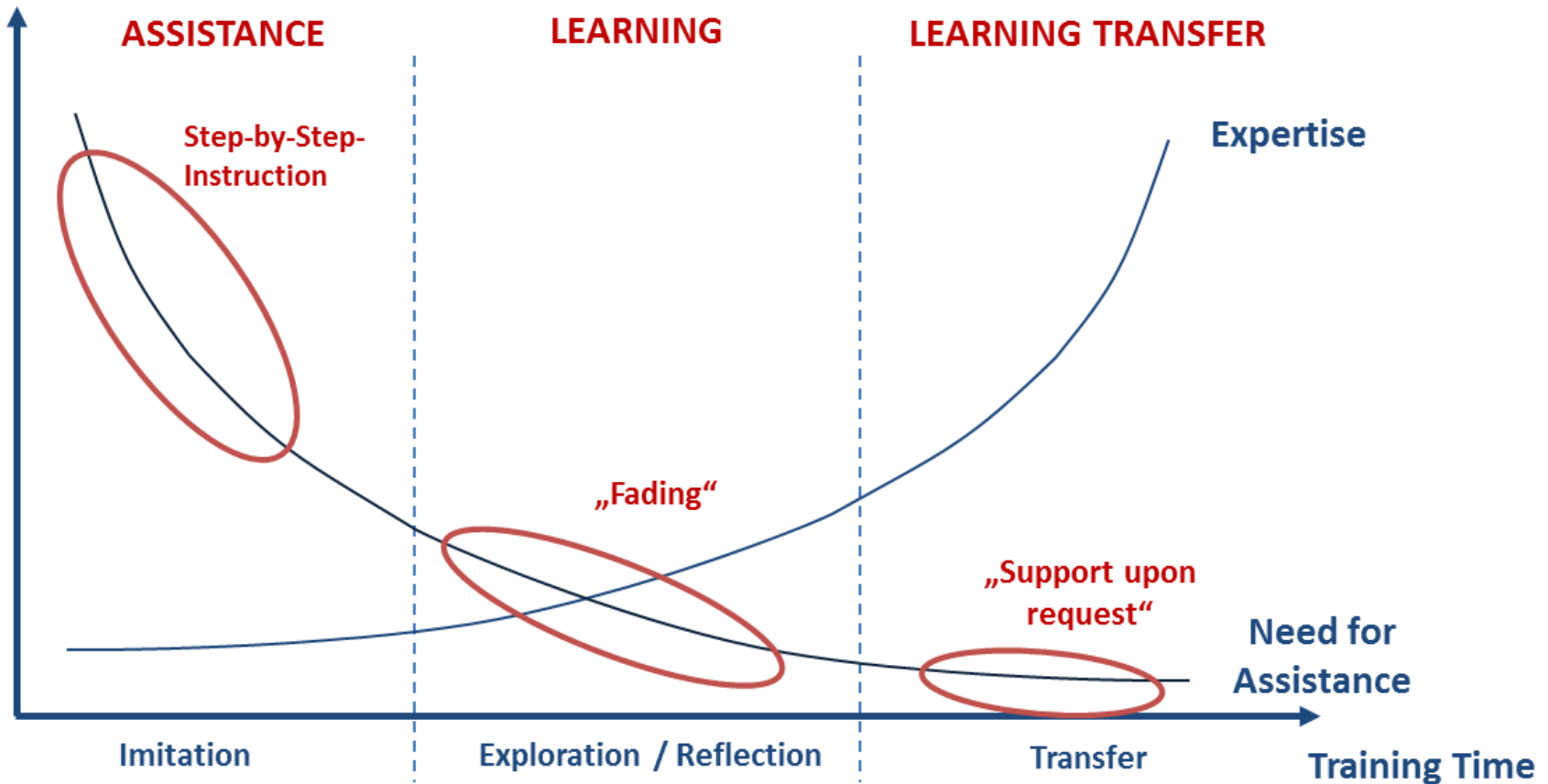
Incorporate situated and networked learning

- which takes place **continuously** and **embedded in daily work**
- where learner actively **interacts with the learning environment** instead of being a passive recipient
- where learning/training will be provided **on an ad-hoc basis at the right place of action**
- Which is supported by computer technology, which is will always be **available – complementing and supporting the role of teachers, mentors and experts.**



1 – Learning Process

Adaptive Support and „Fading“

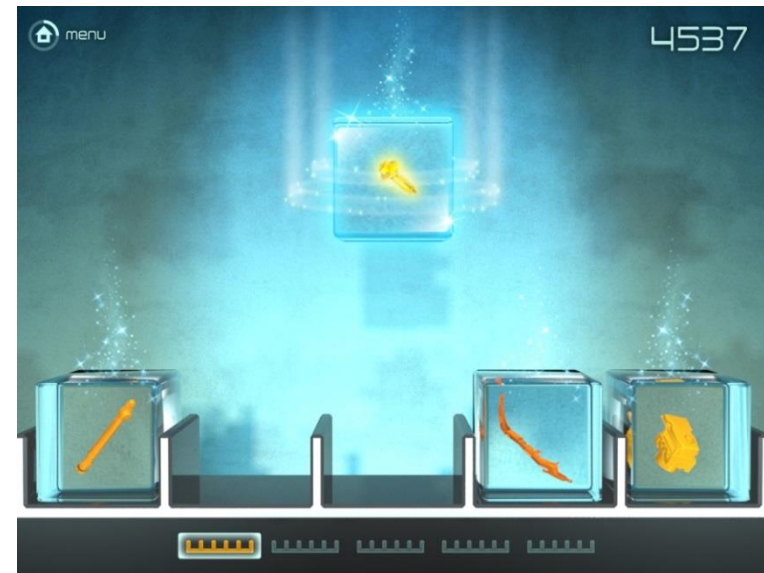


Eiriksdottir and Catrambone (2011)

1 – Learning Process

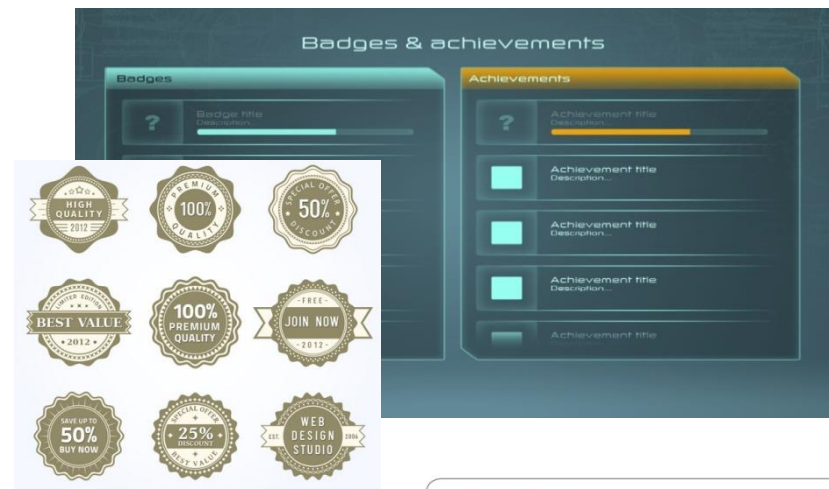
Game-based learning

- explore and manipulate and even destroy without serious consequences
- engaging and motivating („flow state“)



Personalisation

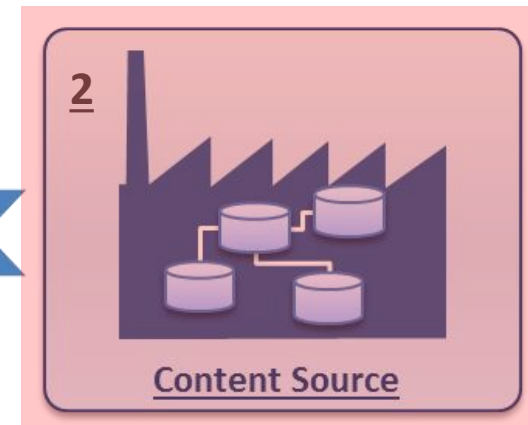
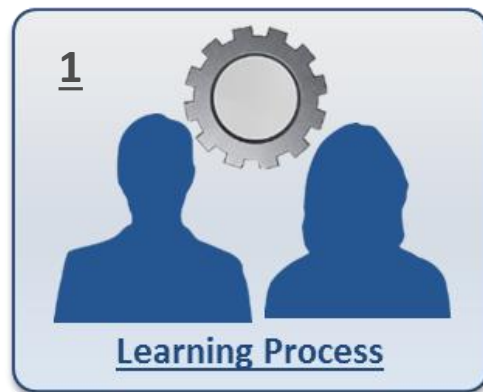
- track and reward experience (“badges”, “achievements”)
- provide different difficulty levels
- Etc.



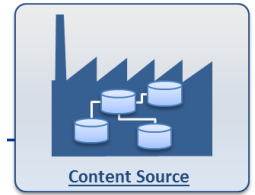
A – Perspective on Training & Knowledge Sharing



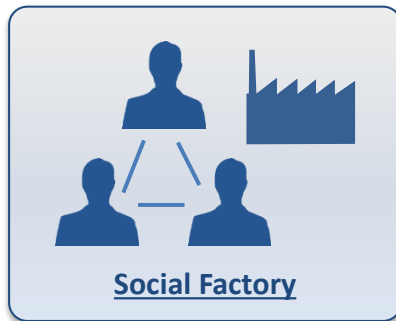
Computer-based Training & Knowledge Sharing



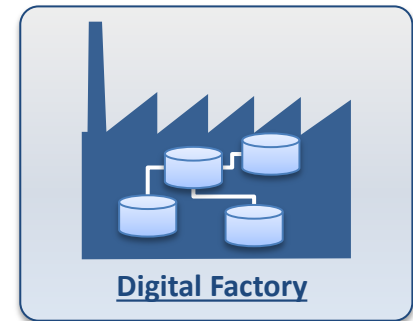
2 – Content Sources



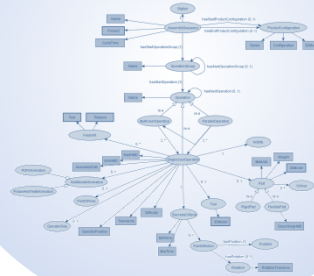
Recommendations, Comments,
Annotations, Reports



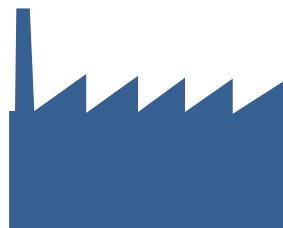
Process Models, CAD Models,
Instructions, Standards



Semantic Core
Modell



KPI, Live Status, History Data,
Error Messages, etc



shopfloor

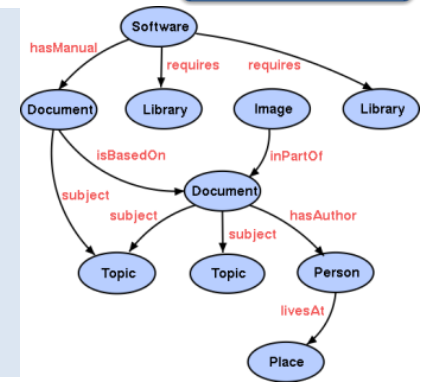


office

2 – Content Sources: Digital Factory



- **Prerequisite:** information structures in the digital factory are modeled in a **modular, open** and **semantically expressive** way
- can be dynamically aggregated and used in new training and knowledge-sharing applications.

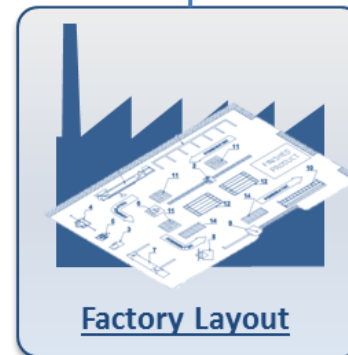
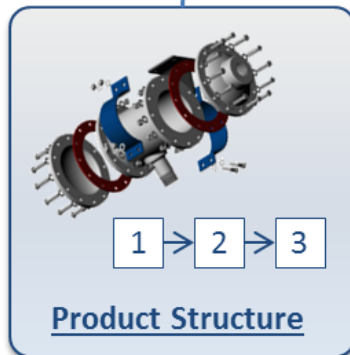


Virtual planning of the
production sequence

Virtual Ergonomics
Analysis

Virtual factory layout
planning

Virtual Process Planning
& Documentation



Virtual Training

Knowledge Sharing

A – Perspective on Training & Knowledge Sharing



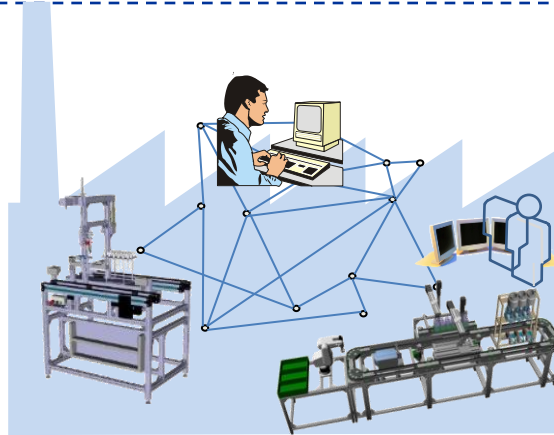
Computer-based Training & Knowledge Sharing



3 – Delivery Mechanisms



uni-modal, stationary



multi-modal, mobile

Today

Industrie 4.0

Tomorrow

long-cycle

Trends in Manufacturing

Trends in Human-Machine-Interaction

Short-cycle



3 – Delivery Mechanisms



Delivery Mechanism



High immersion
High costs
Low flexibility



High immersion
Low costs
High flexibility



Low immersion
Low costs

Developments in ICT

Advanced User Interaction

- Mobile Interaction
- Gesture-based Interaction
- Speech-based Interaction

Advanced Visualization

- Augmented Reality
- 3D-visualisation

B – Demonstration of two visionary systems



VISTRA (EU-FP7)

Formelles Lernen

Praktische Fähig- und Fertigkeiten



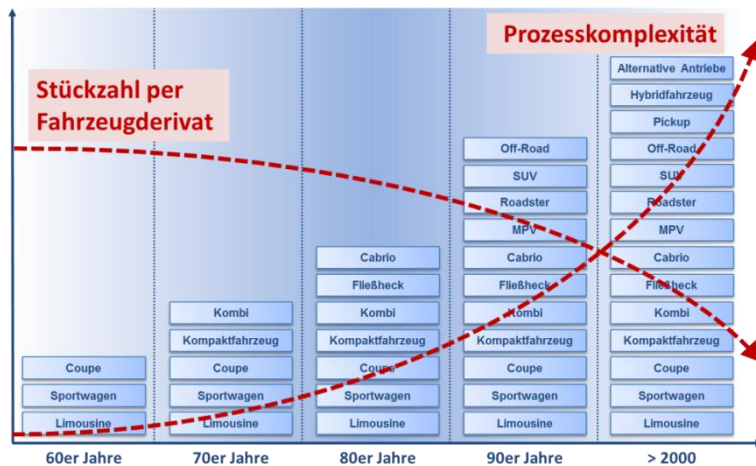
AmbiWise (BMBF)

Informelles Lernen

Problemlösungsstrategien, etc.

Boundary Conditions and Motivation for Virtual Training

Economical Boundary Conditions



Highly competitive

Increasing number of products and variants

Short-life product cycle

Technological Boundary Conditions



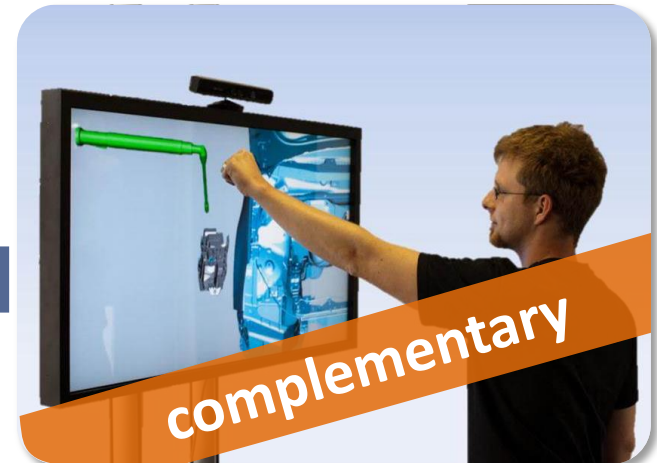
Complexity of production processes
(>10. 000 parts)

High proportion of manual work

KRAMMER, P.; NEEF, D.; PLAPPER, P.: *Advanced Manufacturing Technologies for General Assembly*. o.O.: SAE Technical Paper, 2011

EIGNER, M.: *Product Lifecycle Management: Ein Leitfaden für Product Development und Life Cycle Management*. Dordrecht/Heidelberg/London/New York: Springer, 2009

Boundary Conditions and Motivation for Virtual Training

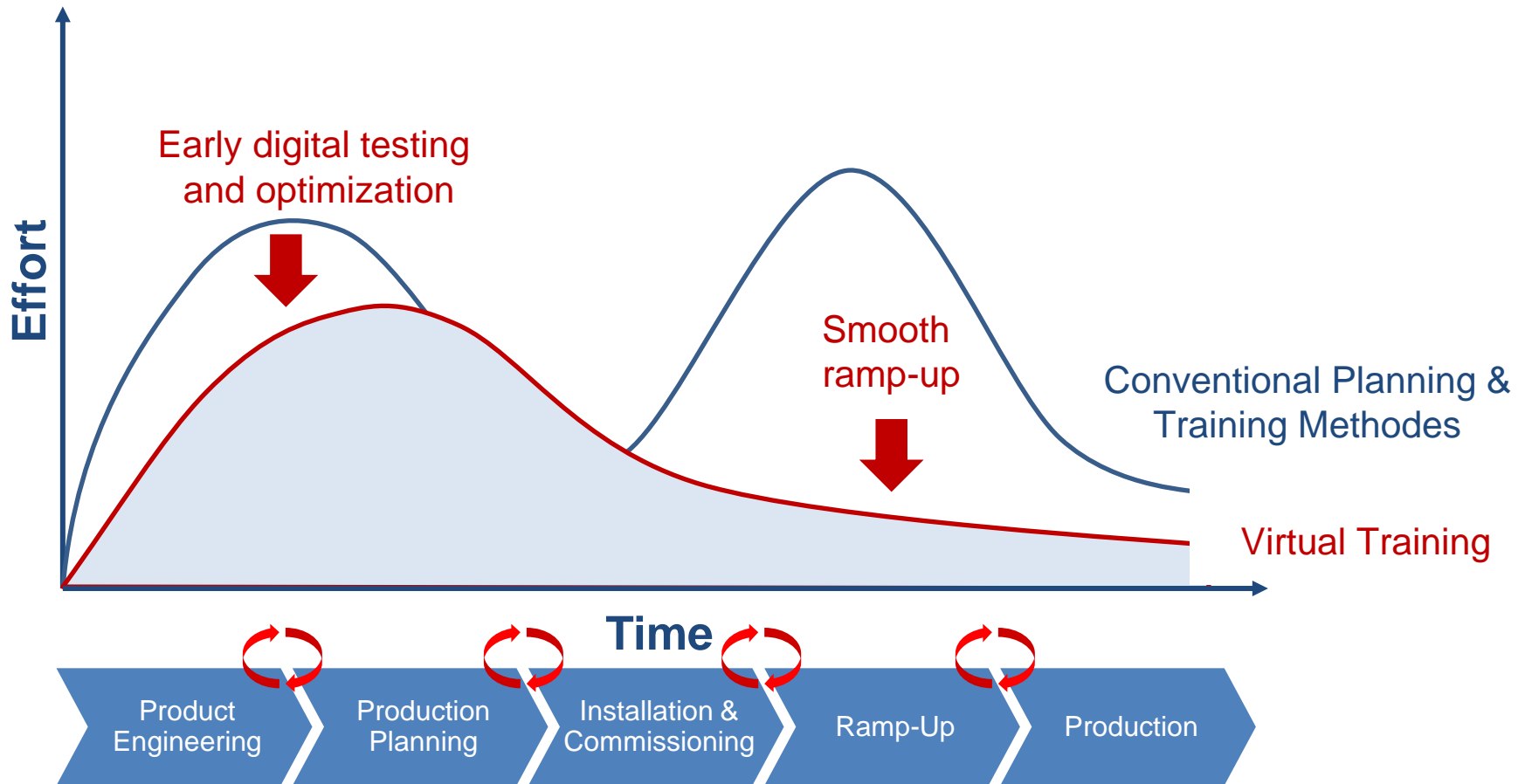


Before the ramp-up:

Operators must be acquainted perfectly
with the products and the respective assembly processes

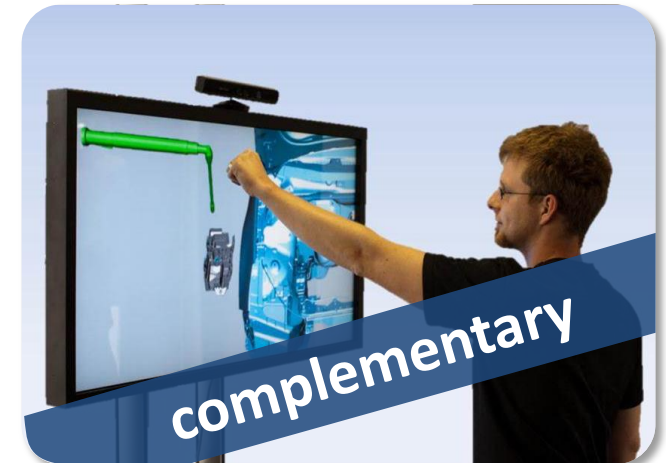
→ **Qualification (hardare training + virtual training)**

Boundary Conditions and Motivation for Virtual Training

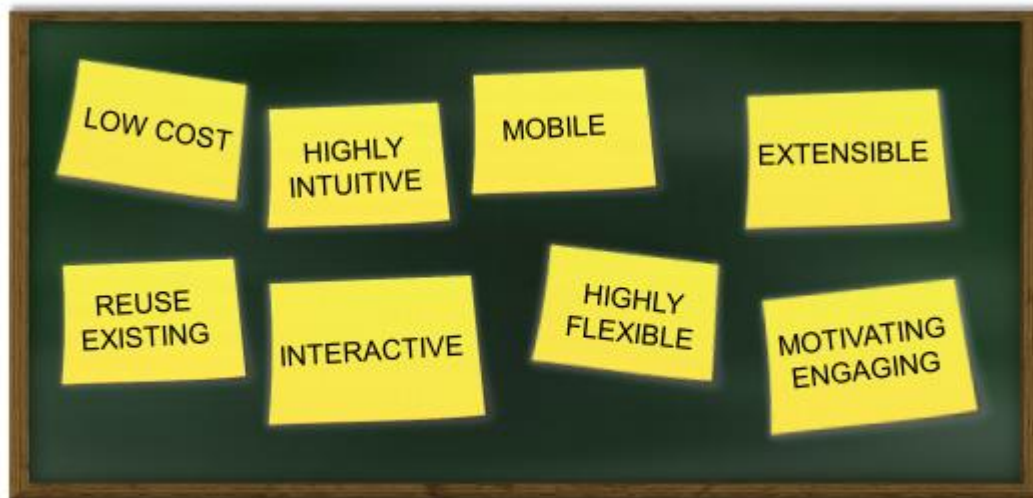


- **Secure ramp-up and production phase (less errors, shorter time-to-production)**
- **Reduction of physical hardware and prototyping**

Application 1 – Virtual Training - Requirements



Training of **complex manual assembly processes** of blue-collar workers



Application 1 – Virtual Training



Peter, an employee at an assembly line for automatic gear boxes, was informed that the production of a **new product type** will start at his line started in four weeks. To familiarize at an early stage with the new product and its assembly process, he uses a **virtual, gesture-based training system**.

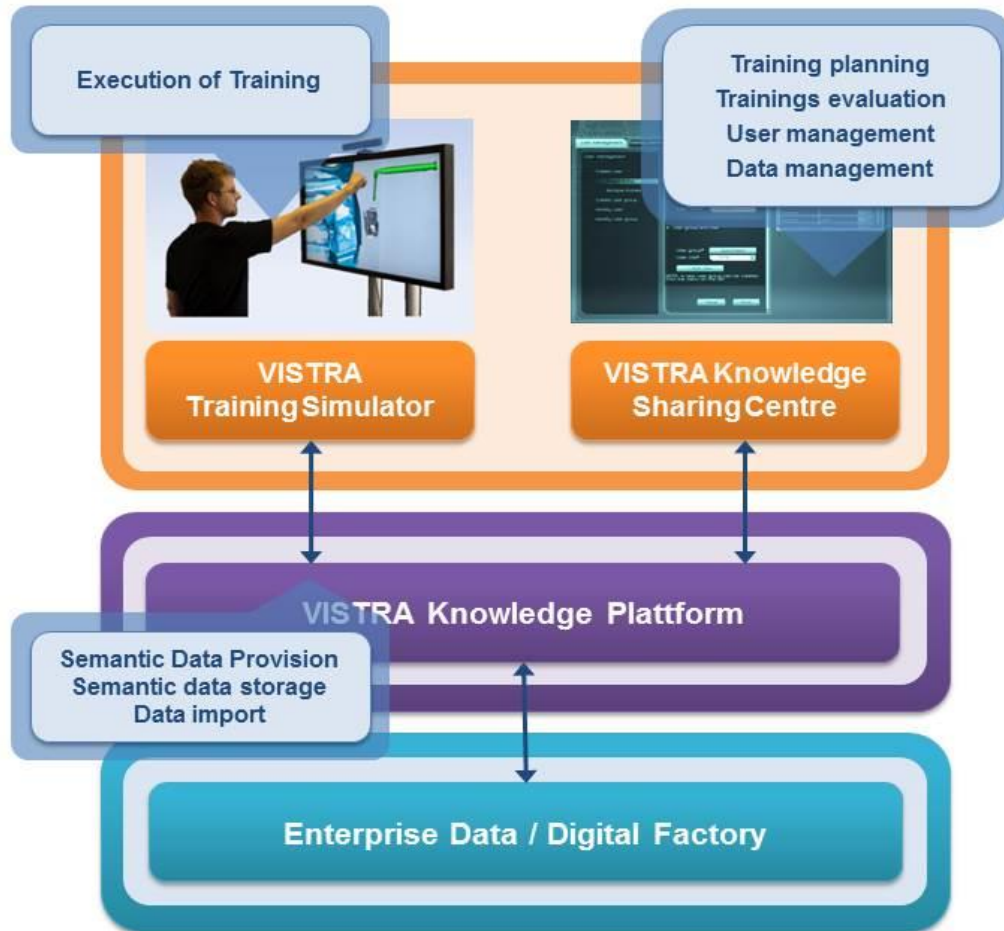
All **product models and process descriptions** used in the training are provided by the design and **planning tools of the digital factory**. The training system explains the **assembly process step by step** using a combination of animations and speech-based instructions.



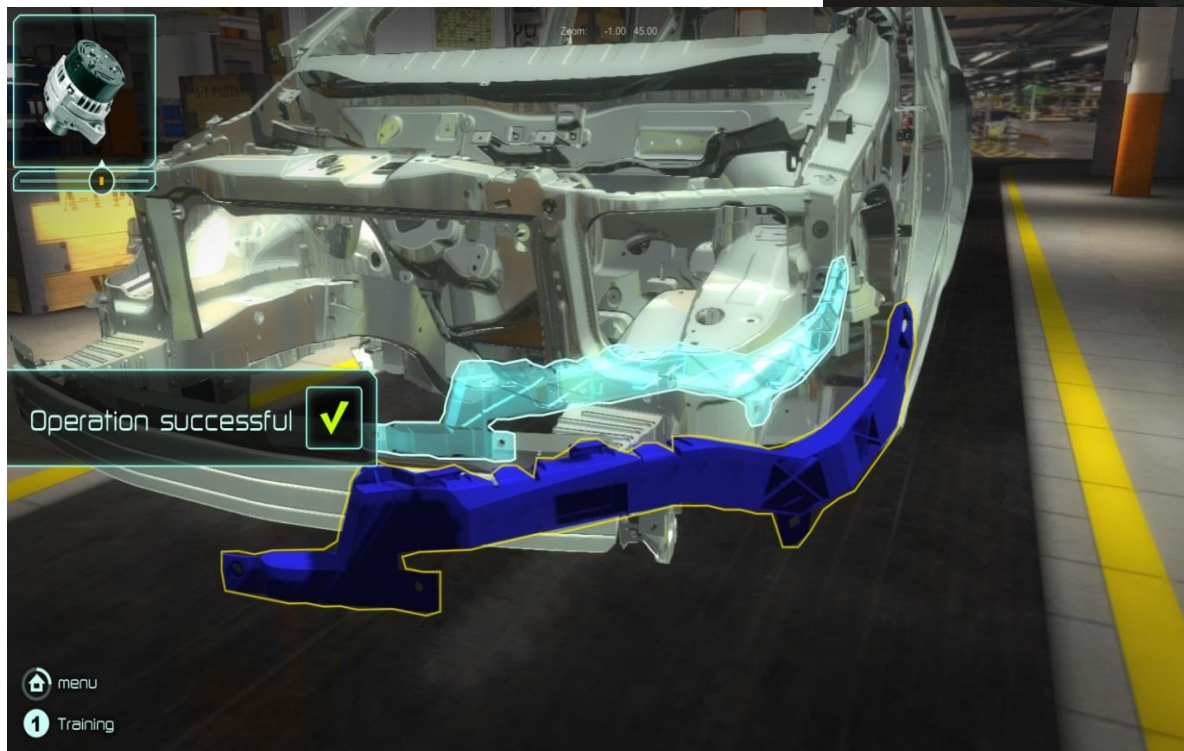
VISTRA Training Simulation – Hardware Setup



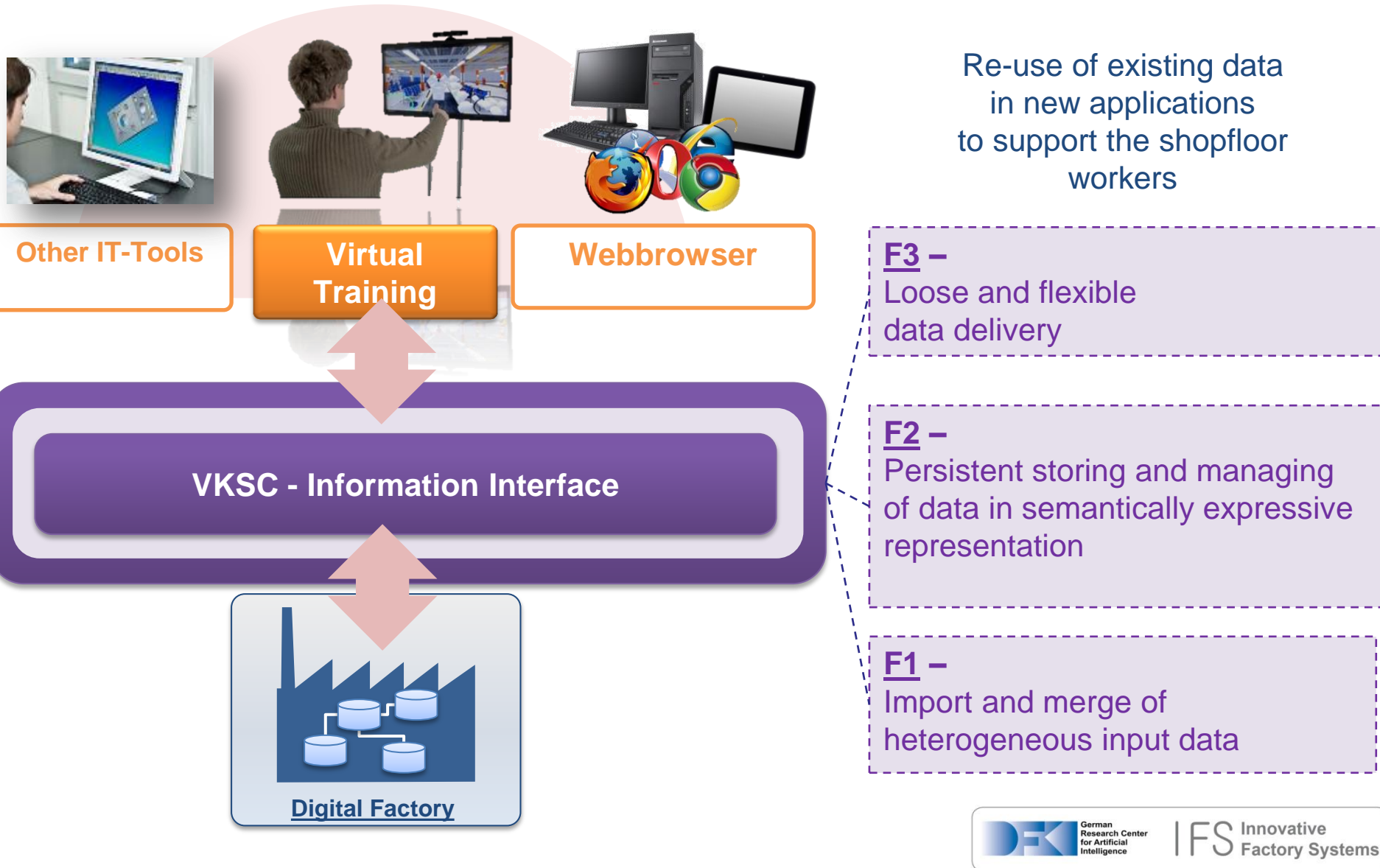
VISTRA System Architecture



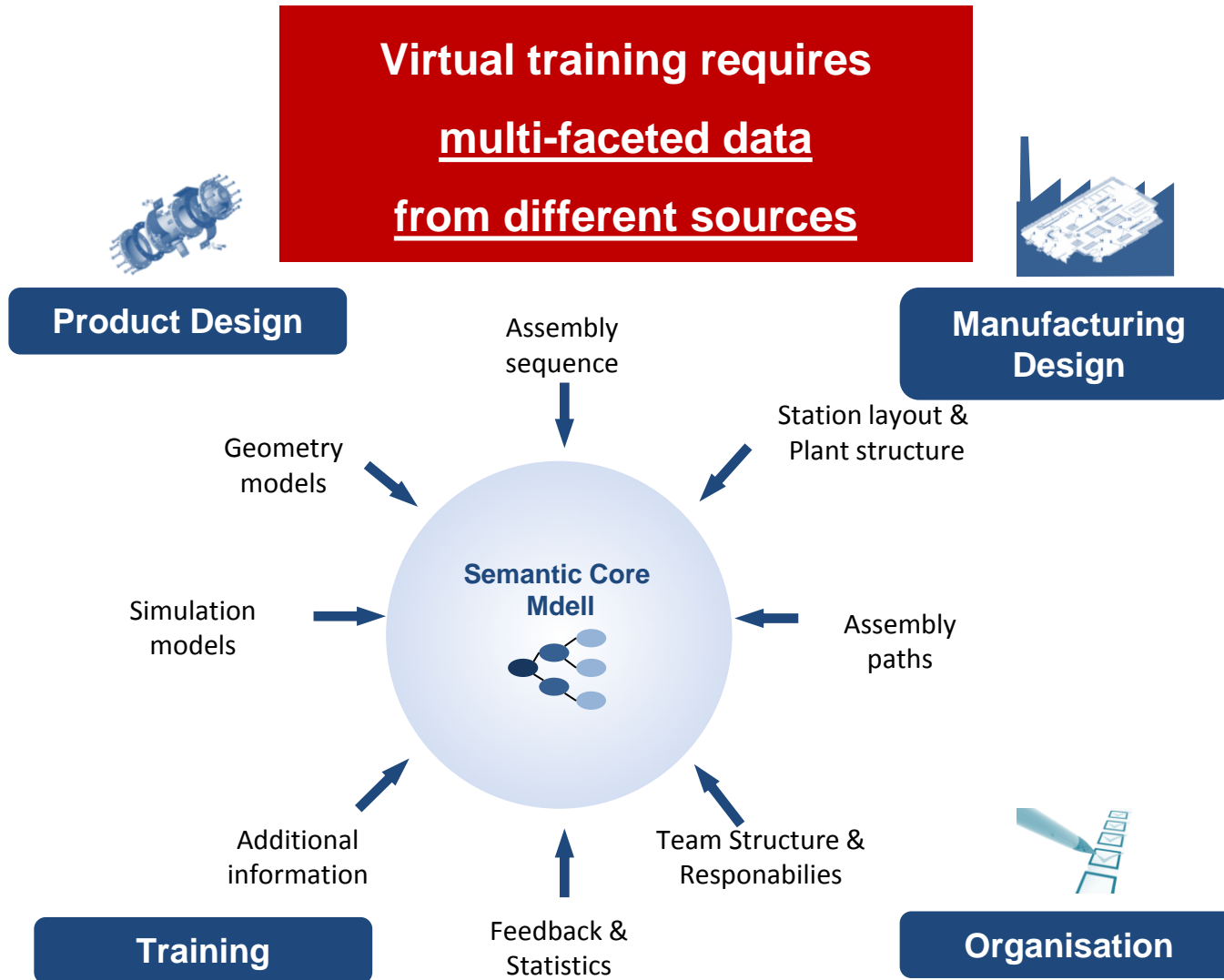
VISTRA Training Simulation – Second Prototype



Reference architecture of the VISTRA information interface



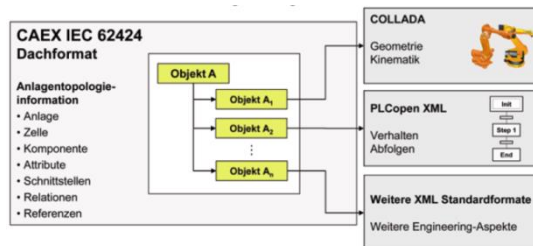
Information model for virtual training



Information modell for virtual training

Digital Factory

AutomationML



Automation Planning

Other focus and application domain

E-Learning

SCORM

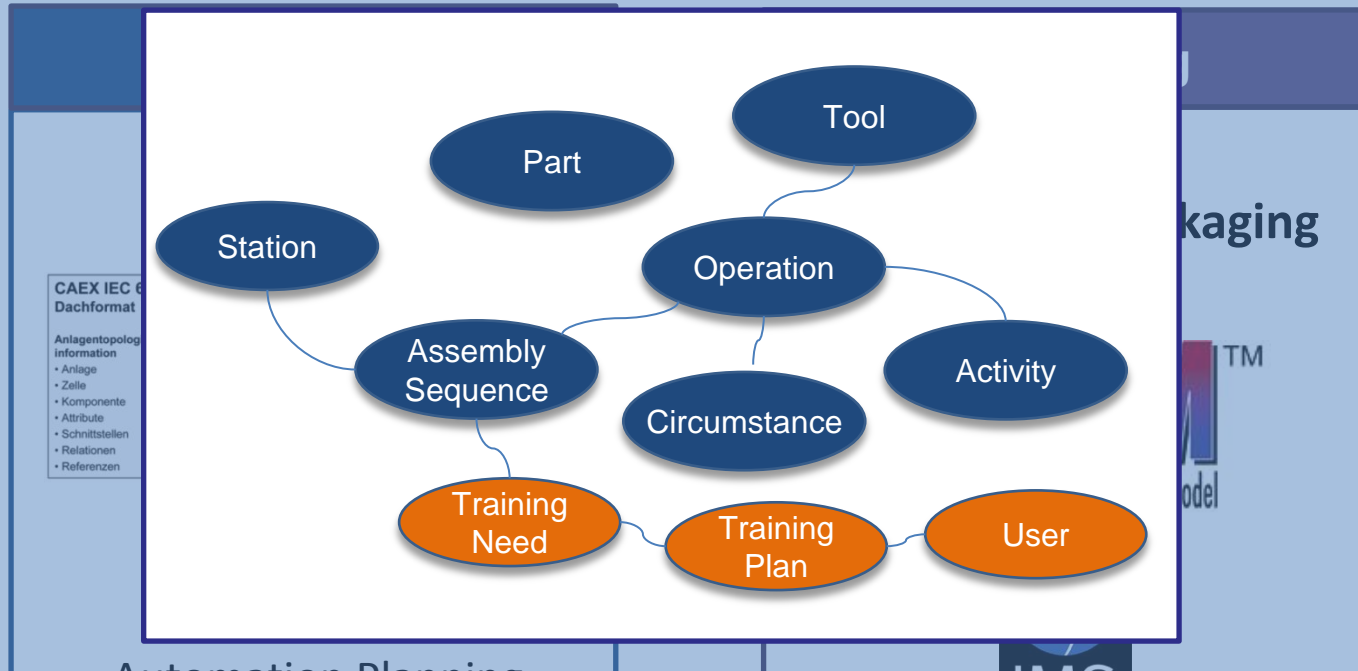
IMS Content Packaging

SCORM™
Sharable Content Object Reference Model



Not suitable for the representation of complex production scenarios

Information modell for virtual training



No data format specification:
with a cross-phase understanding of
assembly processes (digital factory)
suitable for the qualification (e-learning)

Manual Work Station



B – Demonstration of two visionary systems



VISTRA (EU-FP7)

Formelles Lernen

Praktische Fähig- und Fertigkeiten

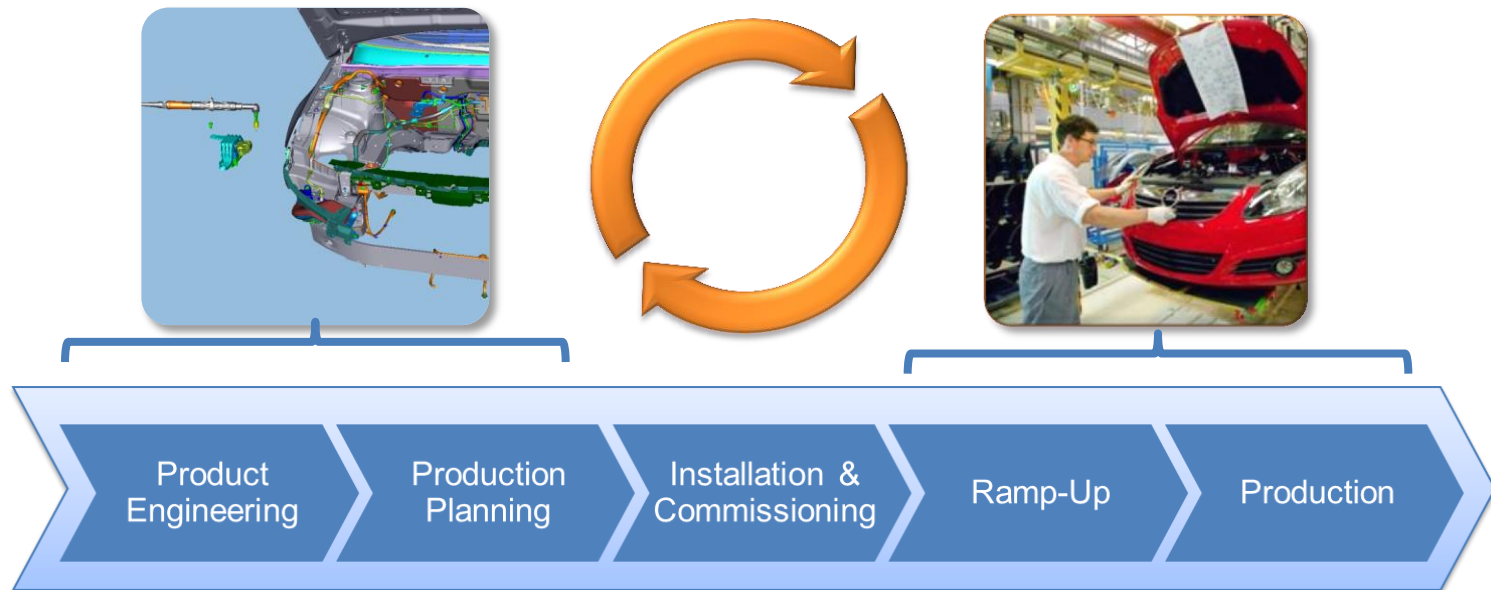


AmbiWise (BMBF)

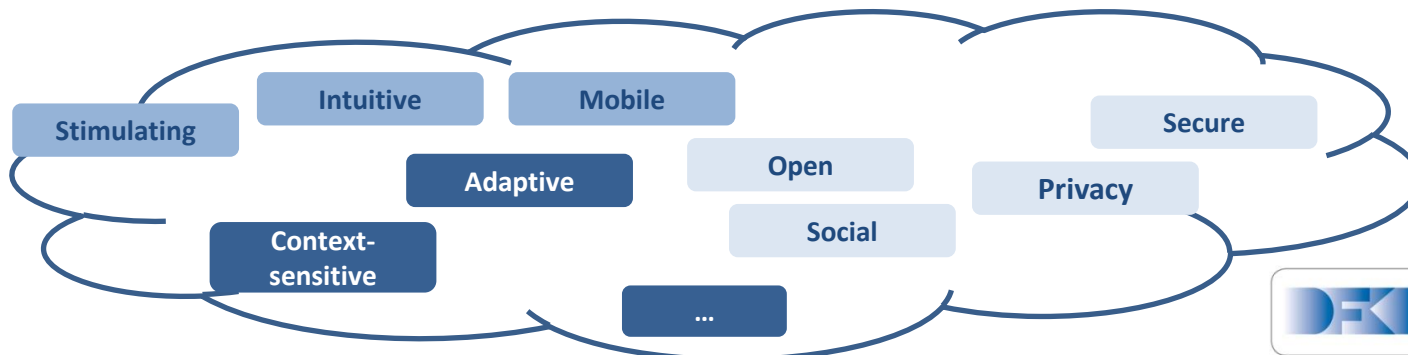
Informelles Lernen

Problemlösungsstrategien, etc.

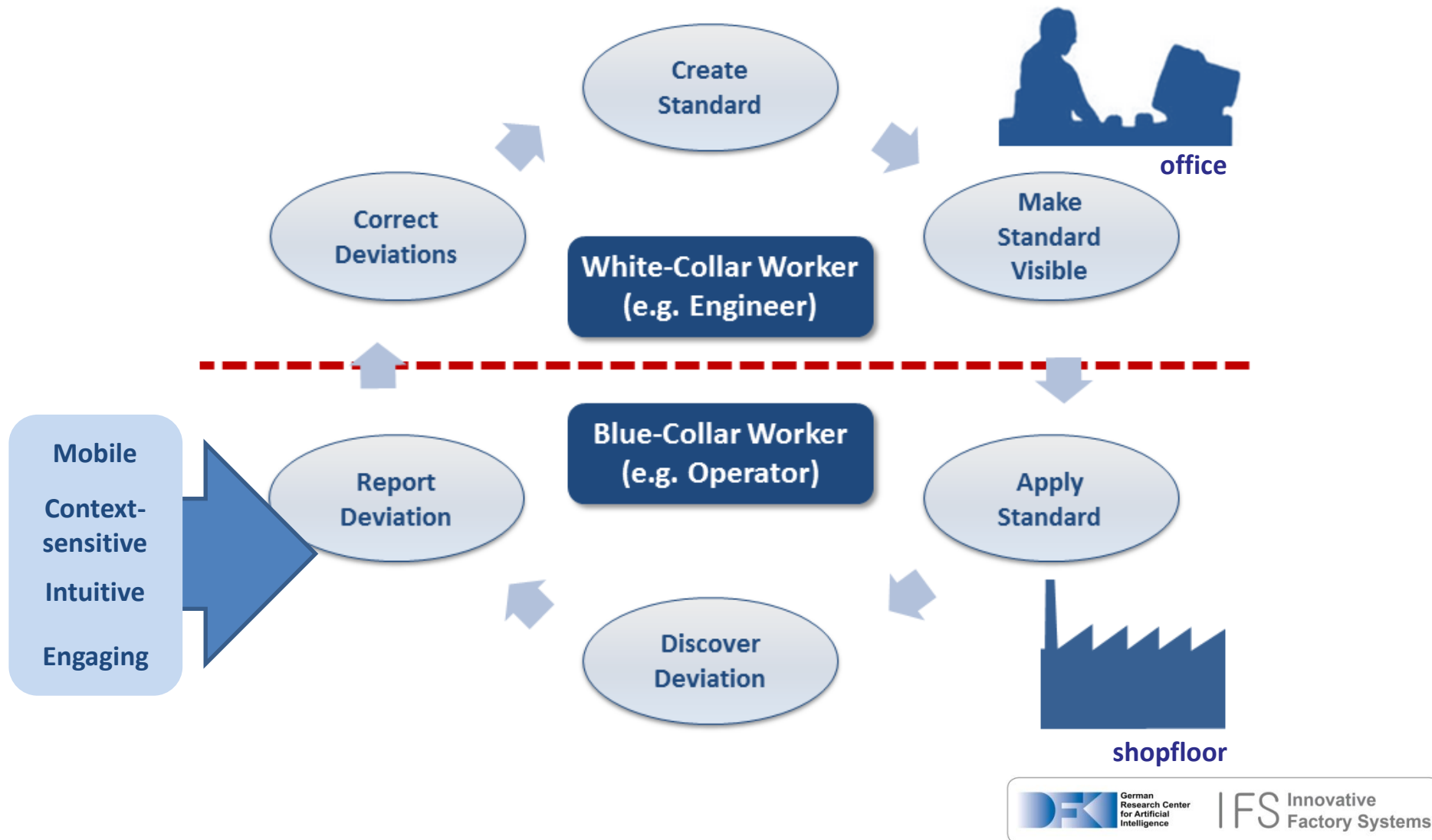
Application 2 – Knowledge Sharing – Idea



Enable knowledge sharing between white-collar and blue-collar workers
based on mobile applications and social media design.



Application 2 – Knowledge Sharing – Concept



Application 2– Knowledge Sharing – Scenario

Mobile App



Summary „Social Smart Factory“

Profiles for Human Worker and Cyber-Physical Systems

- reflects the idea of the internet of things

Knowledge Sharing between blue and white collar worker is stimulated:

- By advanced mobile and intuitive user-interaction (e.g. scanning bar code)
- Social media design with rewards system and knowledge worker

Combined with context-aware technologies:

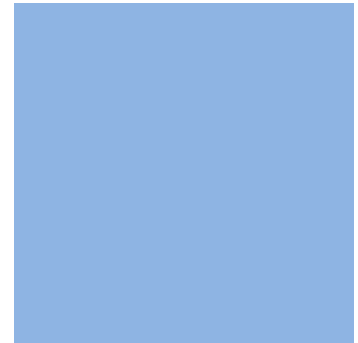
- Location-based services
- Augmented Reality



Summary

It is assumed that training and knowledge sharing:

- will be provided to a **greater extent on an ad-hoc basis directly at the place of action.**
- will take place in **dynamic networks supported by social media design.**
- will be based on content from newly accessed sources, such as the **digital factory and “social” factory.**
- will be provided by means of **advanced, but low-cost interaction technology.**



Thank you for your attention...

