

KONE Presenters and Topics

Mr. Degeling Bas
KONE Vietnam Managing Director



APF – Advanced People Flow

Solutions for smarter and smoother people flow

Property owners and developers are under increasing pressure to ensure that tenants can move around buildings as quickly and comfortably as possible while simultaneously providing improved security and access control. KONE's comprehensive and flexible People Flow Intelligence solutions are designed to meet these demands. They are based on industry-leading technology that can be adapted according to your changing need, which enables efficient building management, and adds real value to your property.

KONE People Flow Intelligence comprises solutions for access and destination control, as well as information communication and equipment monitoring.

With the high technology equipment and solution for a smart building. Schools need to change and improve training programs to adapt and train students accordingly.

Mrs. Huynh Thi Thanh Thuy
KONE Vietnam HR Manager



Workday – Smart People Management tools

Employees

Employees will access their talent and performance information and complete tasks such as Self-Assessments and Individual Development Plans in Workday.

Managers

Managers will have greater visibility to their teams' talent and performance information and be able to complete tasks such as Succession Plans, Goal Setting and Development Items.

Human Resource

Processes will be largely triggered by Global CoE and completed by Managers and Employees. Local P&R CoE, Unit HR and Ask HR will need to support Managers to drive engagement in their business area and provide approvals for some tasks.



Gamification, Virtual Reality, mobile Learning – New Learning methodologies

Gamification

The gamification of learning is an educational approach to motivate students to learn by using video game design and game elements in learning environments. The goal is to maximize enjoyment and engagement through capturing the interest of learners and inspiring them to continue learning. Gamification, broadly defined, is the process of defining the elements which comprise games that make those games fun and motivate players to continue playing, and using those same elements in a non-game context to influence behavior. In other words gamification is the introduction of game elements in a non-game situation.

Virtual Reality

Virtual reality simulation is a learning method to practice installation and maintenance almost like in real world. You will experience the process following the same principles than in the real situation. Training in virtual reality is safe and repeatable.

Mobile Learning

Mobile application of the LMS: This service provides KONE with a global Learning Management System, known as konelearning.com. It's an online platform for learning content: virtual and instructor-led trainings, e-learning, certifications and more. Authorized people can search courses and enroll on course offerings.

The service's single access point for learning encourages employees to take responsibility for their own development, for example by taking e-learning courses. Konelearning.com receives relevant HR master data from the HR systems and helps managers to plan the future development of their team.

In konelearning.com you can launch global online programs such as Safety, Compliance and Method trainings . It enables KONE HR and business functions to follow up the mandatory certifications and competence requirements in a global level and report them in an accurate manner