

The background image shows two construction workers on a job site. The worker on the left is in profile, wearing a white hard hat and a light-colored shirt, with an orange tint overlay. The worker on the right is seen from the back, wearing a grey hard hat and a high-visibility vest with 'MORTENSON' printed on it. The scene is industrial with scaffolding and structural elements visible.

The Fourth Dimension of Jobsite Tech: Wearables

PROCORE



Agenda

- + Personal and Company Introductions
- + Current Wearable Solutions
 - > Sensors & Analytics
Use cases, value, approaches, examples
 - > Virtual Reality
Use cases, value, approaches, examples
 - > Augmented Reality
Use cases, value, approaches, examples
- + Keys to Successful Implementation

Quick Poll Question

Are you using any AR or VR technologies in-house at your company today?

- A) No
- B) Yes, both
- C) Yes, AR
- D) Yes, VR

Presenters



Taylor Cupp
Technologist
Mortenson Construction



Zach Goepel
Field Marketing Manager
Procore Technologies, Inc.

One Powerful Platform



DRAWINGS & DOCUMENTS

- Document Management
- Drawing Management
- Email Tracking
- Meeting Minutes
- Photos
- Procore Drive
- RFIs
- Specifications
- Submittals
- Transmittals



FIELD & QUALITY

- Daily Log
- Dashboard
- Directory
- Inspections
- Observations
- Punch List
- Scheduling



FINANCIAL

- Bidding
- Budgeting and Forecasting
- Change Management
- Contract Management
- Cost Management
- Sage 300 CRE Connector
- Timecard



TECHNOLOGY

- Insights
- Procore Connect
- Procore FX

Procore by the Numbers

COMPANY

100%
Cloud Based

27 Integrated
Tools

2000+
Customers

575
Employees

150k
Projects

1.2M
Users

9
Offices

GROWTH

95%
Customer Retention

Procore is the world's
most widely used
construction project
management software

150+
R&D Employees

100%+
5 Yr Average
Growth

\$12M+
R&D Investment in 2015

\$25M+
R&D Investment in 2016

Our Foundation is Simple

We build with three fundamental ideas:

User-Centric



Listen to the problems our customers have.

Easy to Use



Develop easy-to-use solutions to these problems.

Time to Value



Ensure our clients are able to use these products immediately.

Our platform was built based on four values:



DRAWING-CENTRIC

Centralized Drawings & Specs

With real time updates, expect more teamwork and less rework.



COLLABORATIVE

Collaborate Anytime, Anywhere

With unlimited user licenses, everyone can be part of the conversation.



+

MOBILE

Connect Field and Office

View your project from the same perspective while being in different locations.



EXTENSIBLE

Connect All Your Technology

Make the connections that matter the most to you in our App Marketplace.

PROCORE⁺

 appmarketplace



**FAMILY
OWNED
FIRM**
60
**YEARS
STRONG**

10
**GEOGRAPHIC
OFFICE
LOCATIONS**

A map of the United States with 10 dots indicating office locations: one in the Northeast, one in the Midwest, one in the South, and seven in the West.

**NATIONAL &
INTERNATIONAL
PROJECTS**

A small icon of a globe showing the Americas.

6 **INDUSTRY-SPECIFIC
OPERATING
GROUPS**



4,000
TEAM
MEMBERS



\$3B+
**ANNUAL
REVENUE***

An icon showing three stacks of coins with an upward-pointing arrow, symbolizing revenue growth.

*As reported to ENR 2015

Improving Customer Experience

and the facilities we build through Measured VDC Outcomes

VDC in our DNA

For nearly 20 years, our team has helped pioneer the use of Building Information Modeling (BIM) and Virtual Design and Construction (VDC) in all phases, from preconstruction through operations and maintenance. As measured by McGraw Hill, the longer a firm has invested in the use of BIM, the greater the impact to its partners and customers. Our innovation-based culture has led us to develop an experience level that is simply unparalleled in the industry.

BUILDING WHAT'S NEXT.SM



www.mortenson.com/vdc-journey

Wearable Solutions

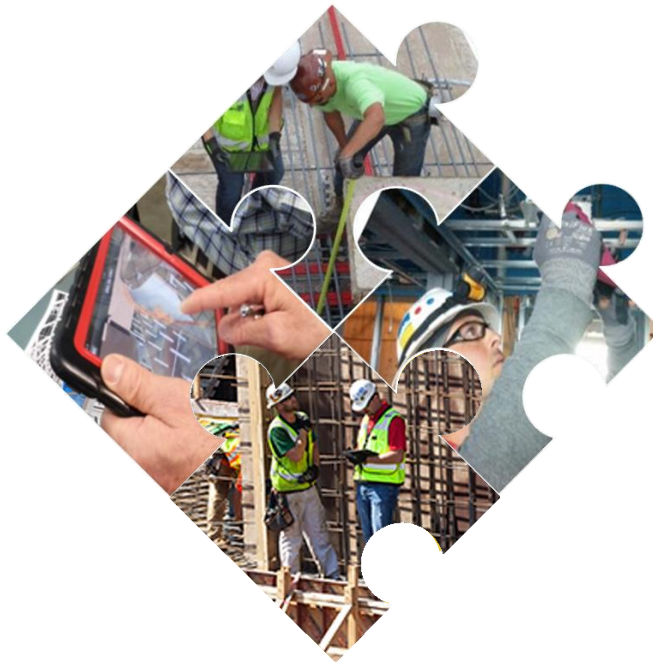
Built around Core Competencies

Safety

Mobile devices reduce **awareness** to project surroundings. Wearable HUD solutions can improve this.

Information

Projects contain massive amounts of information. File structures are deep. Many 'apps' exist and it is not easy to find what you need.



Expertise

We rely on the expertise of our people (the builders) to translate knowledge.

Communication

Effective communication of complex systems among project members with changing generations is a big challenge.

Current Wearable Solutions

Sensors & Analytics – Value



RHUMBIX

PRODUCTIVITY

Become a proactive project management team with Rhumbix real-time data so your projects are consistently delivered on time and under budget.

SAFETY

Send high-priority safety bulletins and notifications to crew members and track who has reported to assigned areas in emergency situations.

REAL-TIME DATA

Have more control of your projects with real-time visibility and data-driven insights

PROCORE



Emerging Wearable Solutions

Sensors & Analytics – Use cases



Autonomous Vehicles

Australia : Rio Tinto
Operations are remote—
from an operations
center 700+ miles away.



Equipment Monitoring

Use metrics and
equipment spatial
awareness can lead to
improved operations,
predictive maintenance,
and equipment safety.



Exoskeleton

Hyundai's new
exoskeleton to turn
construction workers into
mech pilots via a
wearable robot.



Hearables

Waverly Labs, in-
ear/real-time translation
earpiece offers multi-
lingual translation for
improved
communication.



Environment Monitoring

OSHA released a final
ruling to limit silica
exposure on jobsites.
IOT monitoring can
provide real-time alerts.



In addition to the daily heat maps accessible in the Rhumbix web app, Rhumbix's data analytics team can deliver daily reports identifying opportunities for job site layout.

Current Wearable Solutions

Sensors & Analytics – Examples



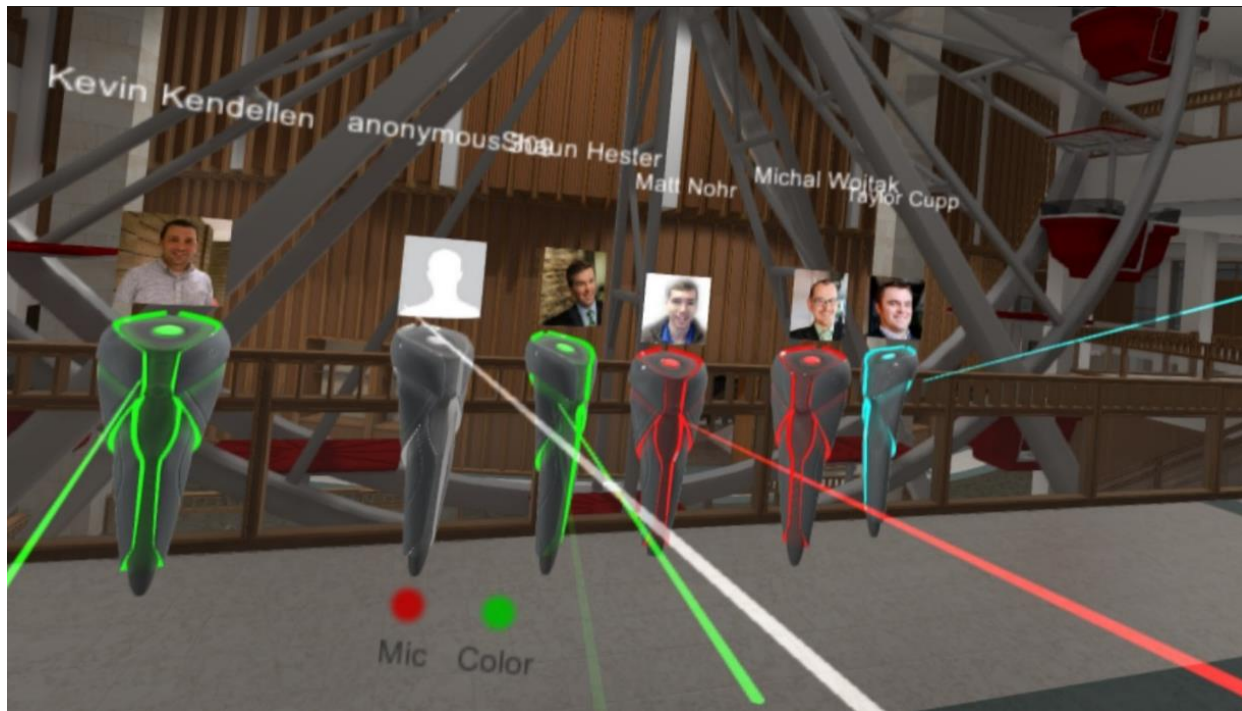
Virtual Reality



Current Wearable Solutions

Virtual Reality – Use cases

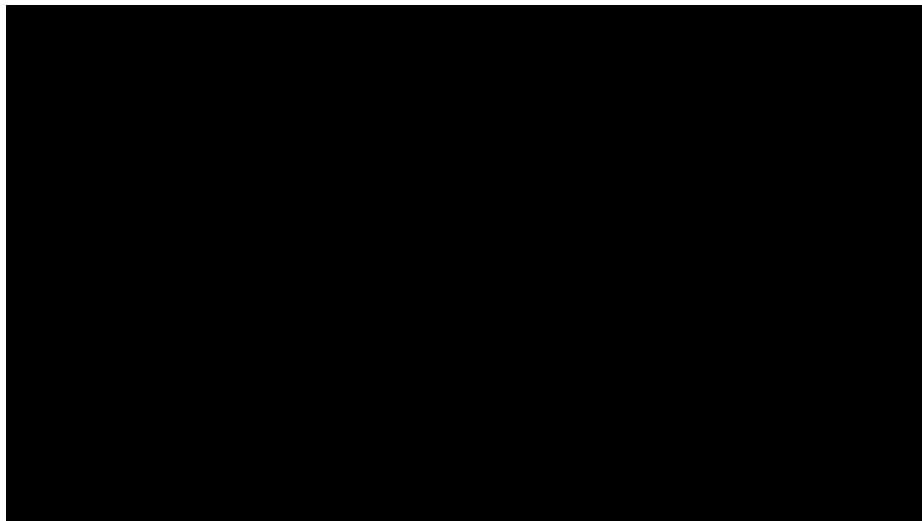
- + Sales/Marketing presentations
- + Design reviews
- + Mock-up replacements
- + Remote collaboration



Current Wearable Solutions

Virtual Reality – Systems and Approaches

- + Head-mounted displays (HMDs), CAVEs
- + Full-motion tracking + interaction = major value
- + Multi-user = major value



Current Wearable Solutions

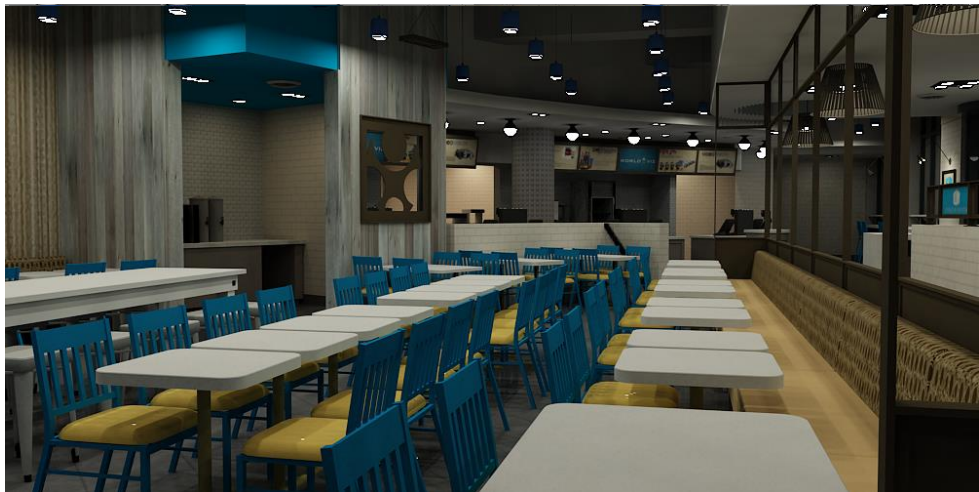
Virtual Reality – Systems and Approaches



- + Never show at frame rate less than device requires
- + Model with the tech in mind
- + BIM → VR
- + Standardized workflows
- + Manage expectations
- + Know when to deploy

Current Wearable Solutions

Virtual Reality – Systems and Approaches



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Current Wearable Solutions

Virtual Reality – Approaches

01

The Customer

Sanford Health
Medical Center

Oculus Rift

02

The Process

Minnesota Vikings
Peoples Stadium

Lumion/Quest 3D

03

Construction

University of Minnesota
Student Dormitory

VRDL

04

Decisions

Penn State
Pegula Ice Arena

CAVE Environment

- Spatial adjacencies
- Device placement
- Patient Care

- Accelerated workflow
- Realtime feedback
- Packaged deliverable

- Constructability reviews
- Lighting reviews
- Safety & Security

- Evaluation of sight lines
- Office configuration reviews
- Sight signage



Current Wearable Solutions

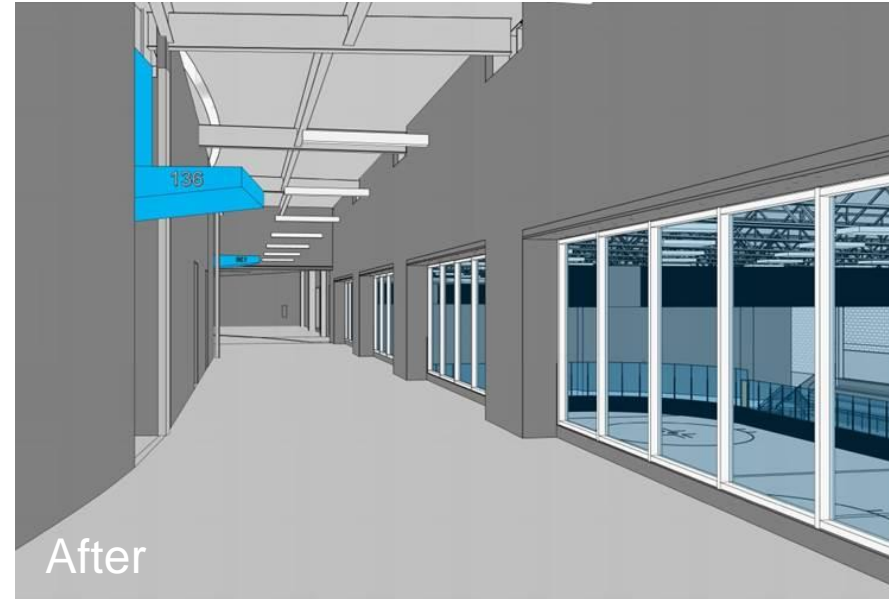
Virtual Reality – Value



- + Eliminate certain physical mock-ups
- + Value beyond physical mock-ups
- + Clearly communicate design intent early in process = minimal change orders
- + Study environment and workflow

Current Wearable Solutions

Virtual Reality – Value



CAVE Metrics - Pegula Ice Arena		
	Cost of Change	Cost Averted
Reception Desk Modifications -Club	\$ -	\$ 12,000
Glazing extension above community rink	\$ 2,500	\$ 30,000
Chain valve relocation	\$ -	\$ 10,000
ICA Office Space Reconfiguration	\$ 8,000	\$ 45,000
Coach's Locker Room Reconfiguration	\$ 6,000	\$ 25,000
Drain Pan in electrical room	\$ 2,000	\$ 5,000
Emergency eye wash addition	\$ 4,000	\$ 8,000
Mechanical room lighting relocation	\$ -	\$ 3,000
Screen Wall reductions	\$ -	\$ 40,000
Brick Patterning/Layout	\$ -	\$ -
Glass guardrail height adjustment	\$ 40,000	\$ 350,000
Site Signage		\$ 10,000
Total Costs of Changes	\$ 62,500.00	\$ 538,000.00

Total direct savings
from CAVE

\$475,500

Current Wearable Solutions

Virtual Reality – Value



Funding



Design



Operations



Sales



Savings



Recruiting

Current Wearable Solutions

Augmented Reality – Use cases

- + Facilities Management
- + Project Management Apps
- + Training
- + Work Instruction
- + Layout (Future Use)

Current Wearable Solutions

Present-Day Mobility

Improved Access to Project Information

- + Not easy to find what you need—too many apps.
- + Mobile devices reduce awareness of surroundings.
- + Rely on expertise of people for knowledge transfer.



Current Wearable Solutions

Augmented Reality – Example *VISION*

INFORMATION ACCESS

ACCESS TO CONTEXTUAL KNOWLEDGE



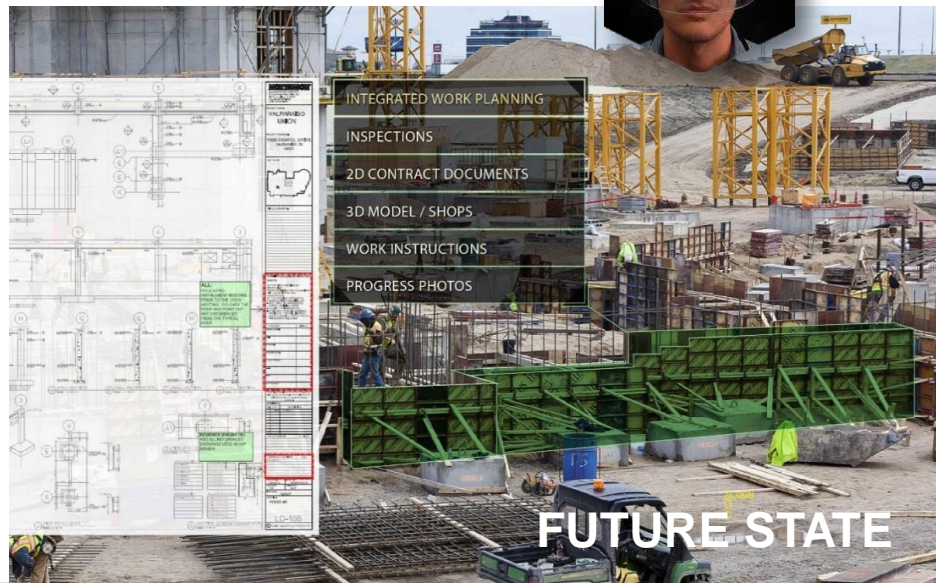
PAST



PRESENT

“All of this technology is great but does nothing for us until we can see what we build in place...someday we will build with holograms”

– Dick Dodderwich, Senior Superintendent



FUTURE STATE

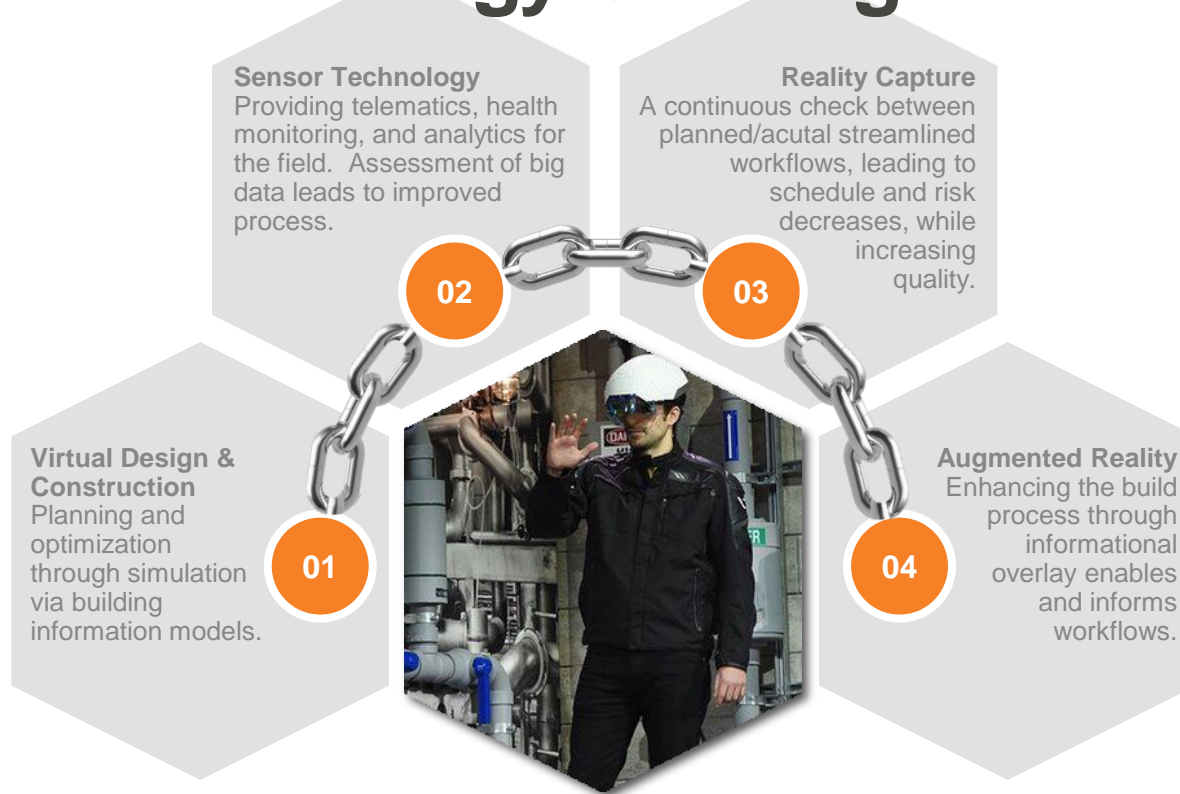
Current Wearable Solutions

Augmented Reality – Approaches

- + Bring office data to the field
- + Paperless (instruction / FM)
- + Interactive and intuitive

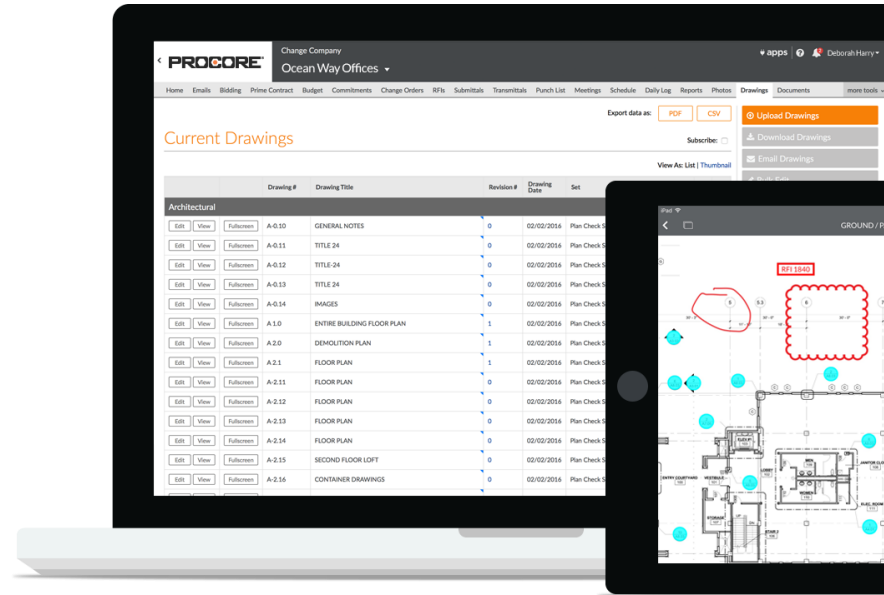


Technology Convergence



Keys to Successful Implementation—Technology

- + Standardize workflows
- + Manage expectations
 - > Internally and externally
- + Demand AEC-specific workflows and tools
- + Start small and scale up



Keys to Successful Implementation—Culture

- + Where possible, implement in-house
- + Create and measure KPIs
- + Collaborate within the industry
 - > Information silos don't create advantages



Q + A

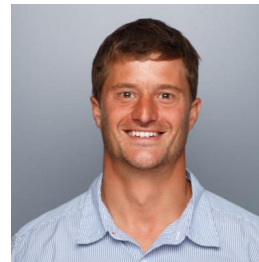
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