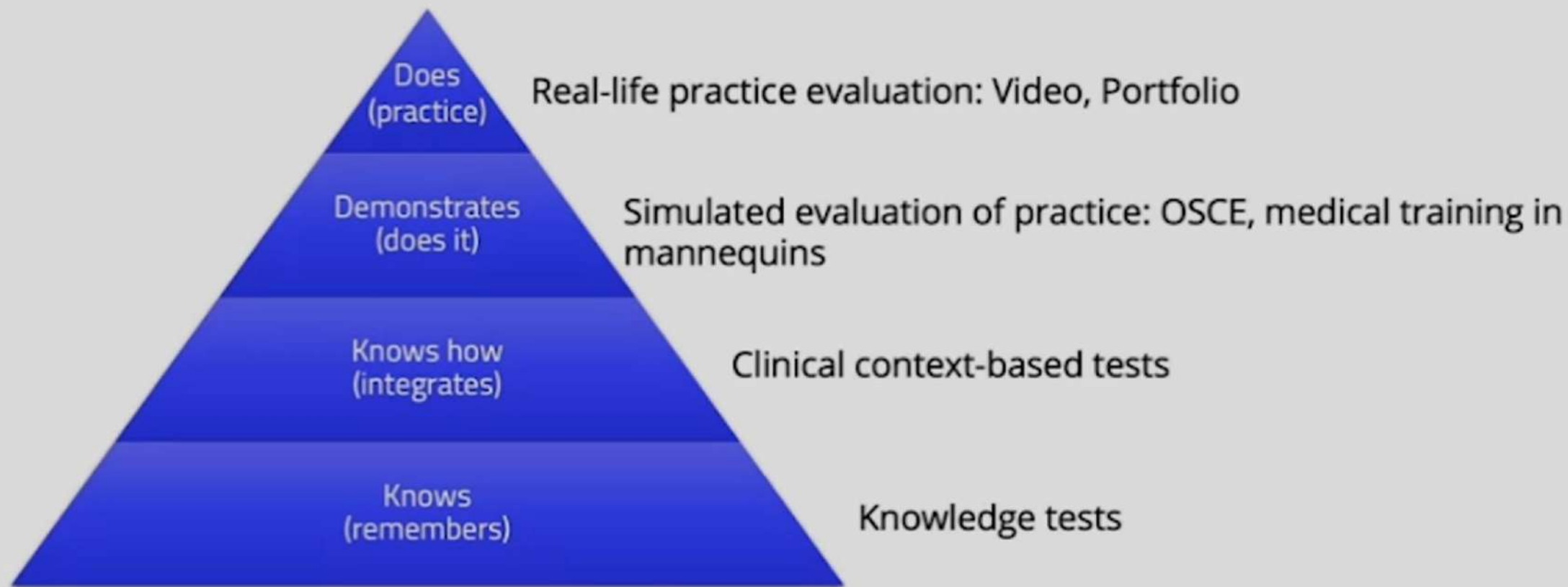# The Future for Learning Skills

Julian Varas Cohen
CEO & Founder C1DO1
Associate Professor of Surgery
Vice Chair Simulation Center
Surgery Division, Medicine Faculty
Pontificia Universidad Católica de Chile

Conceptual Model

How to assess skills: The Miller's Pyramid

Miller, G. E. (1990). The assessment of clinical skills/competence/performance. *Academic medicine, 65*(9), S63–7.

What must a practical skills course have?

1. **Space and infrastructure & required hardware** (simulator, supplies, etc.)

2. **Training program** (validated)

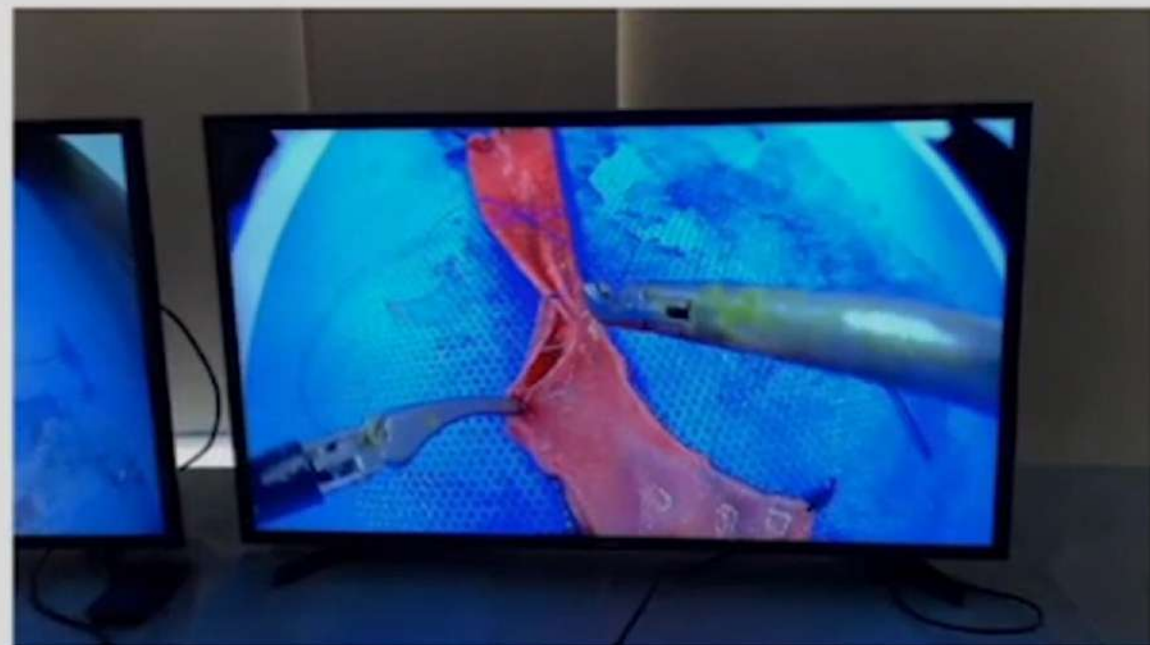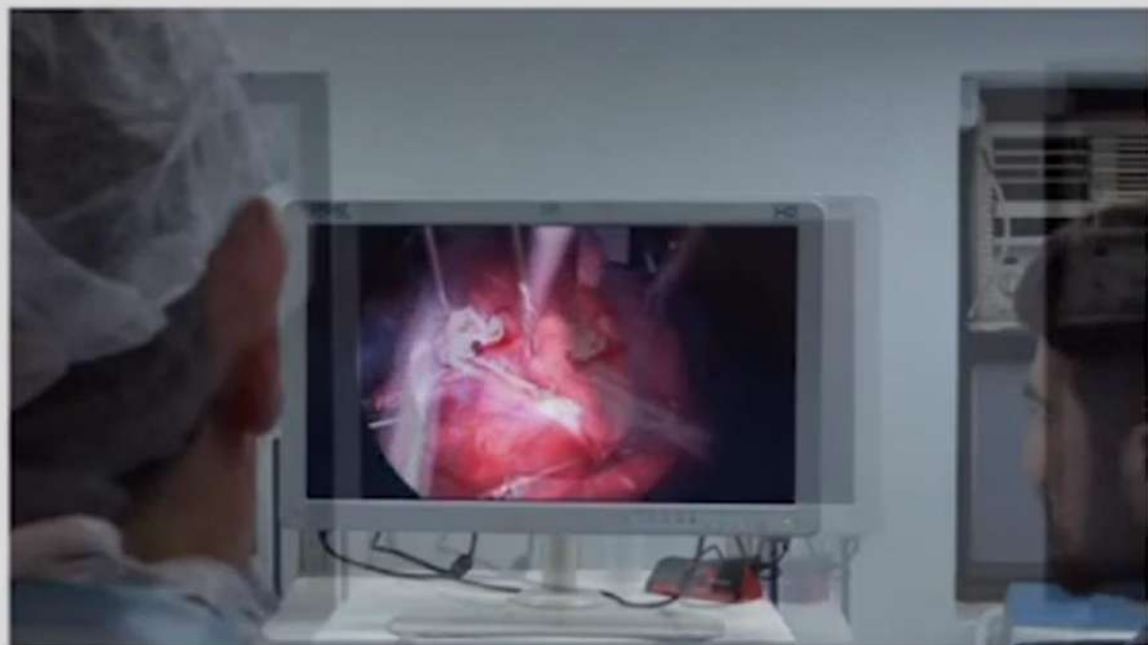3. **Instructors' network** (who will be providing the feedback?)

The 3 pillars for practical skills training

Pillar 1

Usually available at all training centers.
Having the hardware available does not mean you have a training center
(i.e. you still need Pillars 2 and 3)

Pillar 2

E.g. Advanced laparoscopy training program
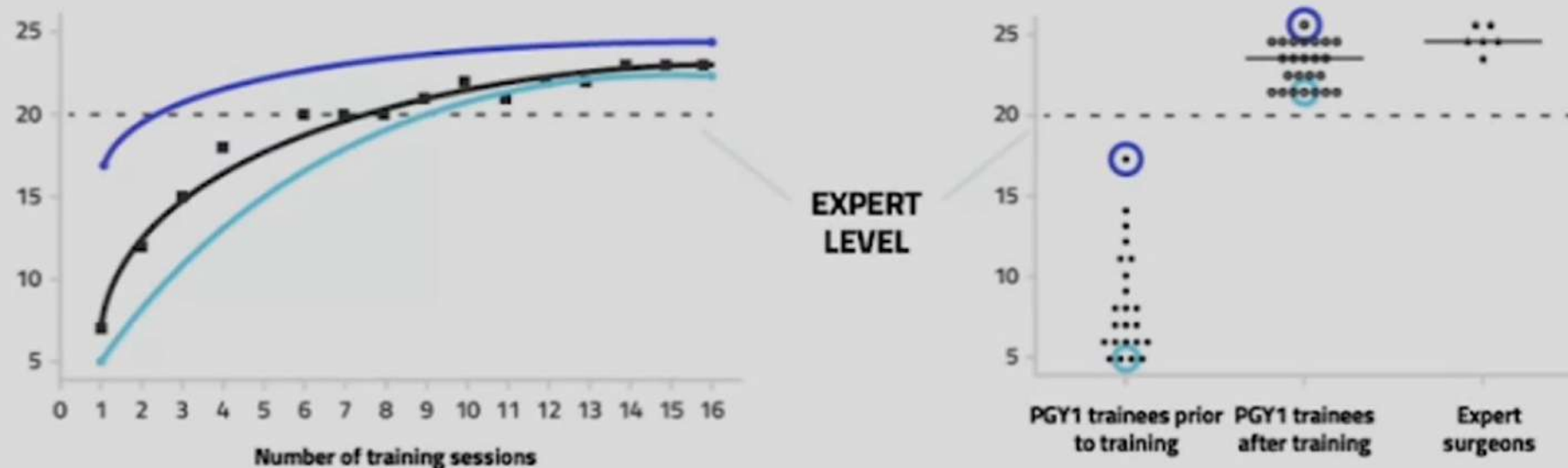
In this validation experiment, all trainees (n = 25) acquired skills above the expert threshold*

*Varas J et al (2012) Significant transfer of surgical skills ..... feasibility of learning advanced laparoscopy in a general surgery residency. Surg Endosc

The skills
acquired with
the advanced
laparoscopy
program
transfer to the
OR

CrossMark

Simulation-trained junior residents perform better than general surgeons on advanced laparoscopic cases

Camilo Boza[1] · Felipe León[1] · Erwin Buckel[1] · Arnoldo Riquelme[2] ·
Fernando Crovari[1] · Jorge Martínez[1] · Rajesh Aggarwal[3,4] · Teodor Grantcharov[5] ·
Nicolás Jarufe[1] · Julián Varas[1]

Transfer of skills to the OR*

Comparison between

Residents trained with simulation
Vs
General Surgeons (CG) with no simulation training
Vs
Experts (more than 60 cases per year)

*Varas et al (2017) Simulation Trained Junior Residents Perform Better than General
Surgical Fellows on Advanced Laparoscopic Cases. Surgical Endoscopy, 2017
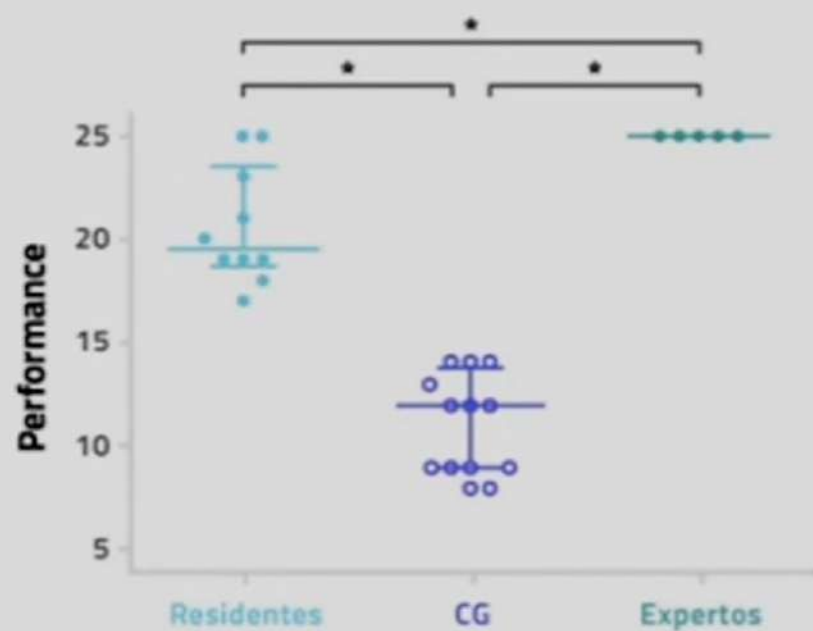
Pillar 3   **Teaching**
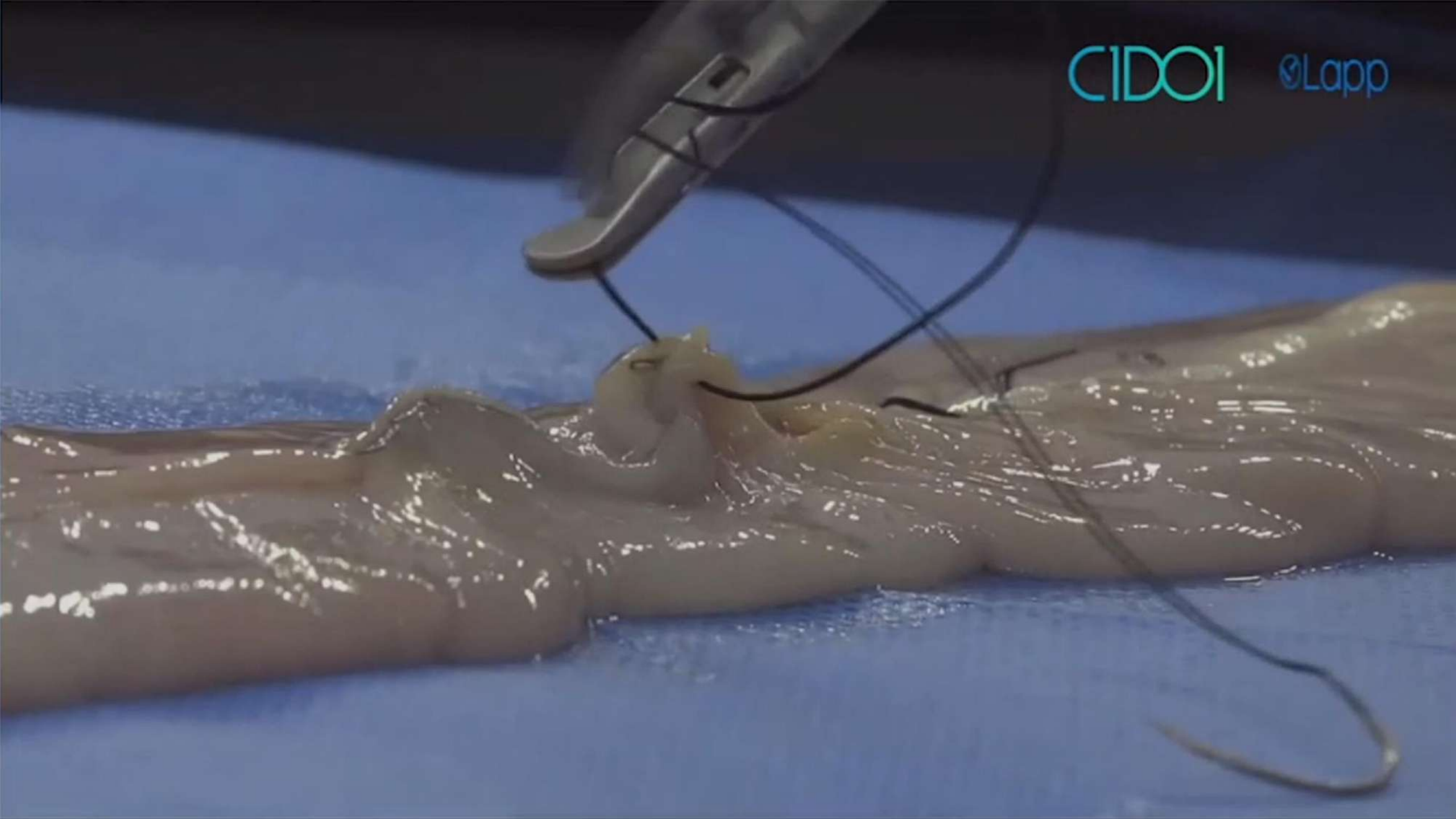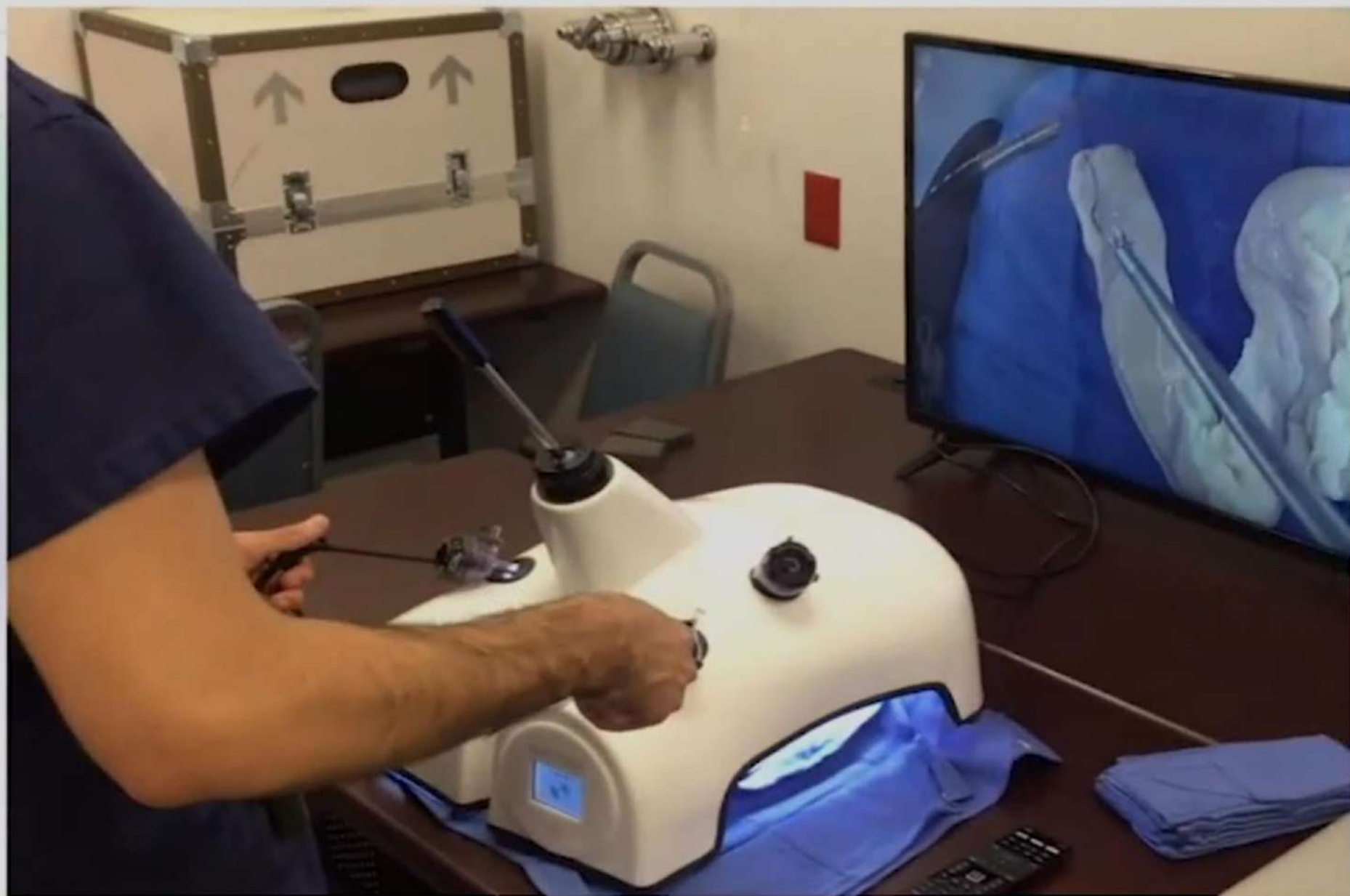
The video is uploaded to the C1DO1 Lapp cloud
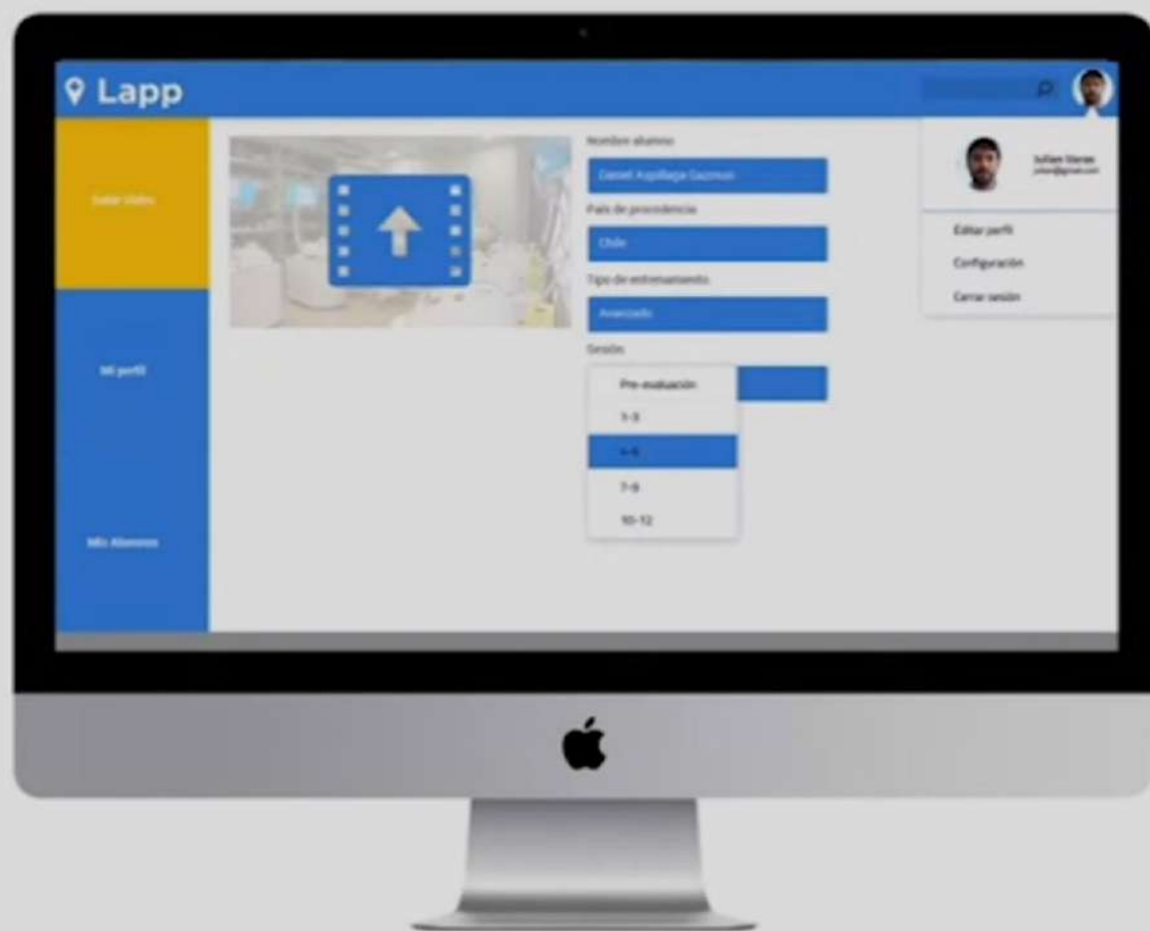
Surgical simulation experts (TTT), can **assess** the videos and provide **specific personalized feedback**
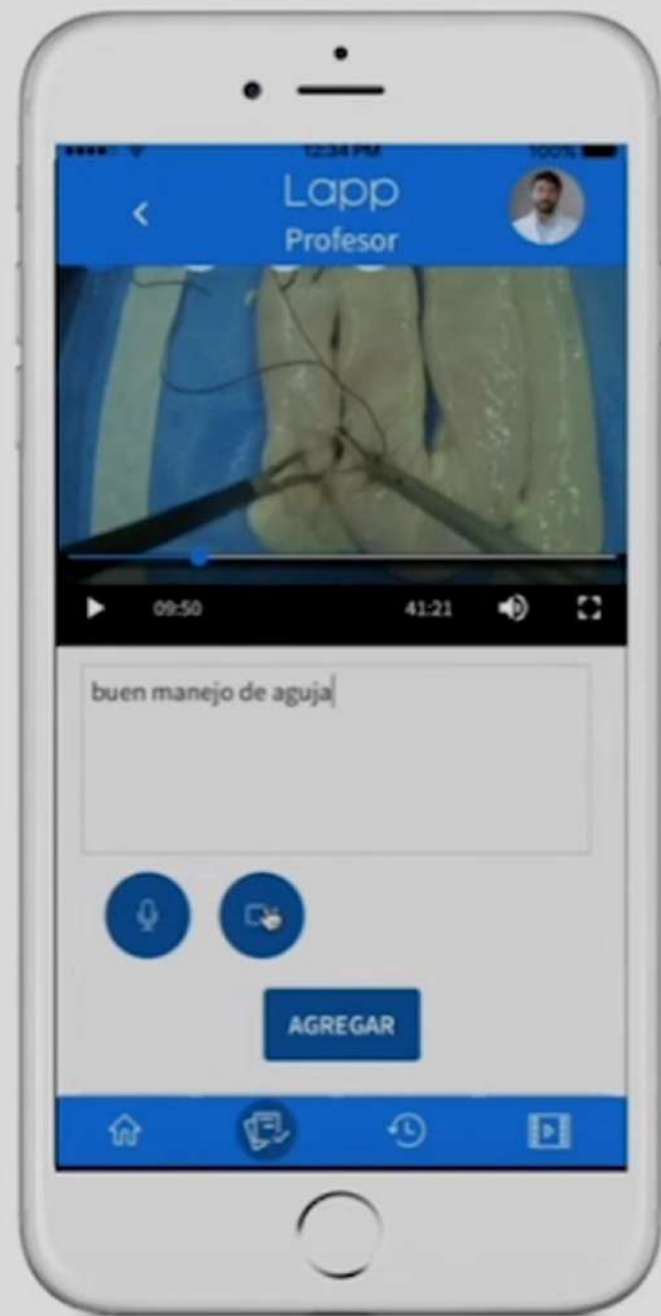
C1DO1 ⊘Lapp is as good as the classic, in-person training format*

Comparison between groups: in-person feedback (control) and remote feedback (LAPP)

A - OSATS global scale at the initial and final evaluations

B - Procedure time at initial evaluation (Pre) and final evaluation (post)

*Varas, et al. "Minimally invasive tele-mentoring opportunity—the mito project", Surg Edosc 2019

Example of feedback inputs

Feedback in other areas

The C1DO1 learning cycle

2. Video is uploaded into the cloud.

3. An expert evaluates the video and provides precise feedback.

1. Student trains a skill or procedure and records her/himself.

DATA IS GATHERED for Optimizing courses with Artificial intelligence.

4. Student receives feedback and trains again.

Impact

10 Countries

Brazil
Bolivia
Chile
Colombia
Peru
Ecuador
El Salvador
United States
Mexico
Tanzania

15 Cities

1,000+ Skills

+1,000,000 feedback

+13,000 Users
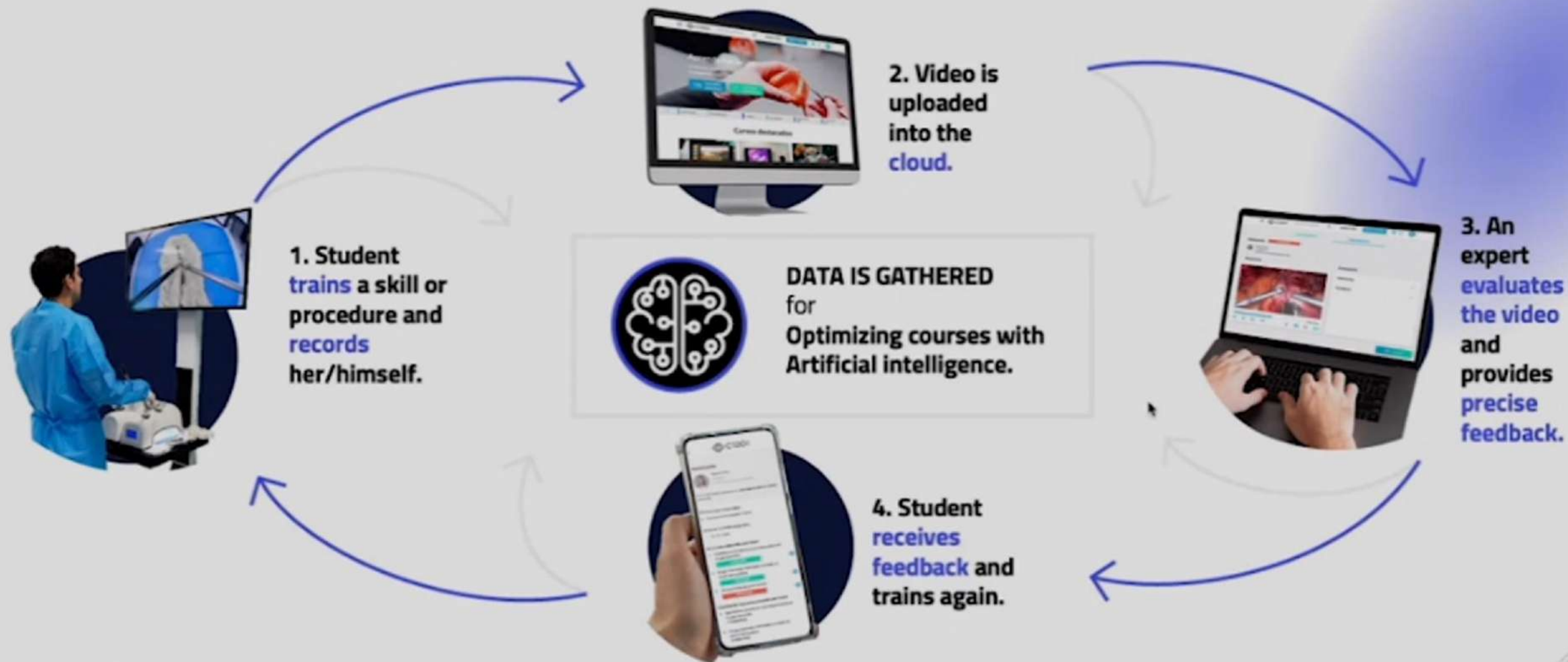
Evolution of the total number of feedback that trainers insert as digital inputs in the videos of the learners since C1DO1 was created and projections for the year 2023:

Year	Value
2020	38,391
2021	104,409
2022	210,230
2023	790,240

100,000   500,000
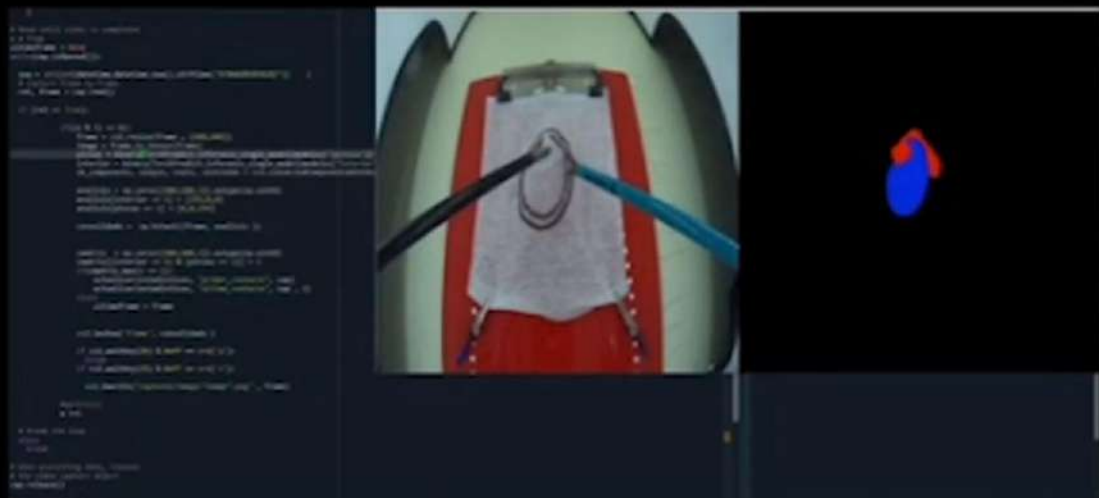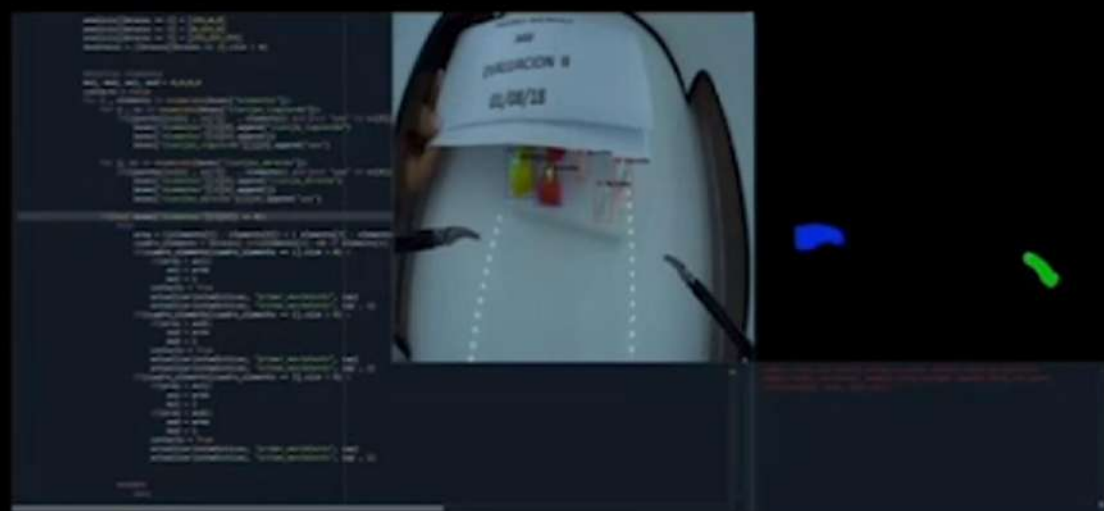
Unsupervised simulation training with remote, asynchronous feedback facilitates deliberate practice: A Randomized Control Study

Julián Varas MD[12], Caterina Contreras MD[12], Javier Vela MD[12], Francisca Belmar MD[12], Luz M Letelier MD[3], Arnoldo Riquelme MD, [45], Rodrigo Poblete MD[3], Eduardo F. Abbott MD[3], Gabriel Escalona MD[2], Adnan Alseidi MD[6], Ignacio Villagrán, MSc.[25]
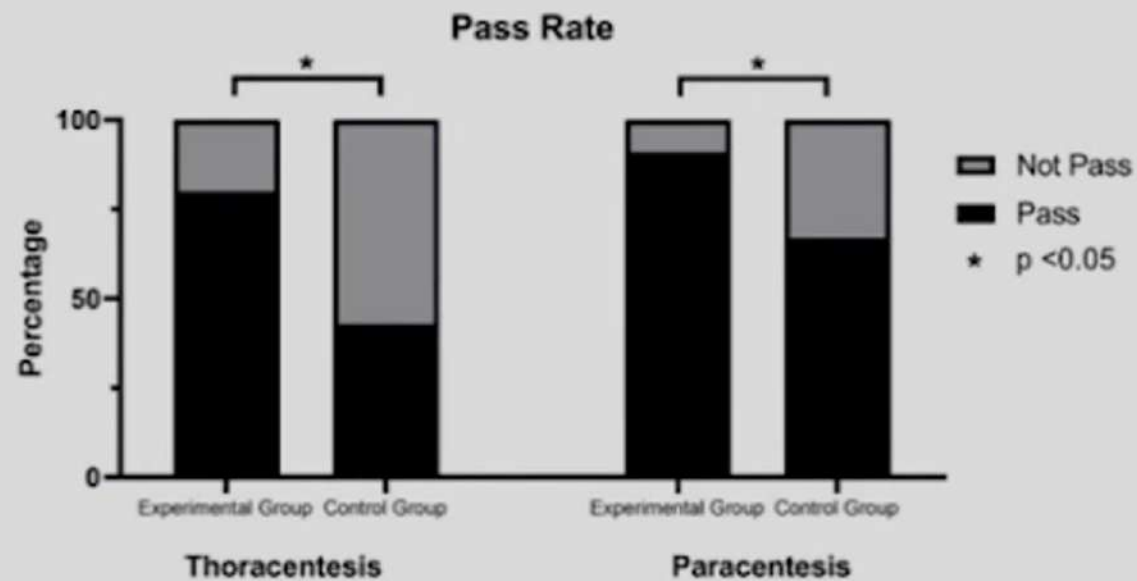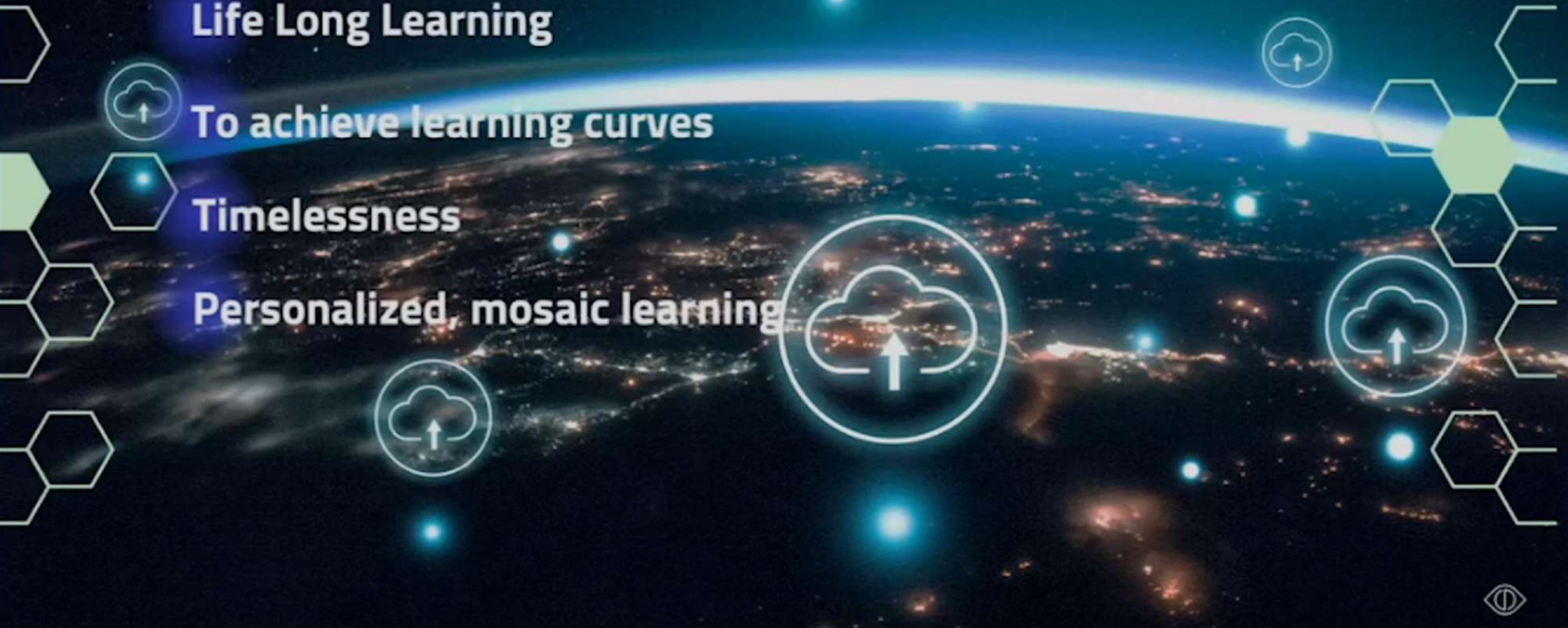
jvaras@trainingcompetence.cl

https://www.c1do1.ai

GLOBAL INSTITUTE FOR DIGITAL COMPETITIVENESS

TECHNOLOGY FOR INCREASE EFFICENCY

Just one goal,
Create value with technology.

Through 5 different specific strategies:

1   **Spreading and encouraging the use of technologies to increase the efficiency of organizations from all over the world**

2   **Connecting organizations and executives to create more value, sell more in an omnichannel, and geopolitically fragmented world.**

3   Work together with authorities and institutions to remove barriers to technologies and trade

4   **Bring experts, knowledge and cases to communities or regions with little access to technological knowledge and digitalization to make opportunities inclusive.**

5   **Establish Committees by type of technology to share uses, applications, as well as groups that want to interact, collaborate and test new applications in the practical field.**

Some brands that are part of our international ecosystem

Calendar GIDCOMP 2023

2023

ACTIVITIES	Q1			Q2			Q3			Q4		
	January	February	March	April	May	June	July	August	September	October	November	December

1 GIDCOMP MEMBERSHIP
- Global Digital Week 2023
- Global e-commerce Week 2023
- Global AI Week 2023
- Global Metaverse Week 2023

2 GIDCOMP ACADEMY
- Digital transformation
- E-commerce certification
- AI Certification
- Web3 & Metaversos Certification

3 GIDCOMP INTELLIGENCE
- Global Digital Report 2023
- Global e-Comm Report 2023
- Global AI Report 2023
- Global Metaverse Report 2023

4 GIDCOMP SOCIETY
- DIGITAL GOVERNMENT COMMITTEE
- COMMITTEE OF CMOS TECHNOLOGIES
- AI COMMITTEE
- HR & WELLBEING TECHNOLOGIES COMMITTEE

Contact us here

The GIDCOMP with its purpose of contributing to reduce the global digital divide holds several international festivals inviting senior leaders to share and inspire people to create value and generate experiences in Web 3.0 with new technologies

1 GIDCOMP Immersive Festivals

Contact us here

Free inmersive festivals by streaming in english and spanish

GLOBAL DIGITAL WEEK 2023

International experts

Día 1. Smart Cities
Día 2. Public Policies
Día 3. e- Commerce
Día 4. Disruptive Business
Día 5. Wellness Technologies

Marzo 27 al 31

GLOBAL E-COMMERCE WEEK 2023

Internanional experts

Día 1. Marketplaces
Día 2. Digital Commerce
Día 3. Omnichannel
Día 4. Metacommerce
Día 5. Customer Experience

Jun 26 al 30

GLOBAL AI WEEK 2023

International experts

Día 1. Robotics & AI
Día 2. IOT
Día 3. Automation
Día 4. AI Performance
Día 5. Machine Learning

Sept 11 al 15

GLOBAL METAVERSE WEEK 2023

International experts

Día 1. Immersive Technologies
Día 2. Omnichannel
Día 3. NFTs & Blockchain
Día 4. 3D & Web 3.0
Día 5. Artificial Intelligence

Diciembre 4 al 8

The Academy Division seeks to bring international experts in practice together to share their pragmatic and tactical execution lenses in leading global companies.
The main mission is for executives to develop the skills in practice in order to increase the efficiency and sales of brands.

2

GIDCOMP ACADEMY

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GIDCOMP ACADEMY HELPS PROFESSIONALS BECOME MORE COMPETITIVE

CERTIFICATION IN: DIGITAL TRANSFORMATION

The digital transformation certification seeks to help decision makers to digitize business. In order to develop skills to add value and differentiation through innovation in brands.

See agenda

UPCOMING START DATES:

Beginning

JANUARY 14, 2024

Closing of admissions

DECEMBER 15, 2023

CERTIFICATION IN: E-COMMERCE AND OMNICHANNEL

The certification in e-commerce & Omnichanality seeks to help decision makers to digitize businesses. In order to develop skills to add value and differentiation through innovation in brands.

See agenda

UPCOMING START DATES:

Beginning

APRIL 16

Closing of admissions

MARCH 20

AI CERTIFICATION APPLIED TO MARKETING AND BUSINESS

The certification in AI for marketing and sales areas seeks to help decision makers maximize results, optimize budgets, predict customer behavior, study, define and segment users, predict audiences and improve operational efficiency.

See agenda

UPCOMING START DATES:

Beginning

AUGUST 15

Closing of admissions

JULY 30

CERTIFICATION IN: WEB 3 AND METAVERSES

This certification seeks to provide the tools for executives to take their organizations to web3 and metaverses. Immersive technologies will allow superior experiences both at the retail level with augmented and mixed reality and on the web3 with virtual stores and specialized metaverses.

See agenda

UPCOMING START DATES:

Beginning

OCTOBER 01

Closing of admissions

SEPTEMBER 3RD

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3 GIDCOMP INTELLIGENCE

Research, prototypes, tests, reports and Digital Laboratory

Global Metaverse Report 2022
Release for November 2022

Global Digital Report 2023
Release for February 2023

Meta Commerce 2023
Release for June 2023

Digital poles 2023
Release for November 2023

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POSITIONING AND BRAND PRESENCE IN METAVERSES

1   CONNECTING WITH CONSUMERS - ESTEFANÍA YAGÜEZ, HEAD
OF CONSUMER INTELLIGENCE AT L'ORÉAL

2   MARKETING AND BRANDING – FERNANDO CANO, MANAGING
DIRECTOR OF HAVAS METAVERSE

OMNICHANNEL COMMERCE

1   VIRTUAL STORES – JONATHAN
MÁSMELA, CEO DE LA
COLONIA

2   SALES IN METAVERSES – THORSTEN WALTHER, CEO DE INSPIFY

MASSIVE METAVERSES

1   MANAGEMENT OF VIRTUAL COMMUNITIES, DANIELLE
MCCONNELL, CMO DE VIRTWAY

2   SPECIALIZED METAVERSES, SORAYA CADALSO, CEO DE UTTOPION

Accesibilidad
Problemas
Oportunidades
Necesidades
Híper conectividad
Puntos de dolor
Escenarios para Ganar Market Share

NIKE
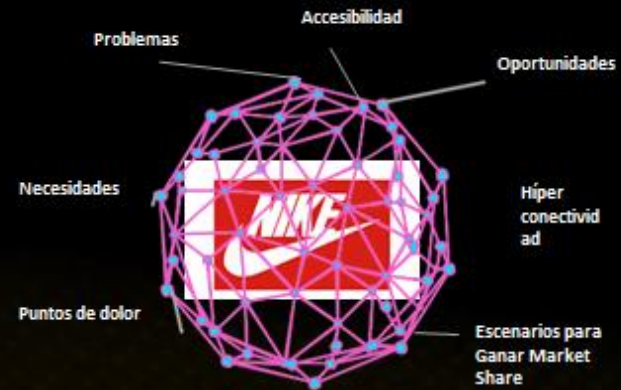
Market fit. Short term
- Incorporate technological applications
- Prioritization in terms of sales impact

Market fit. Medium term
- Be the first to incorporate technologies
- Prioritization in terms of sales impact

Current Portfoilio
1. Tenis
2. Ropa
3. Accesorios

Tailored Portfolio (medium term)
1. NIKELAND
2. Clothing with technological applications.
3. Monitoring Accessories

Example: Non-exhaustive Business Unit NIKE.

Technology adoption diagnostics

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Reasons to join GIDCOMP:

4 GIDCOMP SOCIETY

1 To receive **information on Business Intelligence and Technology trends**

2 To **leverage existing technology** (leap Frog)

3 To generate *networking* **/ community**

4 To have **visibility** of applications in the use of **technologies**

5 To inform me and keep abreast of the **latest news**

6 To receive **support or consultancy**

7 To **train** my team in the face of new market challenges

8 To generate **relationship with Authorities**

9 Access to **+300 Experts from more than 52 countries** and presentations of their models at our festivals

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Accompanied by senior international leaders who lead the committees

Smart Cities, Sustentabilidad & Industria 4.0, Public Policy, e-government &Ciberseguridad

Blockchain and NFT. Digital Economy, Artificial Intelligence

Data Science & Big data, RH & Well-being Technologies, Education Technology

Metaverses, inmmersives Technologies (RA, 3D, RM, RV), Experiences Omnicanal & Digital Commerce

Social enterprises, Sustainability, Social Digital Business, Social responsibility

Governments, Int. Agencies

CTOs, CDOs, CIOs

CRHOs, COOs, CHOs.

CEOs, CMOs. CSOs.

CSR, ONGs,

Macro - - - - - - - - - - - - - - - - | **Application of technologies** | - - - - - - - - - - - - - - - **Micro**

Affiliates will live an international Figital experience

Meetings are held weekly as follows: E.g. Metaverse Committee

Canal	Hours	Assistants	City	Physical host
Metaverse	1.5 hours	**10**		
physical	30 min	4	CDMX	Sura
		2	Bogotá	Coats
		4	Madrid	Let me Park

❖ **ANNUAL OBJECTIVES OF THE COMMITTEES:**
❖ Publish trends by technology.
❖ Collaborations with media.
❖ Working papers.
❖ Video Cases and documentaries.
❖ International networking.
❖ Coordination of Roadshows.
❖ Support to associations, international organizations, governments, chambers, universities with the digital knowledge bank and global network of experts
❖ Recognition of executives and exposure of brands that collaborate in the integration of knowledge.
❖

☐ Social responsibility activities of access to the public, via streaming and technological platforms with co-organizing brands.

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VICE PRESIDENTES
DIGITAL GOVERNMENT

Committee 1

Objective:
The Digital Government committee of GIDCOMP aims to share best practices, analyze trends, create articles and reports to different stakeholders.

Technological themes:

1. SOSTENIBILIDAD
2. SMART CITIES
3. FINTECH
4. CIBERSEGURIDAD

ROBERTO HERNÁNDEZ
FORMER CEO LATAM OCDE
PUBLIC POLICY GIDCOMP VP

HÉCTOR CARDENAS
CEO THE ERGO GROUP
E-GOVERNMENT COMMITTEE VP

JUAN CARLOS REYES
CEO ANTI FRAUDE
CIBERSECURITY GIDCOMP VP

LUIS GODOY
FORMER CEO DE INTELIGENCIA
ECO GLOBAL
PUBLIC POLICY GIDCOMP VP

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VICE PRESIDENTS
ARTIFICIAL INTELLIGENCE & DISRUPTIVE TECHNOLOGIES

Committee 2

Objective:

The Artificial Intelligence & Disruptive Technologies committee of GIDCOMP aims to share best practices, analyze trends, create articles and reports to different stakeholders.

Technological themes:
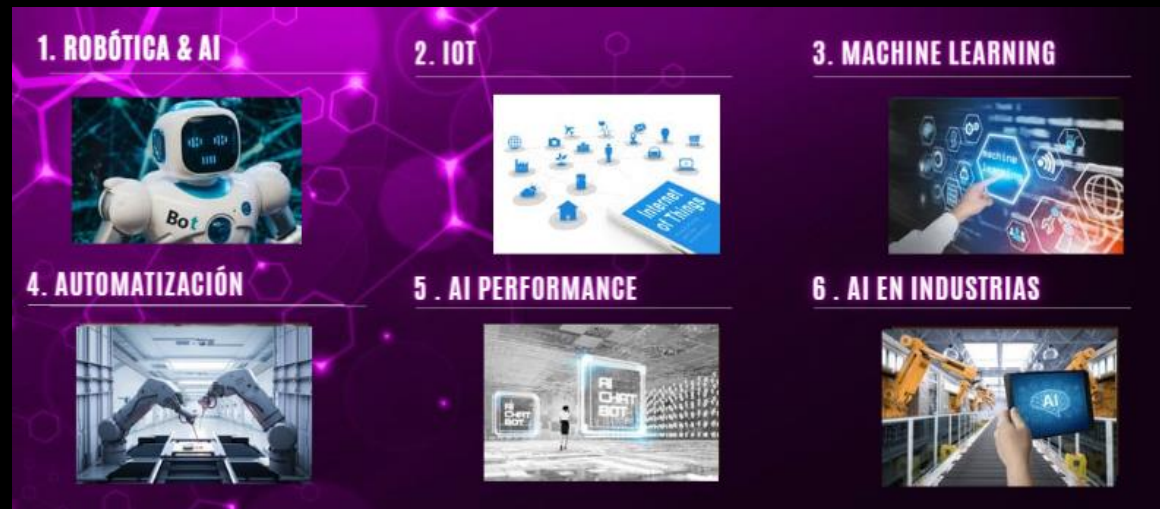
FERNANDO CARRIO
O2O MARKETING EXECUTIVE
AI GIDCOMP VP

MIRIAM ESPICHÁN
ANALISTA DE MARKETING & CONTENIDOS
DISRUPTIVE TECHNOLOGIES GIDCOMP VP

MARISOL CAPETILLO
CEO OF VERSE TECHNOLOGY
INDUSTRY 4.0 GIDCOMP VP

RAMÓN MARTÍNEZ
CEO DE HIRXLAB
TECNOLOGÍAS DISRUPTIVAS GIDCOMP VP

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VICE PRESIDENTES
HR & WELLBEING TECHNOLOGIES

Committee 3

Objective:

The HR & Wellbeing Technologies committee of GIDCOMP aims to share best practices, analyze trends, create articles and reports to different stakeholders.

Technological themes:.

MONTSERRAT CAZORLA
GLOBAL LEAD ATTRACTION & RETENTION CHG-MERIDIAN
HR TECHNOLOGY GIDCOMP VP

SUSANA NILA
FUTURE EMPLOYABILITY EXPERT
FOW 2050 GIDCOMP VP

JULIÁN VARAS
CEO OF C1DO1
ED TECH GIDCOMP VP

EMILIO SERRA
DATA & ANALYTICS ONE SR. MANAGER DANONE
BIG DATA & DATA SCIENCE GIDCOMP VP

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VICE PRESIDENTES
DIGITAL COMMERCE

Committee 4

Objective:

The Digital Commerce committee of GIDCOMP aims to share best practices, analyze technological trends, create articles and reports to different stakeholders.

Technological themes:

FERNANDO CANO
METAVERSE GENERAL DIRECTOR
GRUPO HAVAS MEDIA
BRAND & METAVERSE GIDCOMP VP

JENIFER SAMANIEGO
VIRTUAL REALITY HEAD CLUB
CATHOLIC UNIVERSITY OF LOJA
REALIDAD VIRTUAL GIDCOMP VP

RANDY CRUZ
CITI MANAGER RAPPI
DIGITAL COMMERCE GIDCOMP VP

ELADIO GONZÁLEZ
EDITORIAL DIRECTOR AT FORBES
CENTRAL AMERICA
DIGITAL MEDIA GIDCOMP VP

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VICE PRESIDENTES
ONGs & RSC

Committee 5

Objective:

The NGO & CSR committee of GIDCOMP aims to share best technological practices, analyze trends, create articles and reports to different stakeholders.

Technological themes:

KELLY DUQUE
DIRECTOR OF PROJECTS AND PUBLIC RELATIONS
ONGs & CSR GIDCOMP VP

JULISSA JIMENEZ
DIRECTORA DE LMD
POLITICAS SOCIALES GIDCOMP VP

JOSÉ QUESADA
FOUNDER WORLD COMPLIANCE FORUM
TECH & COMPLIANCE GIDCOMP VP

MONICA LÓPEZ
CO-MARKETING MANAGER IN HP
MEJORES PRÁCTICAS DE RSC GIDCOMP VP

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Reasons to become a member of GIDCOMP:

1 To receive information on Business Intelligence and Technology trends

2 To leverage existing technology (leap Frog)

3 To generate networking / community

4 To have visibility of applications in the use of technologies

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6 To receive support or consultancy

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8 To generate relationship with Authorities

9 Access to +300 Mentors from 52 countries and presentations of their models at the Global Digital Week & Global Metaverse Forum.

	GIDCOMP FREE	GIDCOMP SOCIETY
TECHNOLOGY TRENDS		
Newsletter technology cases	x	x
Free transmission of our festivals	x	X
Short version of the studies	x	x
NETWORKING, ALLIANCES AND BRAND EXPOSURE		
Participation and collaboration in Disruptive Technologies Committees		x
Provide Master Classes, success stories and initiatives of your brand.		x
Participate in international studies and reports.		x
30% discount on Certifications		x
Approach to Investors to fund technological projects and Startups		x
Unlimited introductions to over 1,000 brands part of the GIDCOMP ecosystem		x
Space for a commercial presentation at our festivals		x
2-minute video space within the agenda of our festivals		x
List of speakers, people part of the GIDCOMP ecosystem		x
Put your brand on technology providers		x
PRICE	FREE	500 – 4,000 USD
		Annual by size*

*GIDCOMP SOCIETY ANNUAL INVESTMENT

Organization size	Number of collaborators	Investment in USD	Executives
Very large	More than a thousand	5,000	5
Big	501 -1,000	4,000	4
Median	251 a 500	3,000	3
Small	6- 250	2,000	2
Micro	1 -5	1,000	1

does not cause VAT / tax deductible

Important:

All values are expressed in U.S. Dollars (USD)

Company name: **Fundación Consultores Sin Fronteras A.C.**

RFC: **FCS190805FH9**

Bank: **BBVA**

Account Number: **0113640205**

Clabe Account Number: **012180001136402052**

Swift code for international payments: BCMRMXMMPYM

Mail: **be.digital@gidcomp.org**

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How to become a member?

Send us an email to be.competitive@gidcomp.org or a WhatsApp at: +52 56 1463 3902
GIDCOMP seeks to bring together and relate organizations linked to the international technological
ecosystem to promote and develop digital capabilities in any location in the world.
Membership begins with the date of crediting payment to the bank account.
Valid 12 months from the date of payment.
Renewals begin to run from the expiration date of the current membership.

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More information