

**INDONESIA PERCAYA DIRI DENGAN TEKNOLOGI DALAM NEGERI**

# **CORPORATE-STARTUP COLLABORATION :**

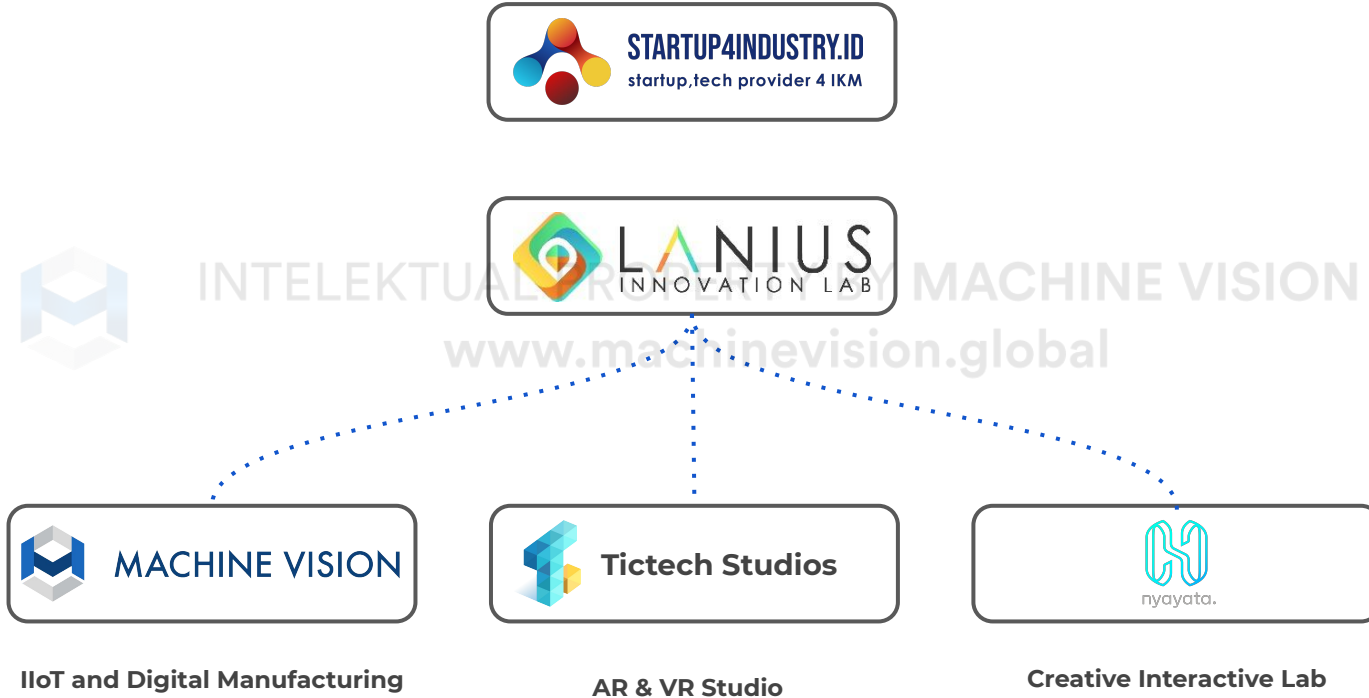
## **How Startup Empowering The Big Industry to Thrive Through Covid 19 and Beyond**

**Presented by: M. Ali Fikri ([a.fikri@machinevision.global](mailto:a.fikri@machinevision.global))**

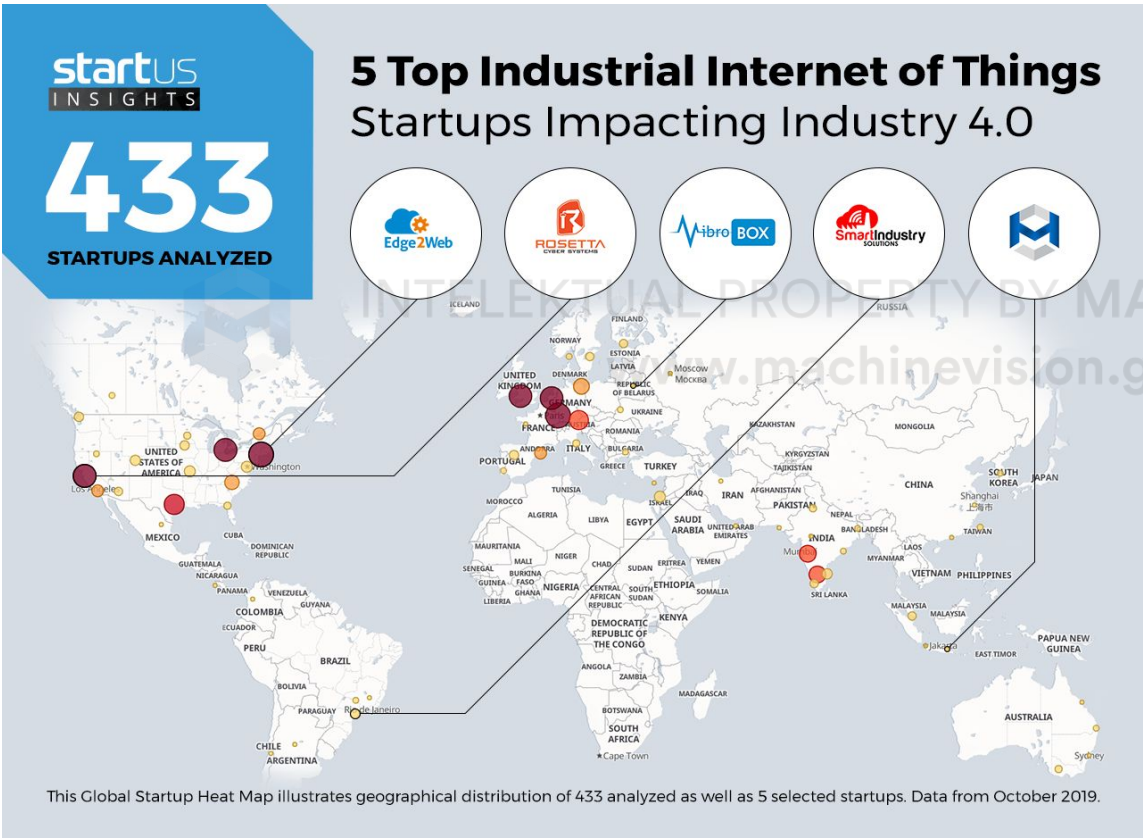
[www.machinevision.global](http://www.machinevision.global)



Wednesday, 14 October 2020



2019



2020



Enterprise University  
Continuous Improvement (Kaizen) Tracker  
(AR / VR Training)

## VIRTUAL REALITY

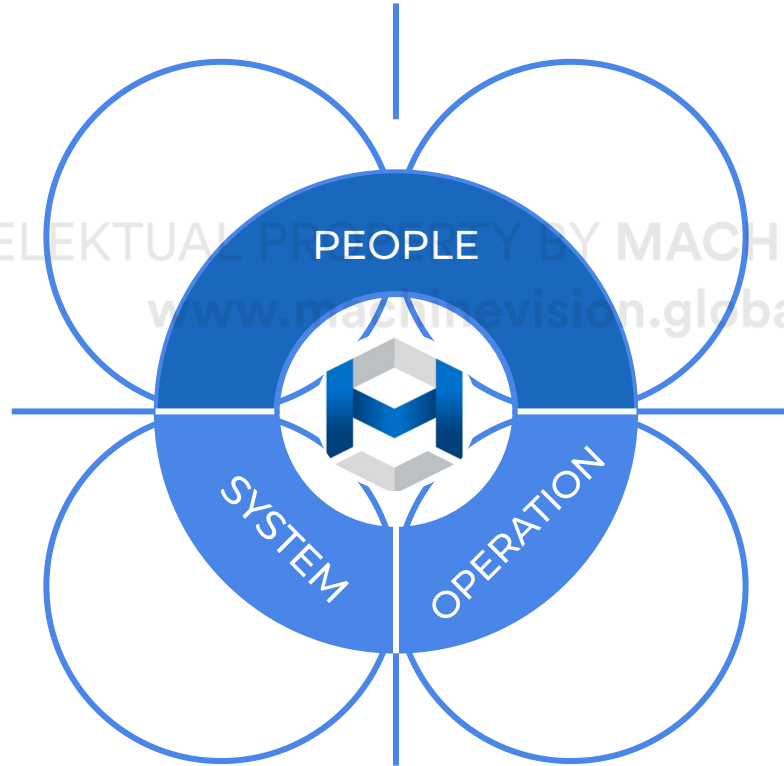


Digital Quality Control  
Electronic Batch Record  
Warehouse Management System  
Energy Monitoring

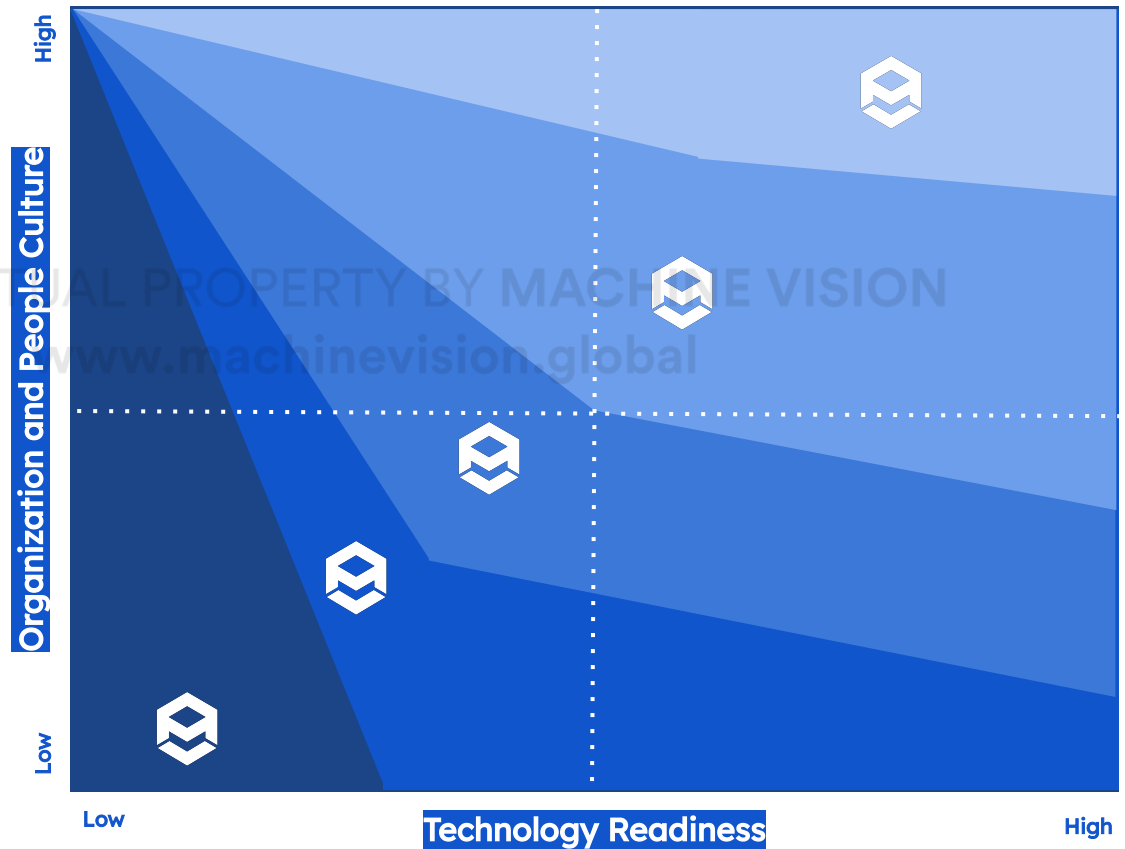
## AUGMENTED REALITY



Digital OEE  
Short Interval Control  
Enterprise Asset Management



# DIGITALIZATION READINESS POSITION



# DIGITAL READINESS METRICS

## Tech Enabler : Technology Readiness

### TECHNOLOGY :

What are the available technologies that can be implemented ?

### OPERATION :

How ready is your enterprise operation implement the digital system ?

## People Enabler : Organization and People Readiness

### MANAGEMENT AND ORGANIZATION :

How supportive and eager your management and organization to start digital transformation ?

### PEOPLE AND CULTURE :

Is organization's culture and people ready to start digital transformation ?



# DIGITAL TRANSFORMATION STRATEGY

Problem Discovery



Strategic  
Roadmapping

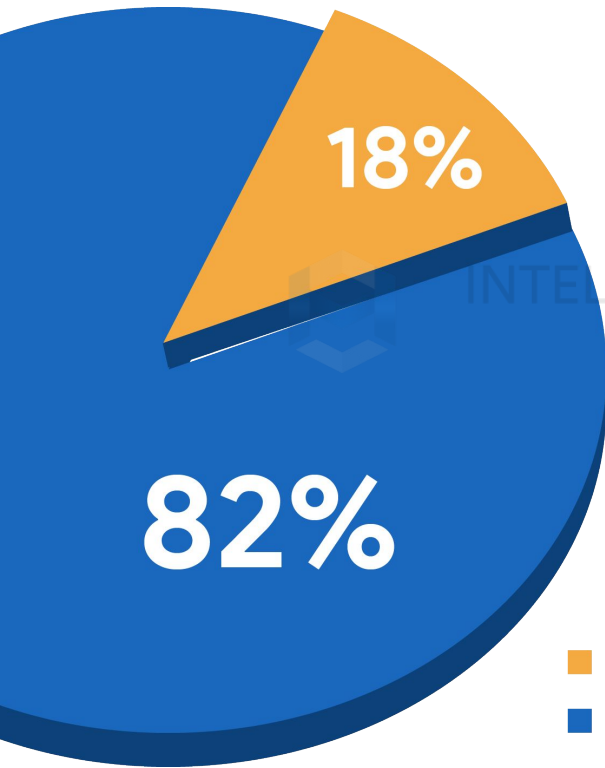


Execute





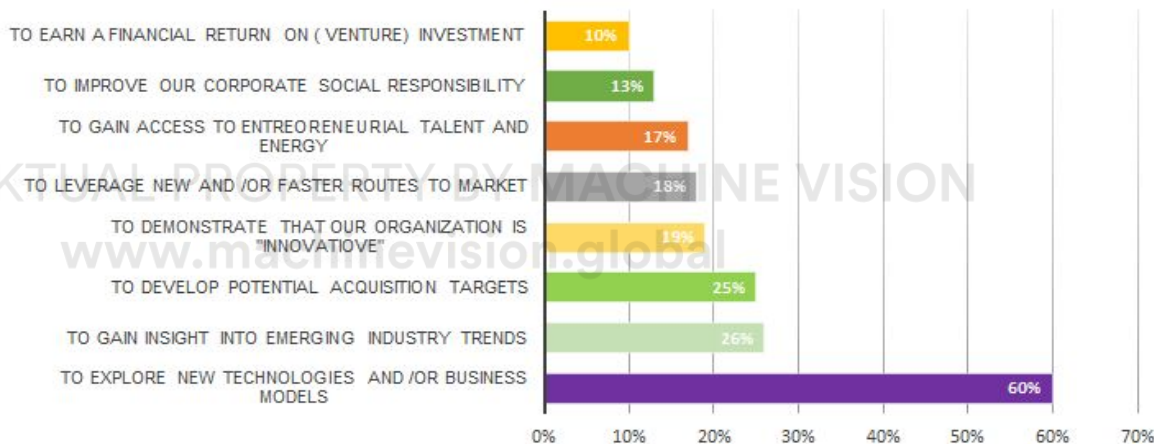
## WHY CORPORATION WORKING WITH STARTUP ?



Unimportant

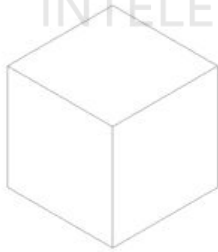
Important

Sources : Shortcut Your Startup



**82%** of Corporation say it's important to work with startup and **60%** of them looking for new technologies and/or business model





# COLLABORATION IS THE KEY





Powered By  
**MACHINE VISION**

# DIGITAL LEARNING EXPERIENCE. AT PETRO KIMIA GRESIK



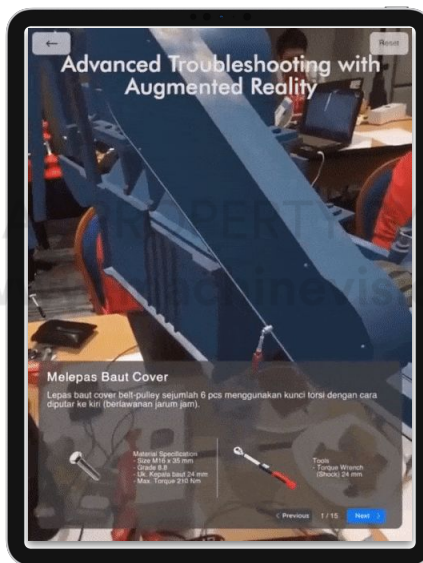
**PETROKIMIA  
GRESIK**  
Solusi Agreindustri!



their owners  
poses only.



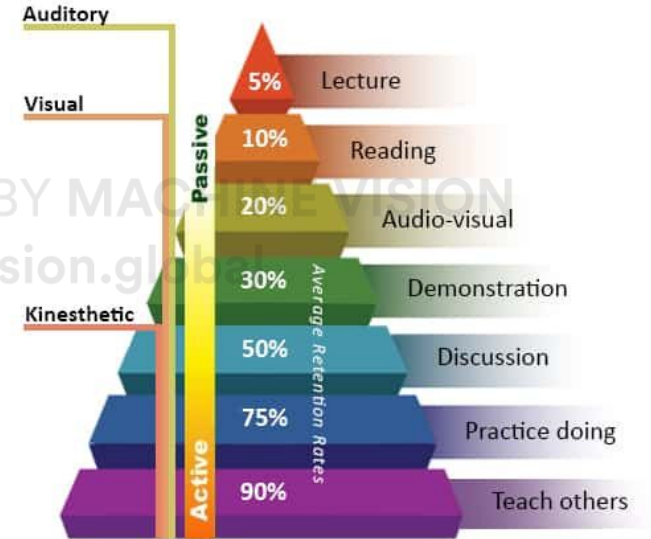
**VR TRAINING**



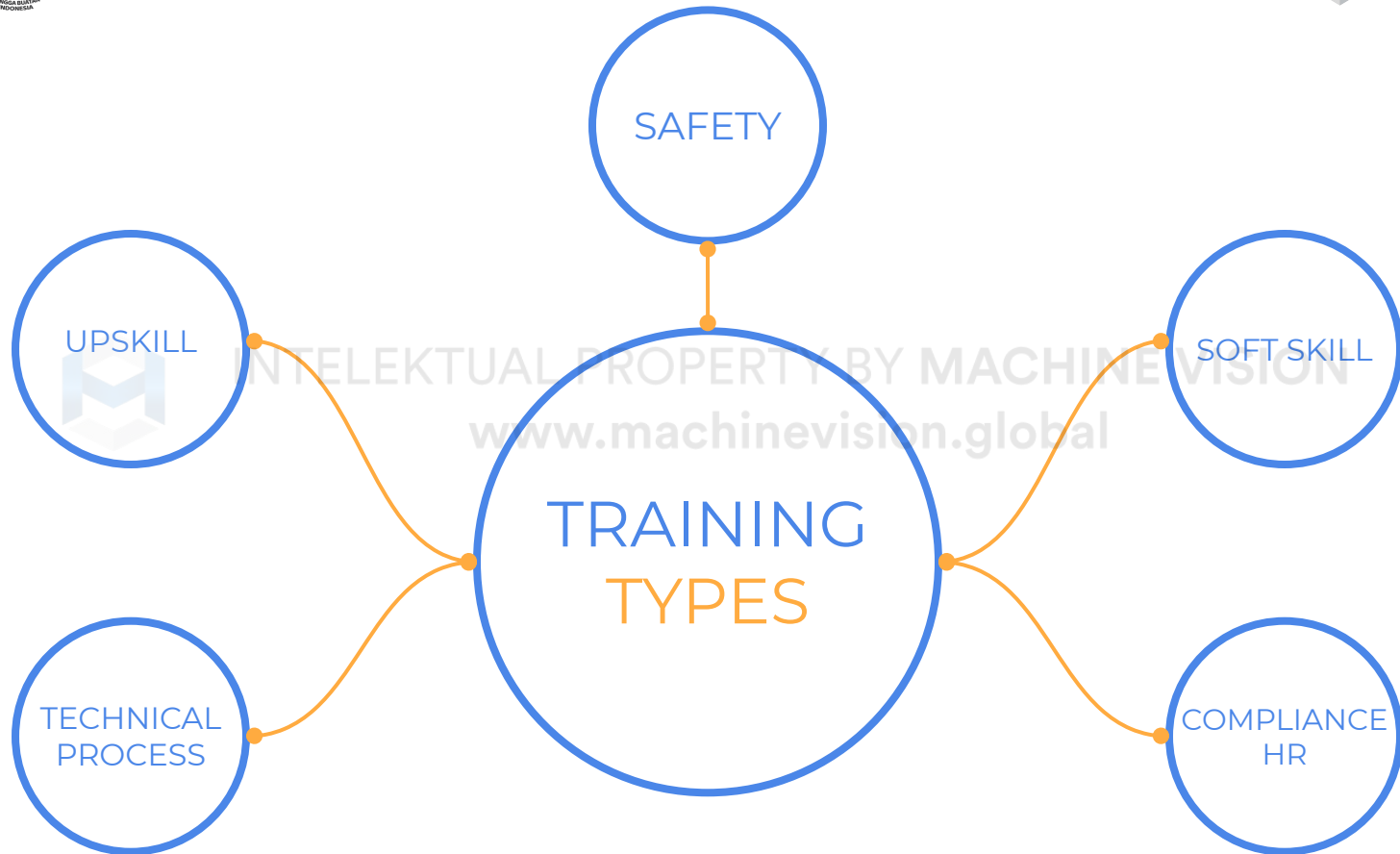
**AUGMENTED REALITY**



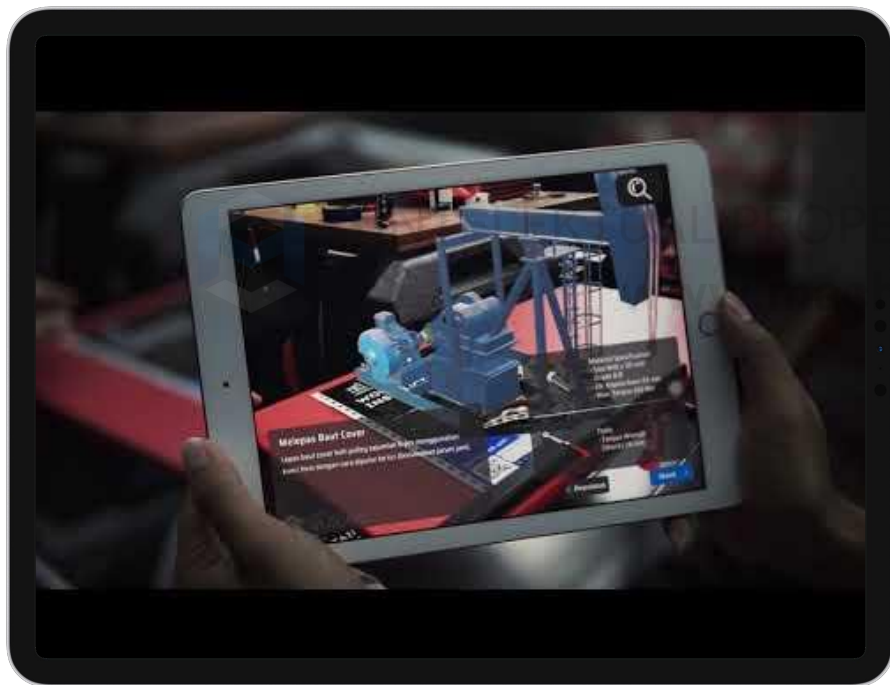
**360 TOUR**



Adapted from the NTL Institute of Applied Behavioral Science Learning Pyramid







## Augmented Reality Industrial **Use Cases**



# The Talent Crunch Hits Indonesia.

Study by Korn Ferry



By 2030, Indonesia is predicted to achieve top 7 in world economy, but could **lose out on \$442.62bn** that would not be realized due to **Talent Shortages.**

In terms of the size of its economy, Indonesia could **Fail to Grow by 19% by 2030.**



# Be the first frontliners to unleash VR Super Power, Stay ahead of the game

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Telegram Group to Stay Connected  
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