

What's Your Reality? AR and VR for Learning Executive Summary

Survey responses reveal excitement for and interest in using AR and VR for learning and performance support efforts. As most respondents have been working with these technologies for two years or less there is little content yet deployed, but most respondents envision making more extensive use of the technologies in the future. Text responses reveal a broad range of ideas for use of the technologies to speed up work processes, reduce errors, provide new views of real areas, offer better visualization of data, and provide safe but realistic practice in hazardous conditions or when practicing dangerous tasks.

Concerns and barriers primarily center around the cost of development and equipment, and the time required for development. Other limitations that surfaced include concerns about accessibility, the lack of standardization among platforms, lack of use cases that might be helpful in selling AR and VR solutions to management, and lack of understanding as to how the technologies might be relevant to particular work pursuits.

Respondents are not doing much to correlate AR and VR experiences with the real-world performance they are meant to simulate. This may be tied to the fact that the training department often acts independent of business functional areas in developing or sourcing AR and VR solutions. This report offers some ideas for building use cases and developing interactions with functional areas in approaching problems that might benefit from an AR and/or VR solution.

To download the full report, click here: <https://bit.ly/2GNbB3C>