Extended Reality (AR/VR/MR) in Learning for HR/L&D

3 Temasek Avenue, #21-00,Centennial Tower,Singapore 039190
www.agilitaslearning.com
contactus@agilitaslearning.com

Overview

With the advancement in Immersive technology, Augmented reality and Virtual reality solutions have become a primary component of the Digital transformation strategy in companies especially in this New Normal . Even thou the current use applications has been in operatios optimisation, improving productivity and efficiency, the focus has now expanded for AR/VR application for digital knowledge capture and visualisation, workforce training and employee engagement . Thus raising the need for HR/L&D leaders and practitioners to be ready and equipped to support the organisation in the adoption of AR/VR/MR in the workplace.

The Mixed Reality in Learning workshop provides a structured approach towards the capability development for HRD/L&D leaders and practitioners in Immersive technology (AR/VR/MR) solutions for the exploration, adoption and deployment to support workplace training and employee engagement.

Course Objective

At the end of the workshop the learner will be able to

- Describe the Learning Ecosystem in the New Norm and the Digital adoption driving the change.
- Explain the differentiatio between Virtual Reality, Augmented reality,Mixed reality it,concept and working principles.
- Identify different AR/VR/MR technologies and tools and their capabilities for learning and workforce development.
- Identify use cases and best practices of AR/VR/MR solutions in learning and workforce development.
- Recognise consideration and limitations in implementing AR/VR/MR solutions as part of their Learning strategy.
- Develop an action plan for AR/VR/MR adoption in Learning back at the workplace.

Course Agenda

- Shift in Learning Strategy
    - o Learning Experience Ecosystem
    - o Digital and Social Learning Engagement
- Understanding Immersive Technology
    - o Evolution of Immersive Technology
    - o Working principles of Immersive Technology
    - o Technical specifications mapping of AR/VR and MR requirements
    - o Industry trends in Immersive technology
    - o Benefits and limitations of Immersive technology
- Application of Immersive Technology in Learning and Workforce Engagement
    - o Tools ,technologies and platforms supporting training and workforce engagement
    - o Hands on experience of AR/VR/MR tools and technologies.

Target Audience : For Human resources/Learning and Development Leaders and Practitioners wanting to have an understanding and explore Immersive technology application for learning and development as part of their digital learning strategy.

Duration : 1 Day Classroom workshop

Optional : Day 2 available for learners/companies looking at creating a proof of concept for learning using AR/VR/MR

solutions.