Training Course on Virtual and Augmented Reality (VR/AR) in Enterprise

Professional Development Training Course Outline

Category	CEOs and Directors	**Duration**	5 Days
Base Fee	$1,500 USD	**Delivery Mode**	Online / On-site Hybrid

Course Introduction

The landscape of modern enterprise is undergoing a profound transformation driven by **cutting-edge immersive technologies**. Virtual Reality (VR) and Augmented Reality (AR) are no longer futuristic concepts; they are powerful tools revolutionizing **business operations, employee training, and customer engagement**. Training Course on Virtual and Augmented Reality (VR/AR) in Enterprise provides professionals with the essential knowledge and practical skills to **strategically implement, develop, and manage VR/AR solutions** within their organizations, unlocking unprecedented levels of **efficiency, safety, and innovation**. From **immersive simulations** for complex machinery operation to **AR-powered field service assistance**, this program delves into real-world applications, equipping participants to lead their companies into the **metaverse-driven future** of work.

Organizations today face an urgent need to adapt to rapidly evolving technological advancements. **VR/AR in enterprise** offers a distinct competitive advantage, enabling **cost-effective training solutions**, enhancing **remote collaboration**, and creating **engaging customer experiences**. This course goes beyond theoretical understanding, providing hands-on experience with industry-standard tools and platforms. Participants will gain actionable insights into **ROI-driven VR/AR deployments**, **spatial computing strategies**, and the ethical considerations surrounding these powerful technologies. Prepare to harness the full potential of **immersive learning** and **digital transformation** to drive tangible business growth and cultivate a highly skilled, future-ready workforce.

Programme Curriculum

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Course Duration

5 days

Course Objectives

1. Strategically Evaluate VR/AR opportunities for digital transformation across diverse enterprise functions.
2. Design and Develop effective immersive learning simulations for workforce development and skill acquisition.
3. Implement AR-powered solutions for field service optimization and remote assistance.
4. Understand the technical infrastructure and hardware considerations for enterprise VR/AR deployment, including wireless VR and haptic feedback.
5. Master the principles of spatial computing and 3D content creation for business applications.
6. Analyze the ROI of VR/AR initiatives and build compelling business cases for adoption.
7. Explore the integration of AI in VR/AR applications for enhanced realism and personalized experiences.
8. Develop strategies for fostering remote collaboration and virtual teamwork using immersive platforms.
9. Comprehend data privacy and cybersecurity considerations within VR/AR environments.
10. Identify emerging trends in XR technology, including mixed reality (MR) and the enterprise metaverse.
11. Apply design thinking principles to create user-centric and impactful VR/AR solutions.
12. Navigate the vendor landscape and select appropriate VR/AR development tools and platforms.
13. Drive organizational change management to successfully integrate immersive technologies into existing workflows.

Organizational Benefits

- Eliminate physical travel, equipment wear and tear, and instructor-led session limitations through highly scalable virtual simulations.
- Leverage immersive, experiential learning for deeper understanding and longer-lasting knowledge recall compared to traditional methods.
- Practice high-risk procedures in a safe, virtual environment, minimizing accidents and costly errors.
- Empower employees with AR overlays for real-time information, reducing downtime and improving accuracy in maintenance and assembly.
- Provide innovative and engaging training experiences that attract and retain top talent.
- Utilize VR for virtual prototyping, design reviews, and collaborative ideation, shortening time-to-market.
- Create immersive product demonstrations, virtual showrooms, and personalized customer interactions.
- Position the organization as a leader in technological adoption and innovation.
- Facilitate seamless teamwork and communication across geographically dispersed teams through virtual meeting spaces.

Target Audience

1. Learning & Development Professionals
2. IT & Technology Managers
3. Operations & Manufacturing Leaders
4. Product Development & Design Teams.
5. Sales & Marketing Professionals.
6. Human Resources (HR) Specialists.
7. Innovation & Strategy Executives.
8. Consultants & Business Analysts.

Course Outline

Module 1: Foundations of Virtual and Augmented Reality in Enterprise

- Defining VR, AR, and Mixed Reality (MR): Core concepts and distinctions.
- Historical evolution and current landscape of immersive technologies.
- Key hardware and software components: Headsets, sensors, development platforms (Unity, Unreal Engine).
- Ethical considerations and best practices for responsible VR/AR deployment.
- **Case Study: Walmart's VR Training Program:** How Walmart leverages VR for soft skills training, including customer service and emergency preparedness, significantly improving employee readiness and retention.

Module 2: Strategic Application of VR/AR in Business

- Identifying high-impact use cases across various industries (manufacturing, healthcare, retail, education).
- Conducting a needs assessment for VR/AR integration within an organization.
- Developing a compelling business case and calculating the return on investment (ROI).
- Understanding the economic benefits: Cost reduction, efficiency gains, revenue generation.
- **Case Study: Boeing's AR for Manufacturing:** How Boeing uses AR headsets (e.g., Microsoft HoloLens) to guide technicians through complex assembly processes, reducing errors and training time.

Module 3: Immersive Learning & Training Solutions

- Principles of effective immersive instructional design.
- Creating realistic and engaging VR simulations for technical skills training.
- Developing AR-enhanced job aids and performance support tools.
- Measuring the effectiveness of VR/AR training programs: KPIs and evaluation metrics.
- **Case Study: Surgeons using VR for surgical pre-planning and practice:** Hospitals utilizing VR platforms to allow surgeons to rehearse complex procedures, improving patient outcomes and reducing risks.

Module 4: VR/AR for Operations, Maintenance & Field Service

- Implementing AR for remote expert assistance and troubleshooting.
- Leveraging VR for **digital twin** visualization and predictive maintenance.
- Optimizing workflows with AR overlays for assembly and quality control.
- Data integration and analytics for VR/AR-driven operational insights.
- **Case Study: Siemens Energy's AR for Remote Field Service:** How Siemens uses AR glasses to enable remote experts to guide on-site technicians through complex equipment repairs, minimizing downtime globally.

Module 5: Collaborative & Communication Tools in XR

- Exploring virtual meeting platforms and shared immersive workspaces.
- Facilitating remote design reviews and virtual prototyping with VR/AR.
- Best practices for effective **immersive collaboration** and virtual teamwork.
- Security and privacy considerations for collaborative XR environments.
- **Case Study: Ford's Use of VR for Global Design Collaboration:** How Ford's design teams across continents use VR to collaboratively review car models in real-time, accelerating the design cycle.

Module 6: Content Creation & Development for Enterprise VR/AR

- Introduction to 3D modeling and animation principles for immersive environments.
- Overview of popular VR/AR development tools and engines (Unity, Unreal Engine, WebXR).
- Strategies for optimizing content for performance and user experience.
- Integrating enterprise data with VR/AR applications.
- **Case Study: IKEA's Place App (AR for Retail):** How IKEA allows customers to virtually place furniture in their homes using AR, driving sales and improving customer satisfaction.

Module 7: Emerging Trends & The Future of Enterprise XR

- The rise of the **enterprise metaverse** and its implications.
- **5G connectivity** and its impact on VR/AR performance and accessibility.
- The role of **AI in enhancing immersive experiences**: intelligent agents, personalized learning.
- Haptic feedback and multi-sensory immersion: The next frontier.
- **Case Study: BMW's AR for Technician Training:** BMW utilizes AR applications for their technicians to visualize complex engine components and repair procedures, leading to faster and more accurate diagnostics.

Module 8: Implementation Strategies & Change Management

- Developing a roadmap for VR/AR adoption within the organization.
- Addressing organizational challenges: Buy-in, training, and infrastructure.
- Building internal capabilities and fostering an innovation culture.
- Measuring long-term impact and iterating on VR/AR solutions.
- **Case Study: Accenture's "Nth Floor" (VR for Onboarding):** How Accenture uses a virtual campus in VR for new employee onboarding and training, fostering a sense of community and providing immersive learning experiences from day one.

Training Methodology

This course employs a dynamic and hands-on training methodology designed for maximum engagement and practical application:

- **Interactive Lectures:** Concise presentations of core concepts with real-world examples.
- **Hands-on Workshops:** Practical exercises using industry-standard VR/AR hardware and software (e.g., Unity, specific AR SDKs, VR headsets).
- **Case Study Analysis:** In-depth examination of successful enterprise VR/AR implementations.
- **Group Projects:** Collaborative development of mini VR/AR prototypes for specific business challenges.
- **Live Demonstrations:** Showcasing the latest VR/AR technologies and applications.
- **Expert Guest Speakers:** Insights from industry leaders and practitioners.
- **Q&A Sessions:** Opportunities for personalized guidance and problem-solving.
- **Experiential Learning:** Opportunities to directly experience various VR/AR applications.

Register as a group from 3 participants for a Discount

Send us an email: info@fineskilltrainingcenter.com or call *+254769199797*

Certification

Upon successful completion of this training, participants will be issued with a globally- recognized certificate.

Tailor-Made Course

We also offer tailor-made courses based on your needs.

Key Notes

a. The participant must be conversant with English.

b. Upon completion of training the participant will be issued with an Authorized Training Certificate

c. Course duration is flexible and the contents can be modified to fit any number of days.

d. The course fee includes facilitation training materials, 2 coffee breaks, buffet lunch and A Certificate upon successful completion of Training.

e. One-year post-training support Consultation and Coaching provided after the course.

f. Payment should be done at least a week before commence of the training, to FINESKILL TRAINING CENTER account, as indicated in the invoice so as to enable us prepare better for you.

Upcoming Scheduled Sessions

Start Date	End Date	Location	Price
07 Sep 2026	11 Sep 2026	Physical	$1,500
14 Sep 2026	18 Sep 2026	Physical	$1,500
21 Sep 2026	25 Sep 2026	Physical	$1,500
28 Sep 2026	02 Oct 2026	Physical	$1,500
05 Oct 2026	09 Oct 2026	Physical	$1,500
12 Oct 2026	16 Oct 2026	Physical	$1,500
19 Oct 2026	23 Oct 2026	Physical	$1,500
26 Oct 2026	30 Oct 2026	Physical	$1,500

Ready to enroll or request a customized program? Book online or contact us:

Register Online Now

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