



USE CASE /

Training

AR-assisted training supports user education via on-the-job and classroom training by leveraging and augmenting key workflows, procedures, and conceptual information selected from existing technical publication repositories, together with other corporate assets such as product information.

AR Technologies

AR-assisted training uses technology for authoring, detection, recognition and rendering. Display options for AR-assisted training can be based on mobile platforms or, if the registration must be highly precise and the objects stationary with respect to the user and the AR detection and recognition technology, using fixed position display. The user interface for training using Augmented Reality can be a desktop computer, touchscreen or gesture.

Further integration of AR-assisted training with employee learning record databases might be desirable in some scenarios.

Benefits

- Contextual, kinesthetic learning is more likely to be retained by the trainee and self-corrected during job task performance
- Rapid and consistent access by all employees to most current training policies or modules
- Reduced risk of delays and errors in performing tasks

Organizations

Training & line organizations operating in industries such as automotive & heavy equipment, electronics, defense, aerospace, utilities, agriculture, financial services, telecommunications, logistics, power & automation, energy & resource, naval engineering, medical & dental.

Users

Qualified users who must learn tasks and concepts in order to execute workflows in their job domain.

Example Scenarios

- On-the-job training on power generators for field service personnel
- Classroom training on data center server racks for IT personnel in a bank