Preparing Your Organization for AR and VR

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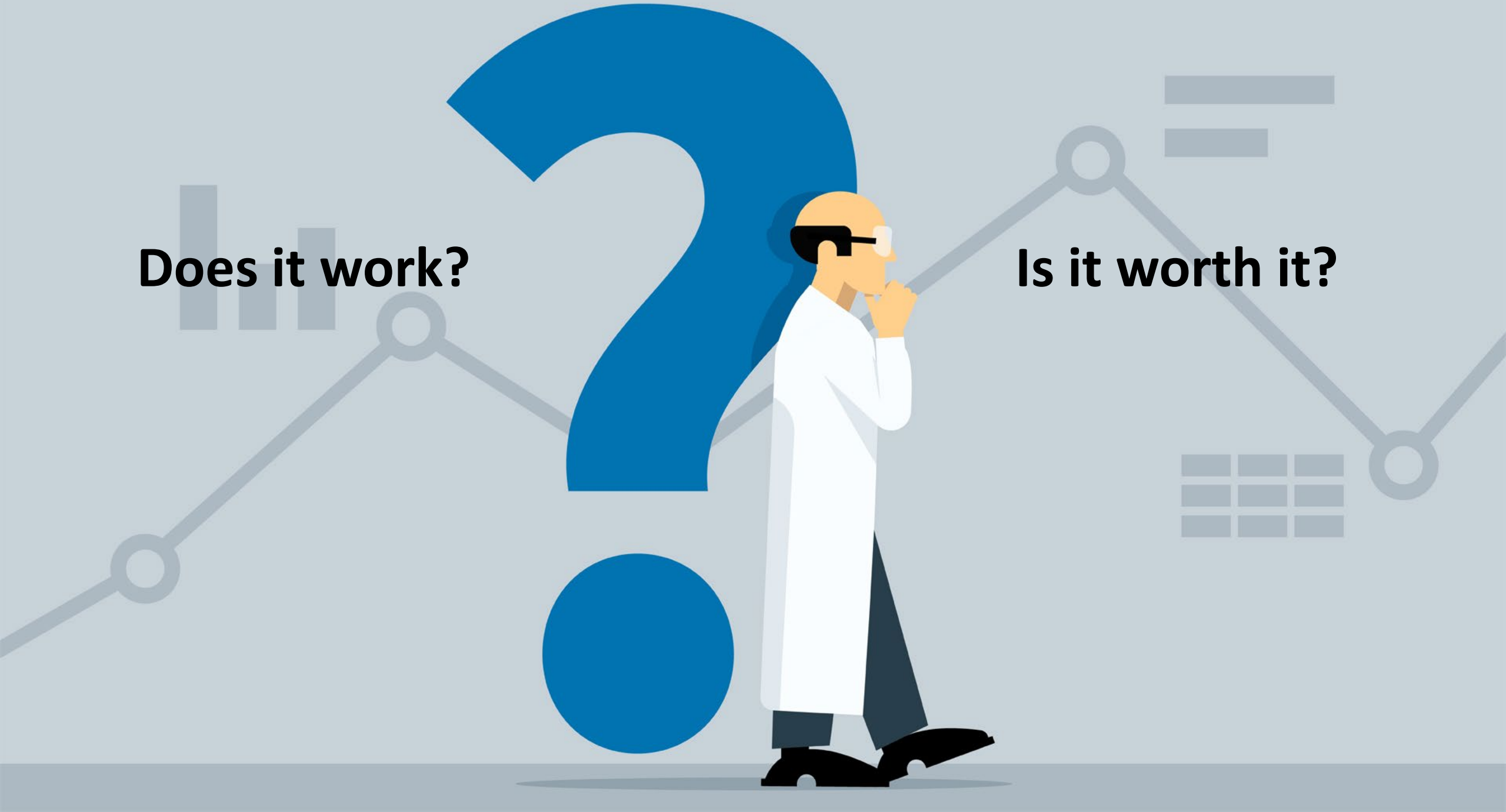
think you

So, you want to use XR for learning.


I NEED DIS
SAMSUNG
Das Otterhaus http://blog.kohan-studio.com/

Does it work?



Is it worth it?

What do you need to consider?

Audience

Network

Physical Space

Hardware

Software

Content

Support and Maintenance

Who is your audience?

- Familiarity with XR
- Feelings about XR
- Accessibility
- Health and Safety

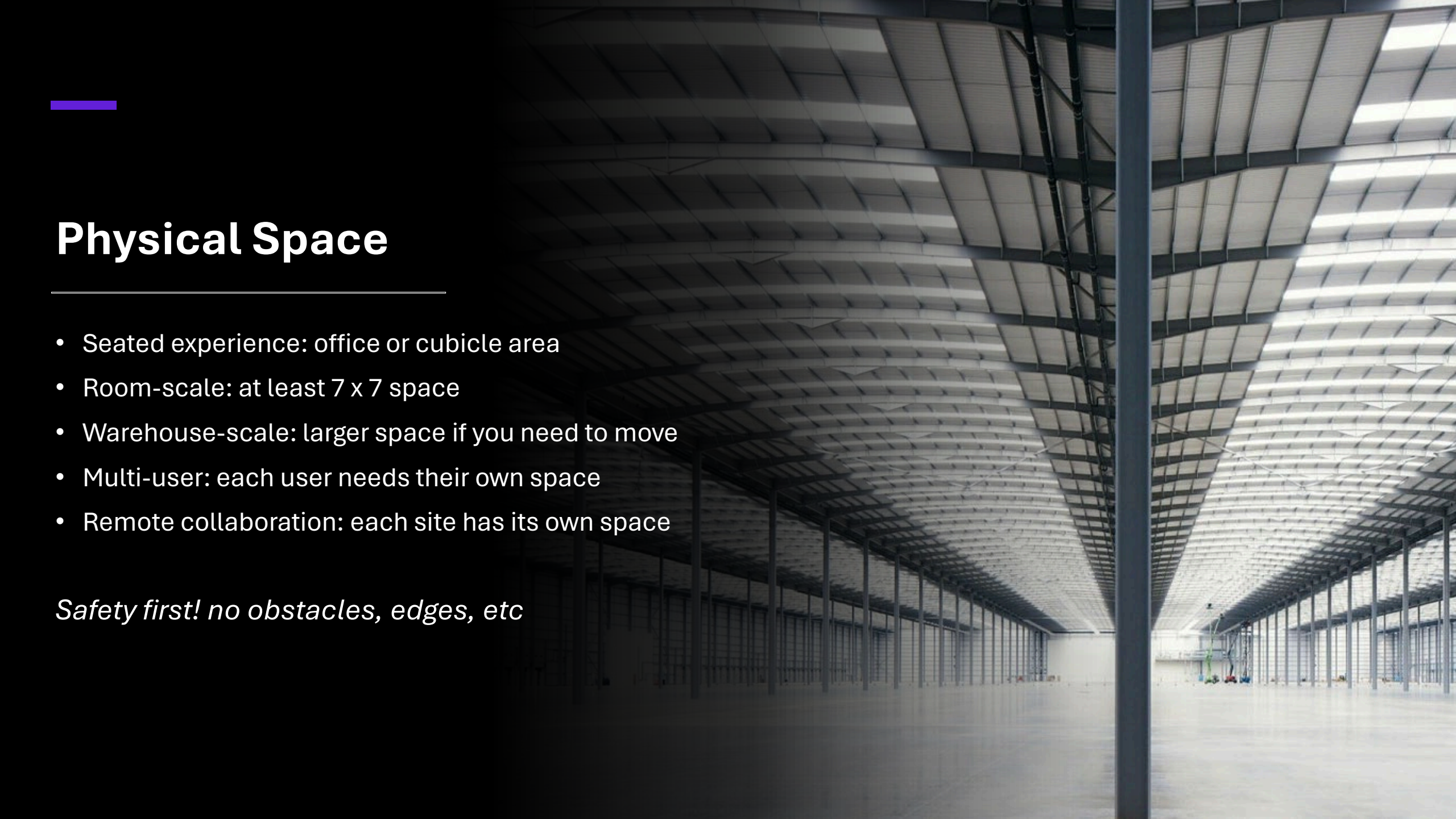
Network Considerations

- Bandwidth requirements depend on number of simultaneous users and content quality
- XR requires low latency to provide a seamless experience. Consider a quality of service policy to prioritize XR over less time sensitive traffic (e.g. email)
- If possible, running XR on a dedicated network
- Redundancy will help prevent downtime
- Firewalls need to allow XR traffic
- Consider VPN, remote support if a distributed solution

Physical Space

- Seated experience: office or cubicle area
- Room-scale: at least 7 x 7 space
- Warehouse-scale: larger space if you need to move
- Multi-user: each user needs their own space
- Remote collaboration: each site has its own space

Safety first! no obstacles, edges, etc



Hardware

- Headsets (standalone or tethered)
- Computer hardware
- Tracking sensors (if needed)
- Controllers
- Audio
- Storage
- Cost

Software

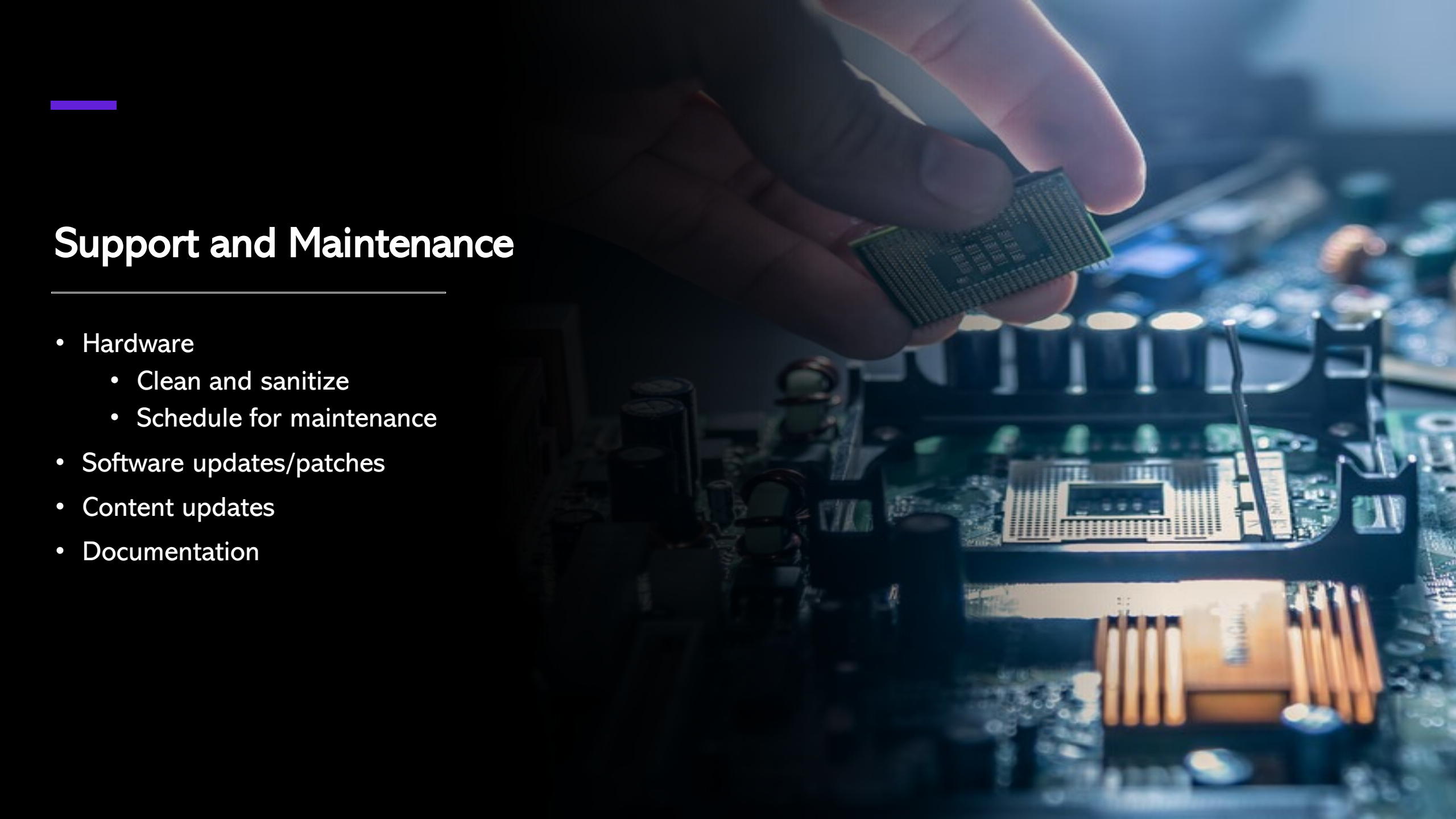
- Content development: Who’s doing it?
- Compatibility with headsets
- LMS integration
- UI/UX
- Updates and maintenance
- Security

Content

- VR Content length: 20 minute scenarios
- Accessibility
- Licensing and ownership
- LMS/LXP integration
- Data strategy

Support and Maintenance

- Hardware
  - Clean and sanitize
  - Schedule for maintenance
- Software updates/patches
- Content updates
- Documentation



You're using XR to solve a problem.
What does the world look like when it's solved?

Demonstration

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