

Augmented Reality and Virtual Reality: Empowering Human, Place and Organisation

Do you know the differences between Augmented Reality (AR) and Virtual Reality (VR)?
Are you able to apply AR and VR to your organisation?

Introduction

It's a technology that combines the virtual world & the real world by overlaying the digital interactive content on the Existing world through three-dimensional Holographic Images to interface with the end user. Most technologies are emerging in the new steam of scope for making human interaction more familiar with machines operation and utilisation in different sectors like education, life sciences, designing technologies to make many efficient Humanoids. VR & AR technologies make an environment to accreditation the information, operations & implementation of a product lifecycle to develop innovative and interactive human Applicants. In this training programme, you'll discover the basic concepts of creating VR and AR experiences and the ethics involved in developing these kinds of applications. Are you ready?

Program Objectives

This program aims to:

- enhance participants skills by designing for augmented reality (AR) and virtual reality (VR)
- describe the potential benefits of using AR and VR applications in the real world

Learning Outcomes

After completing this program, the participants should be able to:

- Understand the basic difference between AR and VR
- Understand different forms of AR and VR and their applications
- Develop competitive advantage using AR and VR

Methodology

Gamification, case study, interview, case simulation, quiz, group discussion, lecture, videos.

Who Should Attend

CEO, business owners, senior management, senior executives who would like to integrate AR and VR into their business strategies to create a competitive advantage

Program Outline

Day One	
Time	Topics
9:00am – 10:30am	<p>Differences Between Augmented Reality and Virtual Reality</p> <p>In this module, participants would learn the fundamental of AR and VR. Participants also explore the differences between AR and VR.</p>
10:30am – 11:00am	Tea Break and Networking
11:00am – 1:00pm	<p>Similarity Between Augmented Reality and Virtual Reality</p> <p>AR and VR are very different. However, they do share some similarities. In this module, participants would learn the major similarity between AR and VR.</p>
1:00pm – 2:00pm	Lunch and Networking
2:00pm – 3:30pm	<p>Exploring the Current State of AR and VR</p> <p>Participants are to review the various form factors for AR and VR. This module also compares the features of current VR hardware. In addition, participants would also explore some of the current issues with AR and VR.</p>
3:30pm – 4:00pm	Tea Break and Networking
4:00pm- 5:00pm	<p>Consuming Content in AR and VR</p> <p>In this module, participants are exposed to the current consumer-based virtual reality headsets, augmented reality experiences. In addition, participants are exposed to potential hardware releases and upcoming hardware. Participants are also allowed to compare current and future hardware.</p>
Day Two	
Time	Topics
9:00am – 10:30am	<p>Tools Used in AR and VR</p> <p>In this module, participants are exposed to the tools used in AR and VR. Participants are also able to understand the best practices for AR and VR projects. In addition, participants can discover design principles for AR experiences and VR projects.</p>
10:30am – 11:00am	Tea Break and Networking
11:00am – 1:00pm	<p>Application of AR and VR in Real Case Scenario</p> <p>In this module, participants would review the existing VR and AR applications. In addition, participants would assess AR and VR</p>

	within industry segments. Lastly, participants are exposed to the prediction of AR and VR in the industry's impact.
1:00pm – 2:00pm	Lunch and Networking
2:00pm – 3:30pm	<p>The Future of AR and VR</p> <p>In this module, participants would look at some of the changes that can be expected in the near future, for better or for worse, for VR. In addition, participants also explore the market and provide some information on what you might expect in that area. This module also discusses how you may be able to prepare for these upcoming changes.</p>
3:30pm – 4:00pm	Tea Break and Networking
4:00pm- 5:00pm	<p>Ethics Involved in AR and VR</p> <p>With the advance of technology and tools, and hardware, some ethical issues need to be addressed. In this module, participants are aware of the ethical consideration when planning for AR or VR projects.</p>