



Online - Upskilling zum...

# Virtual Reality VR-Trainer/in

*Wieso Immersive Medien?*







Wir Leben in einer 3D Welt



A man and a woman are wearing VR headsets in a modern office. They are leaning over a table, looking at a glowing 3D digital cityscape that is projected onto the table surface. The cityscape features various buildings, streets, and a network of glowing lines connecting different points. The background shows a typical office environment with desks, computers, and a whiteboard.

Wir Arbeiten in einer 3D Welt



A man in a dark suit is seen from behind, wearing VR goggles and holding a controller, as if exploring a virtual 3D environment. The background is a vast space scene featuring the Earth on the right, the Moon in the center, and a starry field. A bright light source, likely the sun, is positioned between the Moon and Earth, creating a lens flare effect. The overall atmosphere is futuristic and immersive.

Wir Träumen in 3D



A person wearing a VR headset is shown from behind, looking at a large, detailed 3D model of the Earth in space. The Earth is illuminated from the right, showing blue oceans, white clouds, and brown landmasses. The background is a dark, starry space. The text "Wir Lernen am besten in 3D" is overlaid in white at the bottom left.

Wir Lernen am besten in 3D



## Accenture buys 60,000 Oculus headsets for VR training

She said the 60,000 Oculus headsets were acquired for training new hires, as part of a discussion on maintaining the company’s sizable workforce amid remote working and filling more than 125,000 new roles.



17,000 VR Headsets



VR Metaverse Shopping



Bank of America is First in Industry to Launch Virtual Reality Training Program in Nearly 4,300 Financial Centers - train over 50,000 workers





**50%**

Schulungszeit sparen <sup>1</sup>

**1/3**

Schulungskosten einsparen <sup>1</sup>

**AIRBUS**  
**40%**

schnellere Getriebeinspektion <sup>15</sup>

**33%**

Faster <sup>2</sup>



**25%**

Produktionszeit sparen <sup>4</sup>

**0**

Fehlerrate auf... Reduzieren <sup>4</sup>

**10%**

**Fidelity** Increase in customer Eatisfaction in less than 6 months <sup>9</sup>



**90%**

less cost maintenance training <sup>12</sup>



**85%** reduction in overall time for training <sup>12</sup>

**60%**

Reduction training time <sup>19</sup>

**SIEMENS**  
Ingenuity for life



**80%**

Ground-Handling-Schulungen per VR <sup>3</sup>



**86%** less time <sup>11</sup>

**150%**

increase in knowledge retention <sup>18</sup>

**66%**

decreased driver training <sup>12</sup>



**90%**

Ergonomische Probleme verhindern <sup>4</sup>



**15x**

more effective than classroom trainings <sup>16</sup>

# Benefits VR/AR

measured increase in effectiveness, production and training-effects of enterprise employees who have trained in VR/AR solution



**70%**

Verletzungen in der Montage verringern <sup>4</sup>



Reduced 1 training day to 20 minutes <sup>10</sup>

**Studies**

**6x**

fewer Errors <sup>8</sup>

**70%**

Surgeons more efficient <sup>7</sup>

**verizon**

**97%**

felt prepared when put in Dangerous situations <sup>9</sup>

**FESTO**

**60%**

Anlernzeit bei Maschinen Minimieren <sup>5</sup>

**30%**

Mehr Kunden durch schnellere Prozesse <sup>19</sup>



**1000**

Abschlüsse mehr p.a. <sup>19</sup>



**46%**

Picking Order Steigern <sup>6</sup>



**62%**

weniger Montagefehler durch AR <sup>14</sup>



**60%**

faster machine repairs with smart glasses <sup>17</sup>



**40%**

less time cuts new sales employee training time by <sup>11</sup>

**Walmart**

**96%**

Reduction in pickup tower Training from 8 hours to 15 minutes <sup>9</sup>

Sources: <sup>1</sup> VR Training - T6 Multivan VW Nutzfahrzeuge Whitepaper Unity 2019 - "The Incredible Impact of Enterprise AR and VR" → <sup>2</sup> AR - Lernen 30 Teile zusammenbauen, Kontrollgruppe 50 Lerner, PTC Video → <sup>3</sup> <https://www.airliners.de/80-prozent-ground-handling-ausbildung-firmenbeitrag/52603> → <sup>4</sup> Capgemini Studie „Augmented and Virtual Reality in Operations: A guide for investment“ → <sup>5</sup> <https://www.fluid.de/software/virtual-und-augmented-reality-im-praxiseinsatz-106.html> → <sup>6</sup> <https://upskill.io/landing/ge-healthcare-case-study/> → <sup>7</sup> <https://www.interplaylearning.com/hubfs/Blog/Case%20Studies/A%20Modular%20Interactive%20Virtual%20Surgical%20Training%20Environment.pdf> → <sup>8</sup> <https://www.interplaylearning.com/hubfs/Blog/Case%20Studies/Virtual%20Reality%20Improves%20Operating.pdf> → <sup>9</sup> <https://www.strivr.com/> → <sup>10</sup> Presentation Accenture - Qualcomm Tech Summit 2019 → <sup>11</sup> 3h-training reduced to 25 Min. <https://www.strivr.com/blog/why-companies-virtual-reality-engage-train-employees-faster/> → <sup>12</sup> ebook - QUICK GUIDE TO AR ROI 2019 - ScopeAR → <sup>13</sup> [https://www.linkedin.com/posts/linde-engineering\\_lva-innovation-linde-activity-6649305995874975745-CLOx/](https://www.linkedin.com/posts/linde-engineering_lva-innovation-linde-activity-6649305995874975745-CLOx/) → <sup>14</sup> <https://dblp.org/rec/conf/ismar/WerrlichDGNN18.html> → <sup>15</sup> <https://www.ubimax.com/case-study/airbus-2019> → <sup>16</sup> Linde Engineering → <sup>17</sup> <https://www.ubimax.com/en/case-study/becton-dickinson-2019> → <sup>18</sup> Case Western Reserve University. → <sup>19</sup> <https://www.turbomachinerymag.com/virtual-and-augmented-reality/> → <sup>16</sup> Thyssenkrupp Hololinc

# Spektrum Immersive Medien

All-in-One / Stand-Alone



Spatial Computing, Digital Reality / XR / MR



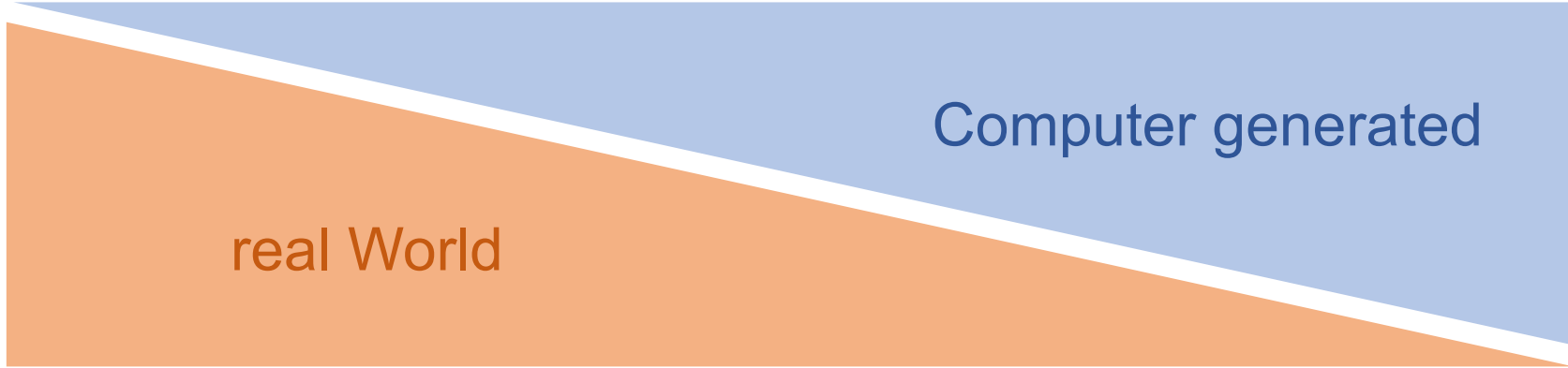
Kabelgebundene VR-HMD



AR

VR

reale Welt



virtuelle Welt



360°



# Didaktik darum geht, zu planen, **Was** trainiert wird...

## Trainings physische Produkte

Maschinen, Anlagen, Werkzeuge,  
Fahrzeuge und Gebäude...

## Sicherheit Training

Risiko-Situationen, Notfallprozesse,  
Awareness, Ersthelfer und  
Arbeitssicherheit

## Onboarding-Prozesse

Rundgänge, Vorstellung  
Orte und Personen

## Soft Skills Training

Rhetorik, Methoden, Führungskräfte  
und Gesprächssimulationen z.B.  
Bewerbertraining oder Konflikt...

## Dienstleistungs-Produkte

Finanzprodukte, Beratungs- und  
Verkaufsthemen

## Kollaborative Prozesse

Workshops, Seminare, Team-  
Prozesse, Kreative-Workshops und  
Coaching/Therapie, Systemische OE

## PRINT-Produkte

über AR-Technologie bestehende  
Trainingsunterlagen aufwerten und  
erweitern

## Arbeitsprozesse unterstützen

Performance Support, Schritt-für-  
Schritt, Beratung / Verkauf

## Events

Messen, Kongresse, virtueller  
Showroom und Inhouse-/Kunden-  
veranstaltungen

