



Virtual Reality in Manufacturing

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Extended Reality (XR)

- A collection of technologies (hardware and software)
- Delivery of training in an immersive experience

Assisted Reality



Augmented Reality



Mixed Reality



Virtual Reality

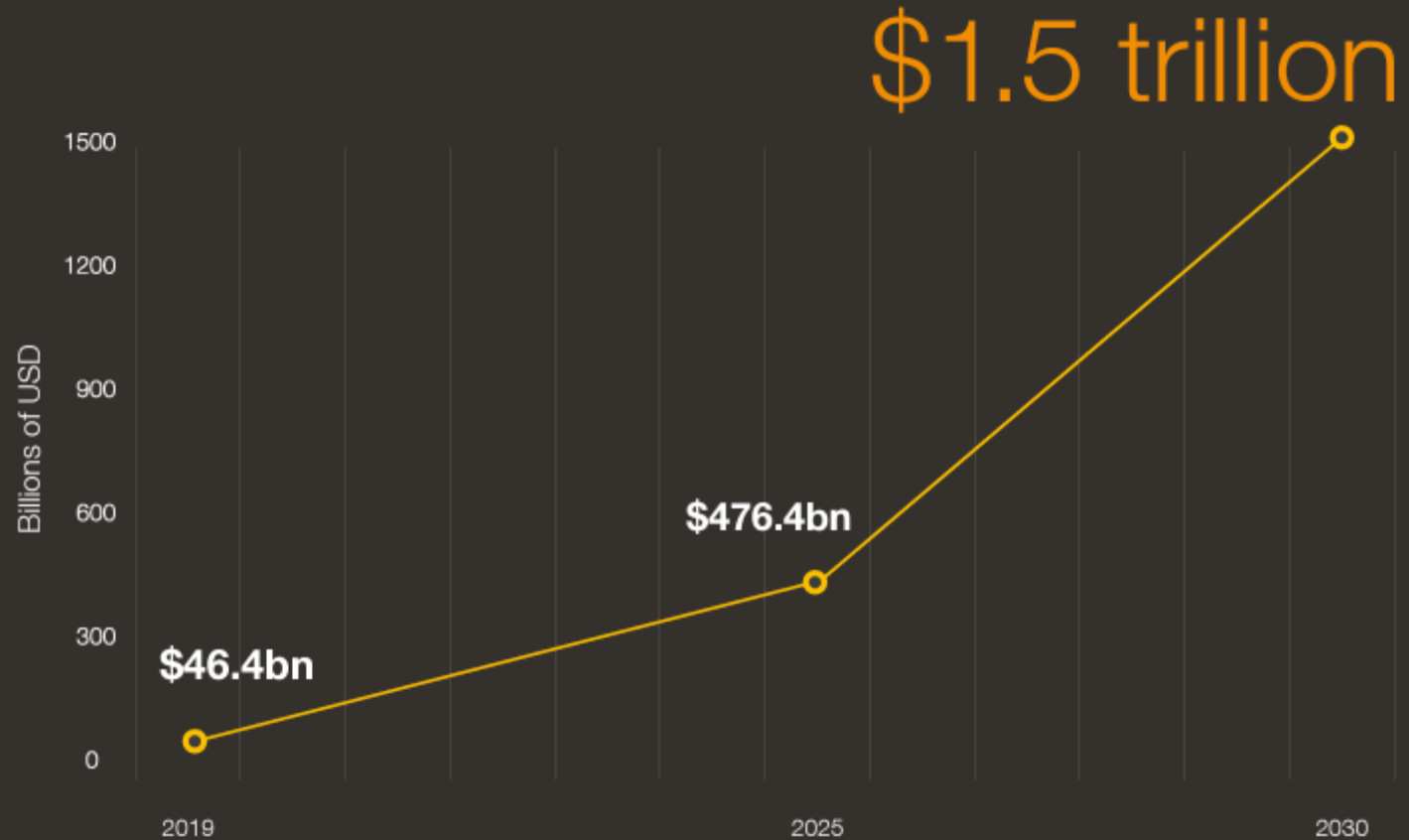


VR Use Case: Manufacturing Industry

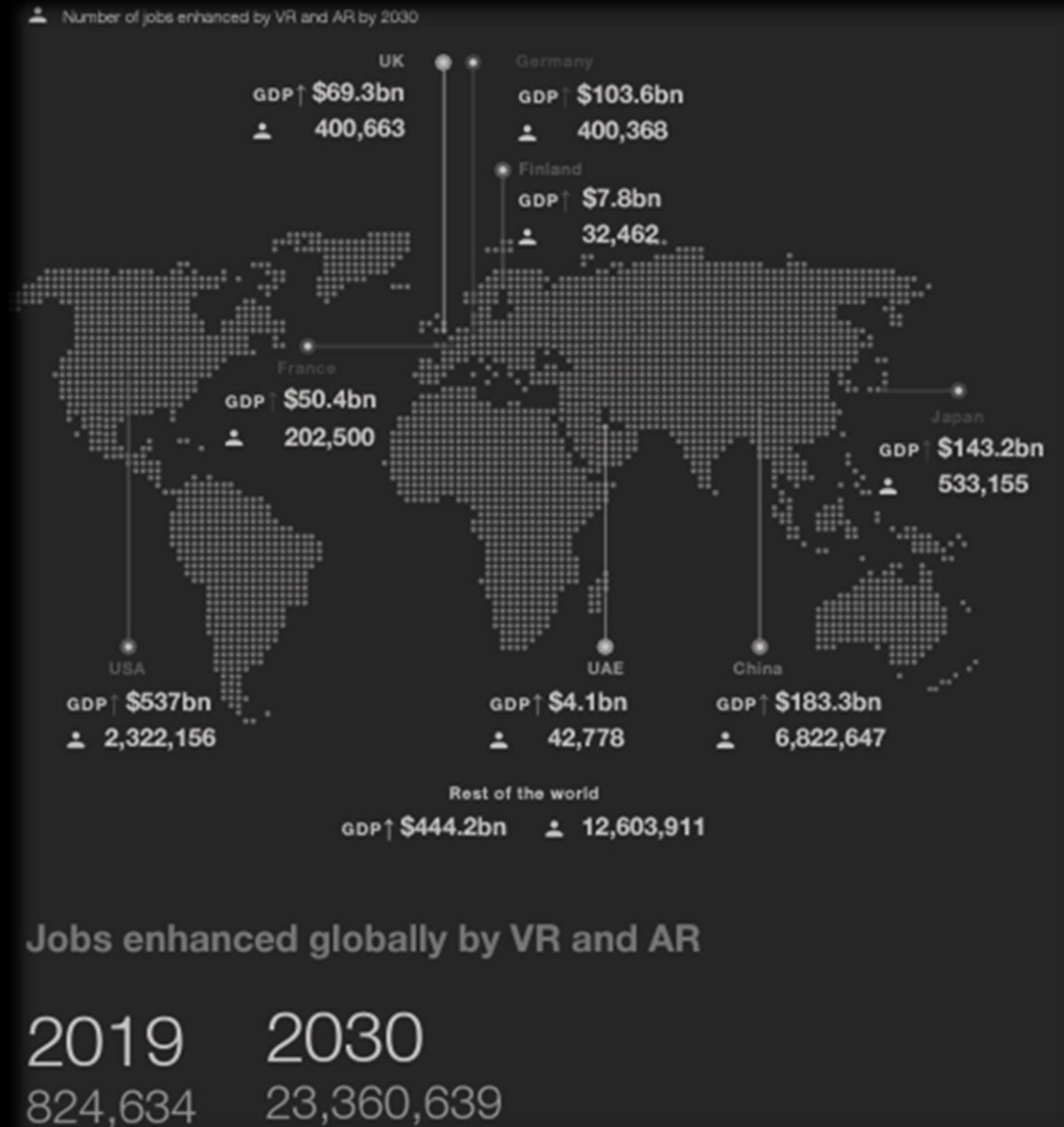
- Product design
- Workplace design and layout
- Designing safer equipment
- Remote maintenance and servicing of equipment:
- Training

The rise of VR and AR

VR and AR have the potential to boost GDP globally by 2030 by up to \$1.5 trillion.



**The global impact
of VR and AR: GDP
boost and jobs
enhanced by 2030**



Industry Success

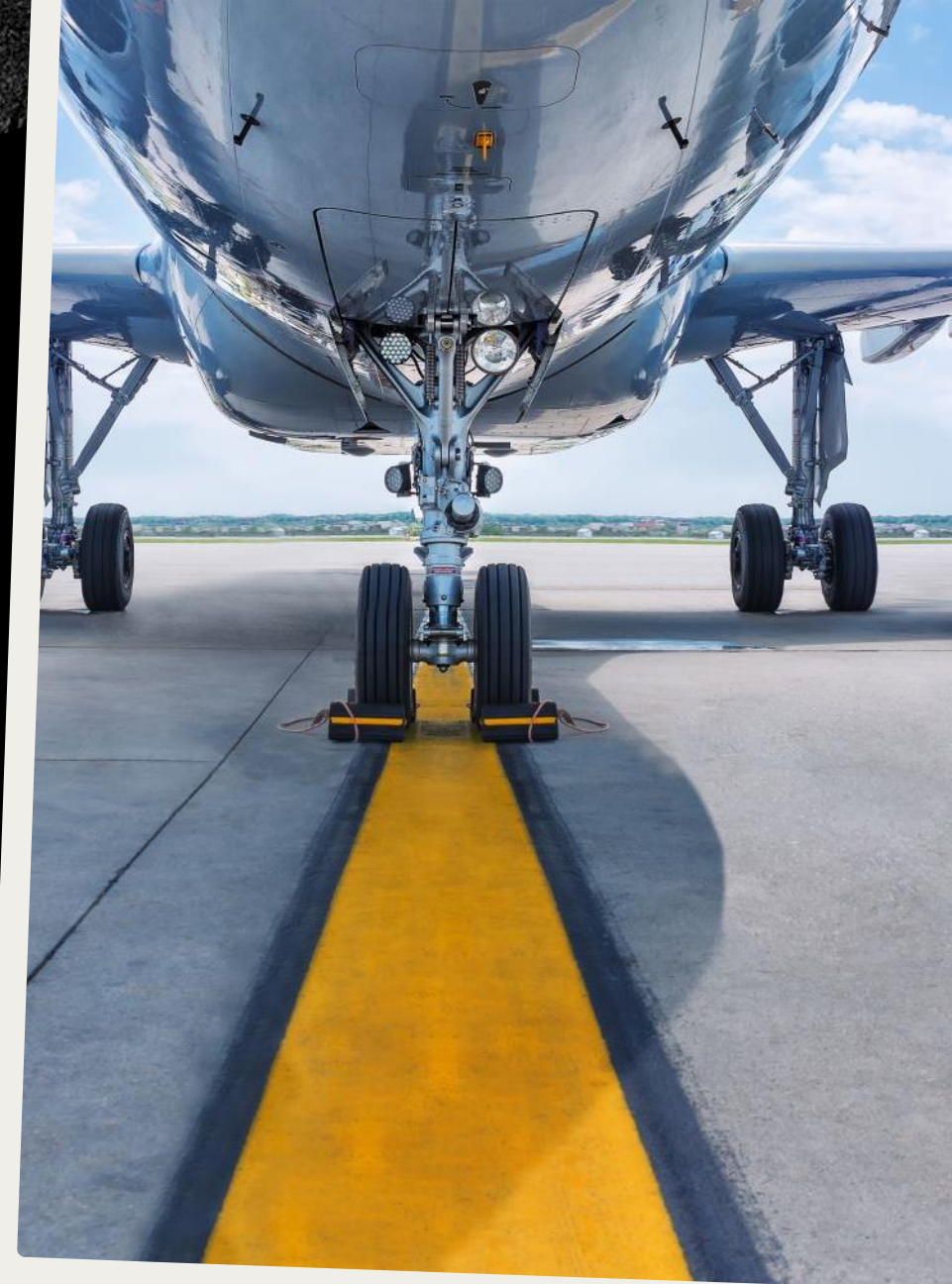
- Lockheed Martin
- Boeing
- Ford Motor Company
- Hilton Hotel

WITH VR, HILTON CAN REDUCE
IN-CLASS TRAINING FROM

4 HOURS TO
20 MINUTES*

AFTER TEAM MEMBERS
WENT THROUGH VR TRAINING,

87% CHANGED THEIR
BEHAVIOR*



Virtual Reality Learners

4x

faster to train than in
the classroom

275%

more confident to apply skills
learned after training

3.75x

more emotionally connected to
content than classroom learners

4x

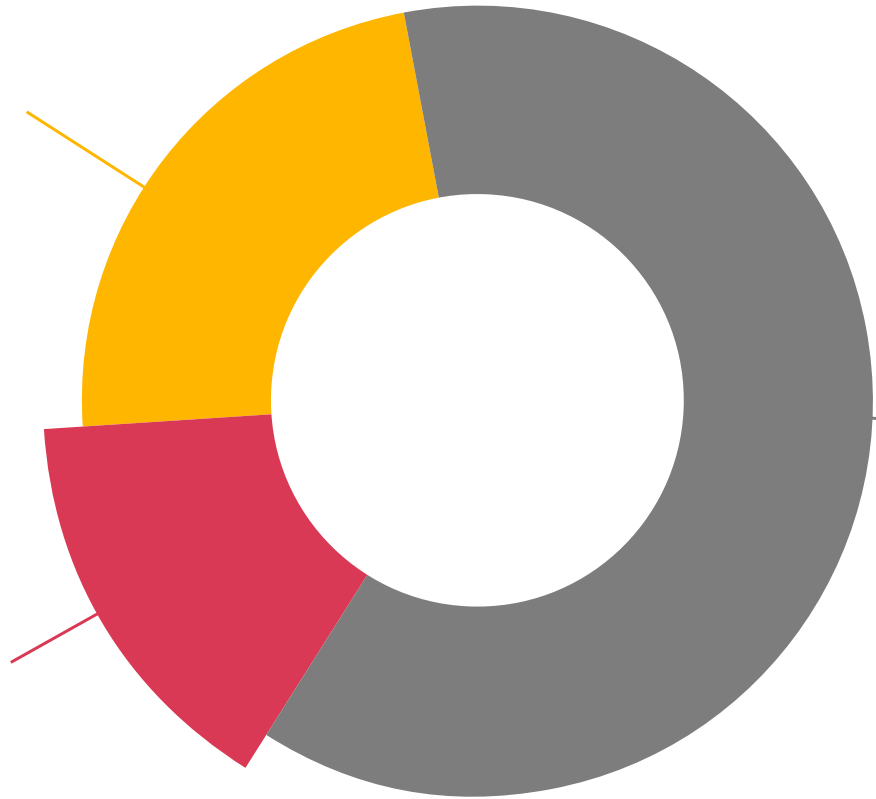
more focused than their
e-learning peers

Completion Time for Training

E-learn
45 minutes

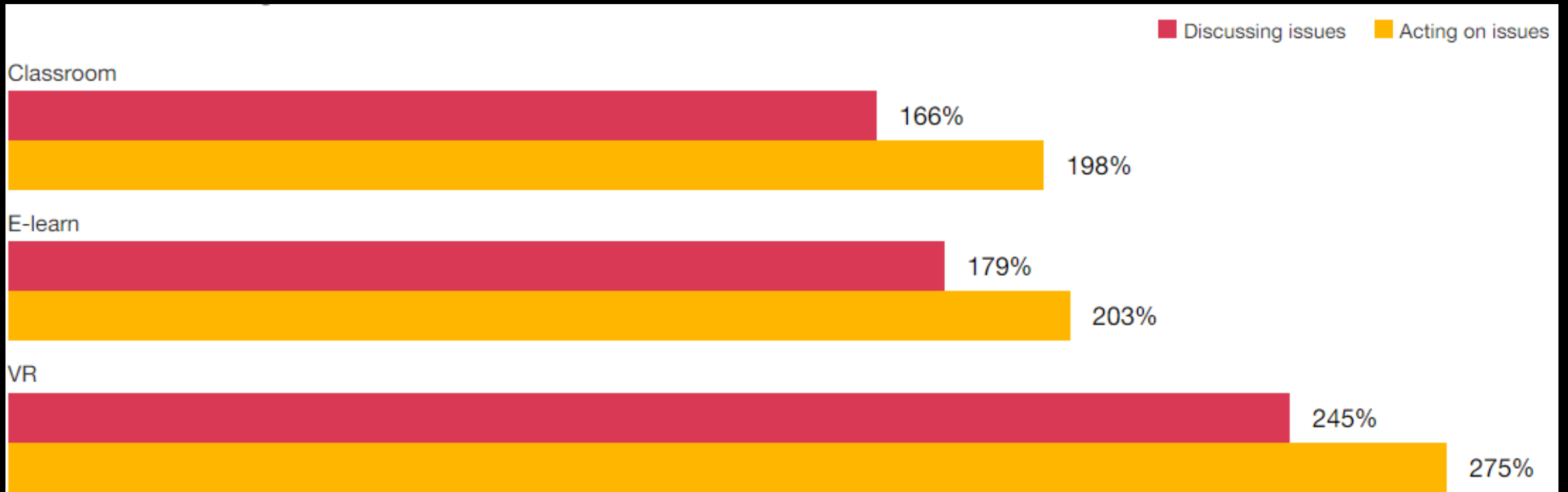
VR
29 minutes

Classroom
2 hours



Source: PwC VR Soft Skills Training Efficacy Study, 2020

Confidence After Training



Source: PwC VR Soft Skills training Efficacy Study, 2020



Source: PwC VR Soft Skills training Efficacy Study, 2020

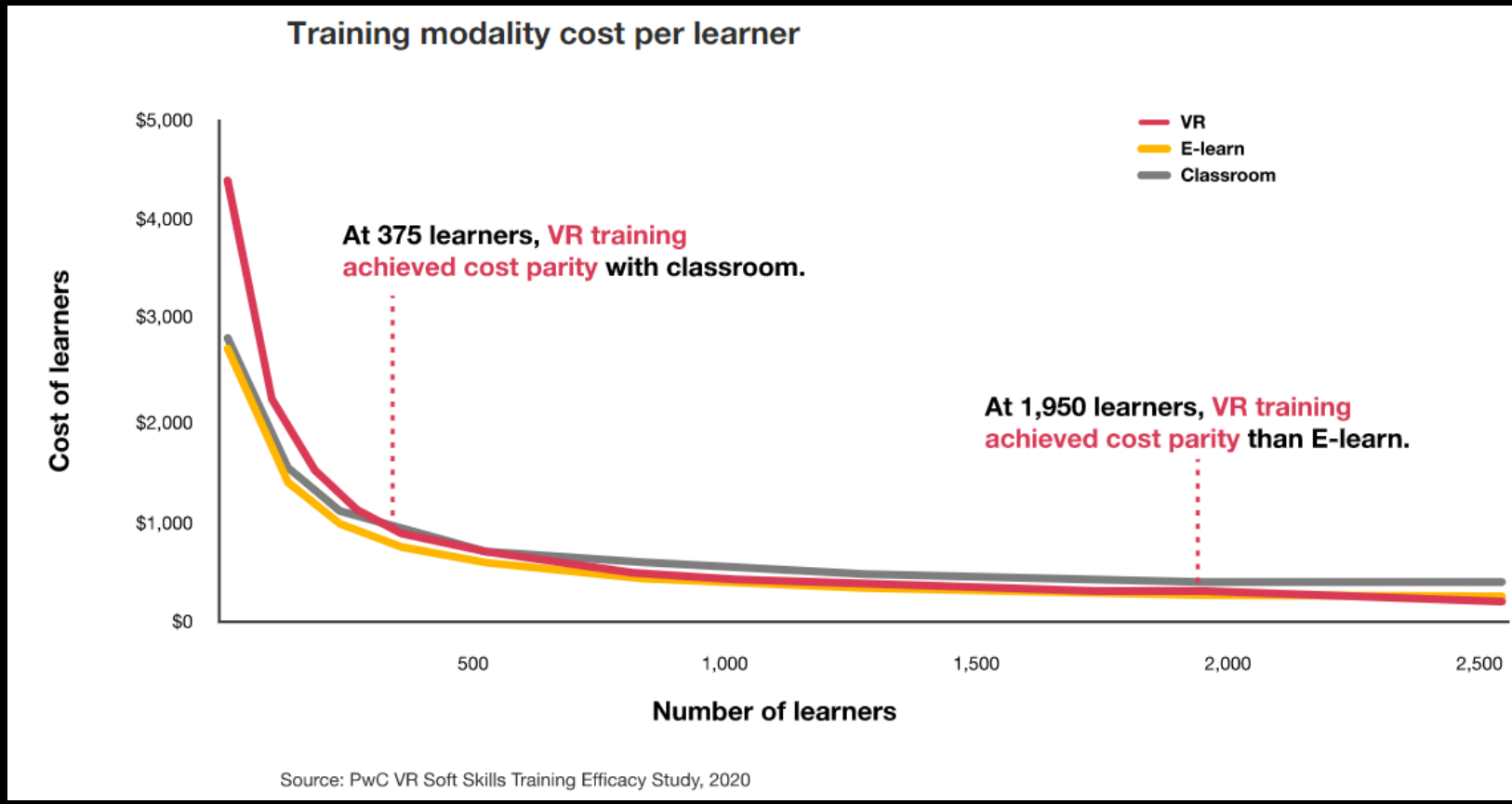
Emotional Connection to Content Learned

Trainee Focus

	Classroom	E-Learn	VR
How many times were you multitasking or distracted during this experience?	0.78	1.93	0.48
How many minutes do you estimate it took to get back on task?	1.00	2.63	0.48

Source: PwC VR Soft Skills Training Efficacy Study, 2020

Cost-Effectiveness of Training Through Virtual Reality



A futuristic, blue, metallic robot leg is shown in a dynamic, walking-like pose. The leg is highly detailed with various joints and segments, and it is illuminated with a bright blue light. The background is dark and filled with a dense, glowing digital data pattern, suggesting a virtual or high-tech environment. The overall aesthetic is sleek and advanced.

VR is the future of training