

The Importance of Virtual Reality Technology and Digital Improvements in Education in the Workplace

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Aim of the Project

The Aim of the project is to look at companies that have implemented Virtual Reality Technology for training purposes as the world is becoming more advanced with technology. This dissertation also looks at why Virtual Reality will be hugely popular in training programs in the future.

Background

The background information of this dissertation is to figure out if Managers and Employees that are using traditional training methods such as on site or off site with a training specialist think that the methods are value for money or that they are not being as effective anymore.

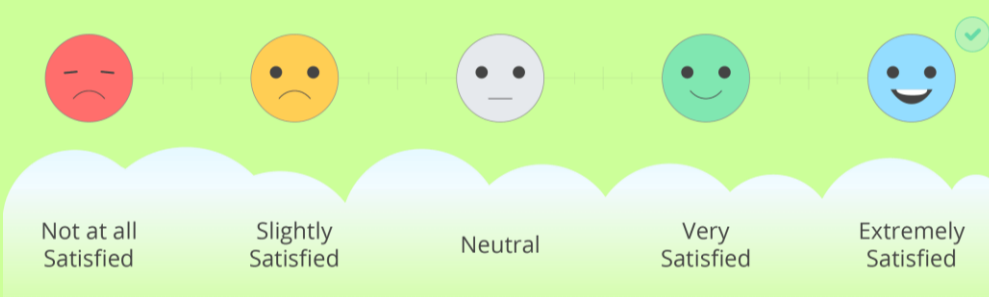


Figure 1. Meter to show how employees rate current training

Managers and Employees were then asked if they think Virtual Reality has a place for training purposes in the future and 80% said they think it will help in the future.

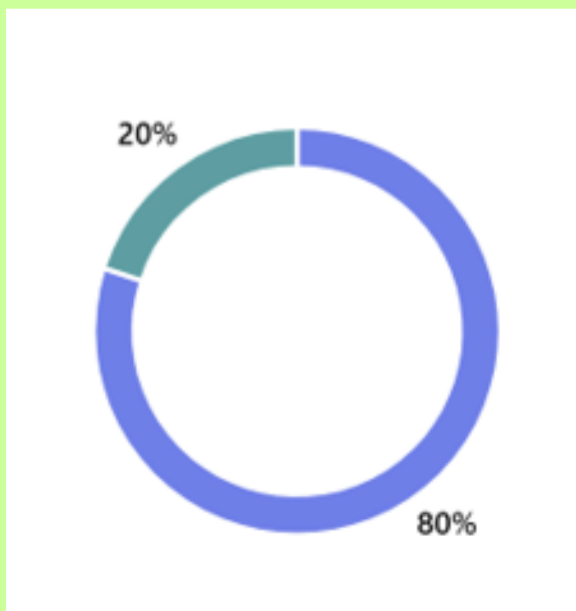


Figure 2. Pie chart showing 80% of participants agree that Virtual Reality can help training

Objectives

1. Perform literature review of the Importance of Virtual Reality Technology and Digital Improvements in Education in the Workplace
2. Explore the effectiveness of current training methods used
3. Explore the Advantages and Disadvantages of Virtual Reality
4. Explore how Virtual Reality can be implemented into the workplace for training



Figure 3. Training in the workplace



Figure 4. Training using Virtual Reality

Advantages & Disadvantages

Advantages

1. Reduces risk for areas in high-risk training such as working at height as all trainings are simulated
2. No travel expenses due to not sending employees away on off-site training
3. Overall cost of training sessions will be decreased as no third party will have to be paid to train employees once Virtual reality is implemented in the workplace



Figure 5. Advantage and Disadvantage scale

Disadvantages

1. Initial cost of Virtual Reality software and hardware may be expensive
2. Lack of knowledge may affect companies from implementing the technology for training
3. Resistance to change as companies feel that current training is effective and won't want to change

Results

The results acquired were produced from a survey handed out to companies to gather data and opinions on Virtual Reality.

The use of graphs below help to produce a picture of how companies feel about Virtual Reality and current training methods used.

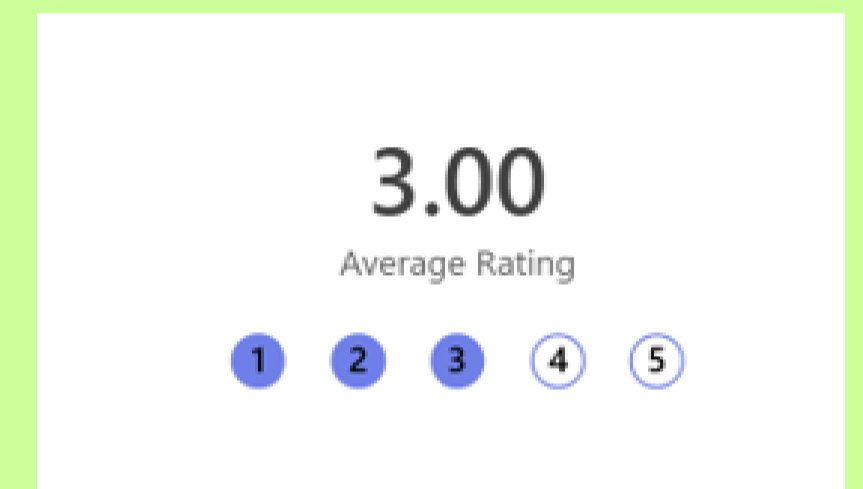


Figure 6. Reveals how companies feel about traditional training methods

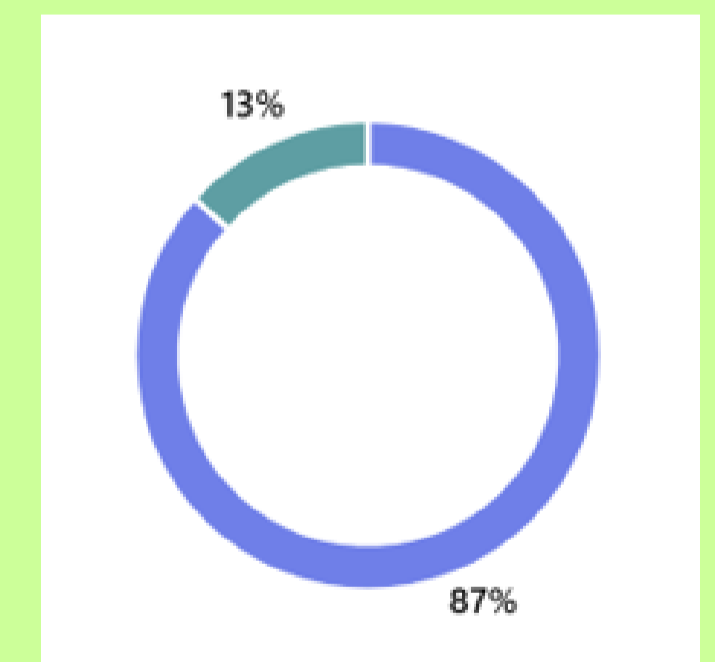


Figure 7. Displays 87% of companies agreed that Virtual Reality will make training for high risk areas safer