

PROJECT NOTIFICATION

Reference No.: 317

Date of Issue	22 February 2024
Project Code	24-IP-18-GE-TRC-A
Title	Training Course on Applications of Virtual and Augmented Reality
Timing	23 April 2024–26 April 2024
Hosting Country(ies)	Republic of Korea
Venue City(ies)	Not Applicable
Modality	Online
Implementing Organization(s)	Korea Productivity Center and APO Secretariat
Participating Country(ies)	All Member Countries
Overseas Participants	38
Local Participants	12
Closing Date	5 April 2024
Remarks	Not Applicable

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Rationaleefficiency in multiple sectors. It also represents a forward-thinking initiative to equip APO members with cutting-edge technological capabilities. VR/AR technologies stand at the forefront of the Fourth Industrial Revolution, offering unprecedented opportunities. By imparting knowledge of these advanced technologies, the APO aims to advance its mission of promoting sustainable productivity growth, thereby contributing to the socioeconomic development of its members.VR and AR technologies have been rapidly evolving, impacting various sectors and providing new ways of experiencing products and services. A significant shift is observed in how these technologies enhance training, product design, and customer engagement. A 2020 PwC report highlighted the transformative power of VR and AR have the potential to significantly impact global GDP, with estimates of up to USD1.5 trillion by 2030. That report clearly indicated how VR/AR technologies could disrupt traditional business models and create new opportunities for growth, innovation, and productivity.TopicsBasics of VR/AR: Concepts, hardware, and business; Building VR/AR environments: Design and interaction; Strategic and business; Building VR/AR environments: Design and interaction; Strategic and business; Building VR/AR; and AI integration and future trends, and integrate VR/AR solutions in gravital applications, learn about its strategic implementation and future trends, and integrate VR/AR solutions in dustres.	Objectives	and their transformative impact across various sectors; learn about VR/ AR applications in various sectors and their impact on productivity; and examine VR/AR project management and foresight, ethical
Backgroundsectors and providing new ways of experiencing products and services. A significant shift is observed in how these technologies enhance training, product design, and customer engagement. A 2020 PwC report highlighted the transformative power of VR and AR for businesses and the economy as a whole, and how VR and AR have the potential to significantly impact global GDP, with estimates of up to USD1.5 trillion by 2030. That report clearly indicated how VR/AR technologies could 	Rationale	efficiency in multiple sectors. It also represents a forward-thinking initiative to equip APO members with cutting-edge technological capabilities. VR/AR technologies stand at the forefront of the Fourth Industrial Revolution, offering unprecedented opportunities. By imparting knowledge of these advanced technologies, the APO aims to advance its mission of promoting sustainable productivity growth, thereby
digitalization, this online course is designed to enhance the capabilities of participants to apply innovative VR/AR solutions in areas like education, healthcare, and business, thereby enhancing operational productivity and fostering technological advances.TopicsBasics of VR/AR: Concepts, hardware, and software; VR/AR in education, healthcare, and business; Building VR/AR environments: Design and interaction; Strategic and ethical aspects of VR/AR; and AI integration and future trends in VR/AR.OutcomeParticipants will understand VR/AR and its cross-sectoral applications, learn about its strategic implementation and future trends, and integrate VR/AR solutions effectively in various organizational contexts.	Background	sectors and providing new ways of experiencing products and services. A significant shift is observed in how these technologies enhance training, product design, and customer engagement. A 2020 PwC report highlighted the transformative power of VR and AR for businesses and the economy as a whole, and how VR and AR have the potential to significantly impact global GDP, with estimates of up to USD1.5 trillion by 2030. That report clearly indicated how VR/AR technologies could disrupt traditional business models and create new opportunities for growth, innovation, and productivity.
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	Outcome	learn about its strategic implementation and future trends, and integrate
	Qualifications	

Please refer to the implementation procedures circulated with this document for further details.

Dr. Indra Pradana Singawinata Secretary-General