Level *Up*

MASTER YOUR DIGITAL SKILLS

How can I utilize AR & VR in my virtual training

ICT Skills

Robocoast

COURSE OVERVIEW

Virtual reality (VR) and augmented reality (AR) introduce participants to the use and possibilities of VR and AR technologies in developing digital skills. The course covers the basic principles of VR and AR, practical examples, and their applications in SMEs. Participants will receive tips and tools on how to utilize these technologies in their own activities, which will improve their digital capabilities and innovativeness
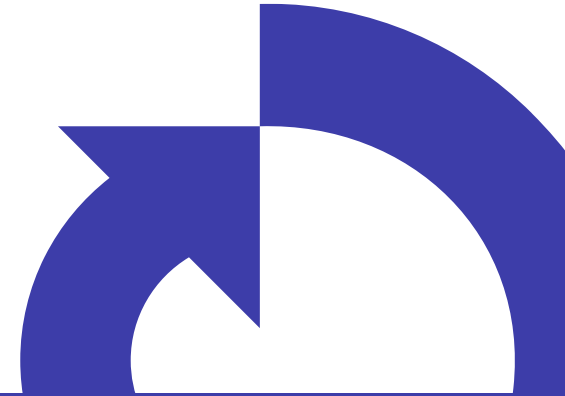
OUR GOALS

1.**Understanding VR and AR Technologies**: Equip participants with a solid understanding of VR and AR technologies, including their basic principles, differences, and applications in various fields.

2.**Practical Application in Business**: Enable participants to identify and implement innovative ways to use VR and AR technologies in small and medium-sized enterprises (SMEs) to enhance customer experiences, improve product presentations, and streamline training processes.

3.**Enhancing Digital Skills**: Develop participants' digital skills by providing practical insights, examples, and tools for integrating VR and AR into their professional practices, thereby increasing their technological proficiency and adaptability.

COURSE DESCRIPTION

Discover the potential of Virtual Reality (VR) and Augmented Reality (AR) in enhancing educational experiences and business operations with our comprehensive course. Designed for professionals and educators, this course delves into the fundamentals of VR and AR technologies, exploring their practical applications and transformative potential.

1. **In-depth Understanding**: Learn the core principles of VR, AR, and Extended Reality (XR), including how these technologies differ and complement each other.

2. **Real-world Applications**: Explore a variety of use cases from around the world, including examples from Finland, to see how VR and AR are revolutionizing fields like real estate, interior design, and training simulations.

3. **Business Integration**: Identify innovative ways small and medium-sized enterprises (SMEs) can leverage VR and AR to enhance customer experiences, product demonstrations, and employee training.

4. **Hands-on Experience**: Engage with practical examples and simulations to understand the implementation and benefits of 360-degree technologies and simulators.

5. **Resource Toolkit**: Receive a curated list of tips and tools for incorporating VR and AR into your business or educational practices, enhancing your digital skills and technological proficiency.

COURSE INFO

Location	**Online, Microsoft Teams**
Date	**6.6.2024**
Time	**14.00 – 15.00**
Duration	**1 hours**
Cost	**Participation is fully funded by the European Union, within the framework of the Level Up project.**

Susanna Sankala

Susanna Sankala is Chief Learning Officer, Digital Competence Trainer, Qualified Subject Teacher and the owner of Sunfish Finland Oy. She has wide experience of Competence Development and strategic level Learning Leadership in governmental and private sector. She aims to teach and inspire people in Learning and Teaching Skills in Digital Environments.

Level Up

Enroll Now

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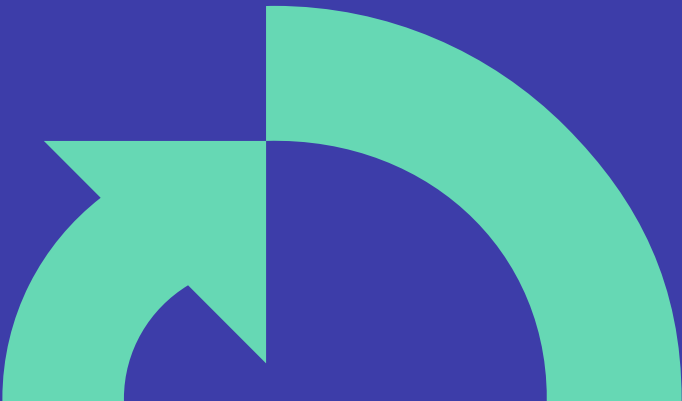
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