DIGITAL LEARNING & training market

NEW

CONFERENCE & EXHIBITION

E-LEARNING FUSION

8th EDITION

12–13 November 2024

WARSAW

e-learning fusion

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Topic:

Extended Reality Hardware Through the Ages

Status Quo and Future Outlook for Digital Learning

Organizer:

Digital Learning Centre

SCHENKER
SOLUTIONS

E-LEARNING FUSION Warszawa

12 NOV **2024**

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Sr. Product Manager
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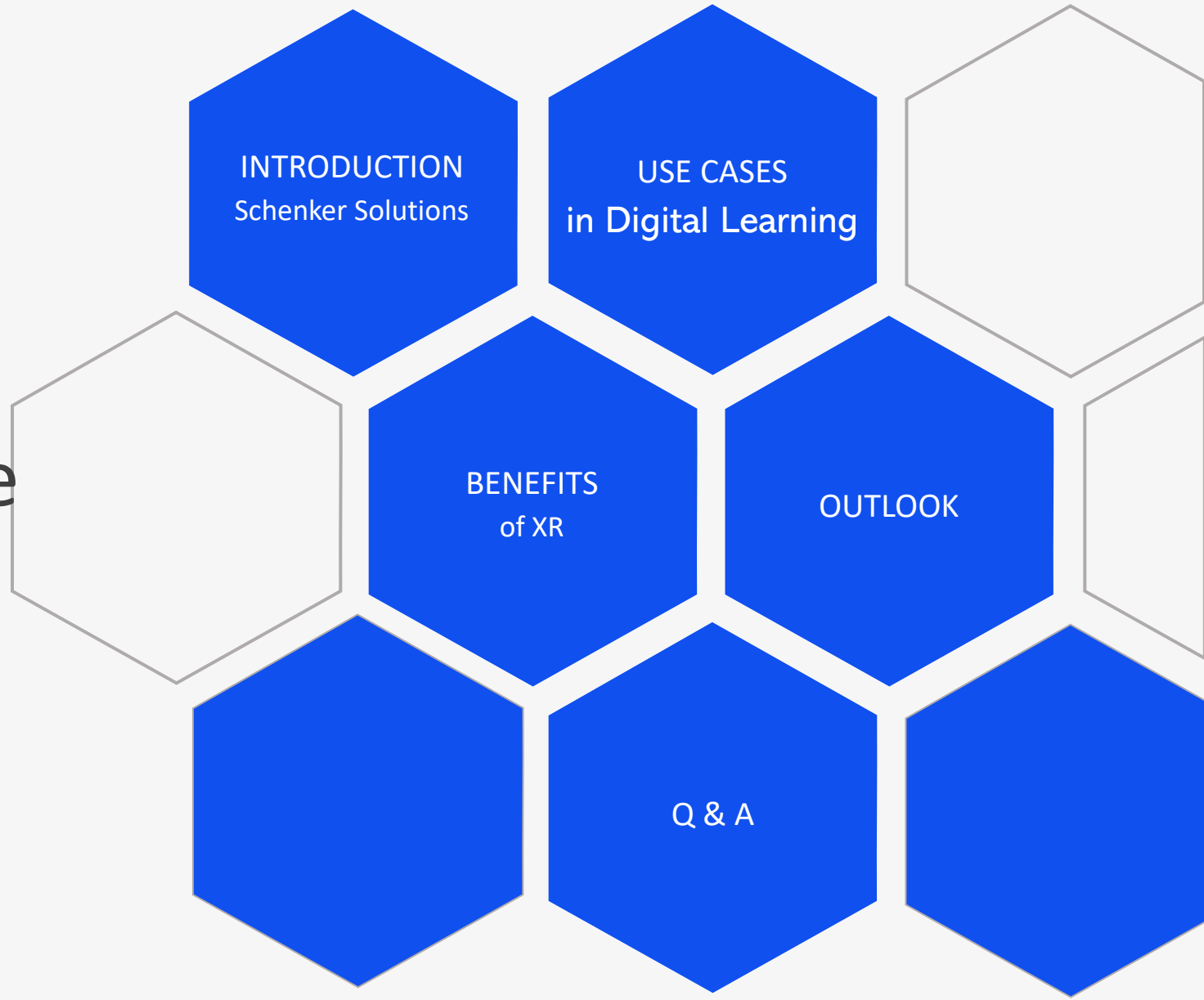
INDIVIDUAL SOLUTIONS
FOR INNOVATIVE CLIENTS

EXTENDED REALITY HARDWARE THROUGH THE AGES

Status Quo and Future Outlook for Digital Learning



SCHENKER SOLUTIONS

SCHENKER TECHNOLOGIES LAPTOPS & DESKTOP-PCS – MADE IN LEIPZIG

- We have been developing and producing high-performance, individually configurable laptops and desktop PCs since 2002.
- With our own product brand SCHENKER, we focus on professional users and commercial customers.
- Our laptops and customer support have received multiple awards from the trade press.

SCHENKER TECHNOLOGIES

SCHENKER SOLUTIONS VALUE-ADDED-DISTRIBUTOR FOR EXTENDED REALITY

- Since 2015, we have built up our expertise and an extensive network and product portfolio in the areas of Virtual, Augmented and Mixed Reality.
- Since then, we have been advising our customers according to their needs and distributing customized XR solutions throughout Europe and worldwide.

SCHENKER SOLUTIONS PICO Meta VIVE VARJO MagicLeap Microsoft VUZIX

SCHENKER SOLUTIONS OUR SOFTWARE PARTNER NETWORK

- We have developed partnerships and collaborations with software providers and are intensifying our cooperation with ISVs for specialized end-customer solutions depending on their use-case.
- In this context we also joined forces with iPro E-Learning in Poland.

iPro VR
IMMERSIVE E-LEARNING

SCHENKER SOLUTIONS inside360 group tinalp HOLOLIGHT present4D JOIN XR VRdirect

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HOLLISTIC IT AND XR SOLUTIONS

- In addition to bundling hardware components for the delivery of complete turnkey solutions, we offer our customers additional services, such as
  - pre-installation of special software
  - device integration into MDM systems
  - customization of devices using multicolor printing or laser engraving.

SCHENKER SOLUTIONS · workplace from Meta · VIVE BUSINESS+ · PICO business · ManageXR · ArborXR

USE CASES

Extended Reality (XR) in the Context of Digital Learning and Resulting Advantages

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USE CASE
IMMERSIVE TRAININGS AND E-LEARNING

- Virtual Reality and Mixed Reality offer realistic immersive training scenarios, in which users behave and react like they would in real life.
- XR trainings are being used without the risks and high costs of physical training facilities.
- This allows employees to work safely in simulated environments while getting realistic training results.
- Recommended Devices:
  - Nowadays Standalone XR, like PICO 4 Ultra Enterprise, Meta Quest 3 or HTC VIVE XR Elite, as they are fully mobile, versatile (Streaming) and affordable - also in bigger fleets.
- Suitable Accessoires:
  - Integrated Eye- or Hand Tracking
  - Feet or object trackers from PICO or HTC VIVE
  - Haptic Gloves from MANUS or SenseGlove
  - UVISAN or Cleanbox UVC disinfection cabinets

PICO

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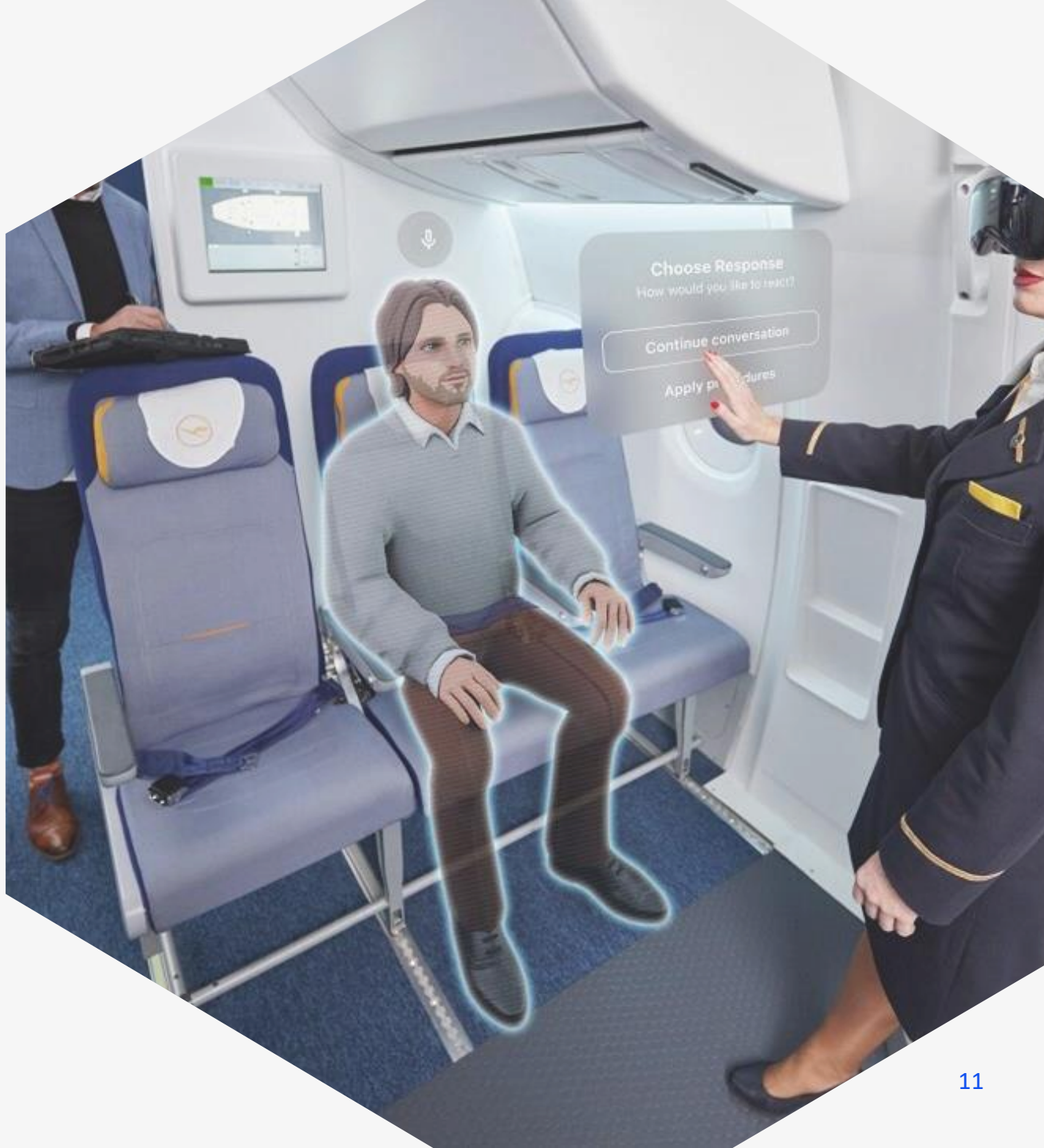
USE CASE
IMMERSIVE TRAININGS AND E-LEARNING

- XR Training Platforms, e.g.
  - SynergyXR (DEN)
  - PIXO VR (USA)
  - TÜV SÜD ivee (GER)
  - GWPro (VAE)
  - Uptale (FRA)
  - 3spin Learning (GER)
  - Warp VR (NED)
  - iPro VR (POL)

- References:
  - Lufthansa Aviation Training by NMY
  - DB Training



USE CASE
HR ONBOARDING AND SOFT SKILL TRAINING

- VR offers immersive onboarding experiences, allowing new hires to engage with company culture and processes interactively.
- VR onboarding reduces training time and costs while boosting employee engagement, retention, and performance.
- Soft skills training in VR simulates real-life scenarios, helping employees practice communication, leadership, and conflict resolution.
- Recommended Software:
  - Bodyswaps (UK)
  - VirtualSpeech (UK)
  - VR EasySpeech (GER)
  - Talespin (USA)
  - Lumium (GER)

bodyswaps

VIRTUALSPEECH

TALESPIN

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USE CASE
COLLABORATION AND REMOTE WORK

- VR improves collaboration through virtual meetings and presentations in 3D spaces, but also virtual tours.
- Companies can efficiently network globally distributed teams without the need for physical travel or expensive conference rooms.
- MDM systems ensure that these VR applications work securely and seamlessly on all mobile devices used, regardless of where the team members are located.
- Recommended Software:
  - Engage
  - VIVE Sync
  - Arthur
  - MeetinVR
  - Glue
  - JoinXR

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USE CASE
MAINTENANCE AND REMOTE SUPPORT

- AR technologies enable technicians to carry out repairs in real time with the help of AR-supported overlays.
- With an MDM system, companies can centrally manage, configure and secure all mobile devices used for the maintenance process.
- This ensures that only authorized employees have access to sensitive data and tools, while also reducing downtime through optimized maintenance.
- Recommended Devices:
  - Standalone AR, like Microsoft Hololens 2, Magic Leap 2, Realwear Navigator 520, VUZIX Blade or M4000 (also Helmet-mounted)
- Recommended Software:
  - TeamViewer AR Assist, Magic Leap Assist, Microsoft Dynamics 365 Remote Assist

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BENEFITS

Extended Reality (XR) in the Context of Digital Learning **and Resulting Advantages**

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BENEFITS

- **Cost savings**

  XR reduces training, travel, prototyping and maintenance costs. This saves companies resources in the long term.

- **Increased efficiency**

  XR optimizes workflows and accelerates decision-making. MDM systems help to ensure that all end devices in use are managed efficiently, that software updates run smoothly and that potential security risks are minimized.

- **Improved training and learning processes**

  XR enables companies to provide realistic training. This leads to more efficient and safer training environments.

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BENEFITS

- **Risk reduction**

  XR technologies minimize risks by simulating dangerous or expensive real-world scenarios.

- **Improved customer retention and user experience**

  Through XR, companies can offer their customers an immersive and interactive experience. This builds trust and leads to greater customer loyalty.

- **Sustainability and resource conservation**

  XR technologies enable companies to save resources by reducing the need for physical prototypes and travel.

- **Optimized management and control**

  MDM systems enable companies to centrally deploy, monitor and manage XR applications and content on all mobile devices. This makes it easier to manage large device fleets, improves operational security and reduces IT overhead.

OUTLOOK

Extended Reality (XR) in the Context of Digital Learning **– Quo vadis?**

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THANK YOU!

www.schenker-solutions.com

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Q&A

YOUR QUESTIONS

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Head of Business Management XR

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cornerstone

etutor

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4system

ReadSpeaker pioneering voice technology

Preply Business

TALENT CHASE

Pearson

mondly by Pearson

GENESYS

SCHENKER SOLUTIONS

CoachWise™

Adaptemy

Collaborator

SDG

udemy

PICO

PARTRONAT MERYTORYCZNY

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NCBR National Centre for Research and Development

Polsko-Japońska Akademia Technik Komputerowych

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HRM RAZEM