**Satakunta University of Applied Sciences**

Training Brochure

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**VR,AR & Gamification**

**in smart manufacturing**

Title:

The exciting worlds of virtual and augmented realities

Description:

Virtual and augmented reality (VR and AR) have been around for a while now. As a concept VR is quite old, but only very recently it has become an available cost-wise to general public. VR actually dates as far as back to mid of 1800s but when compared to today’s VR we are at a different level. Today we have a possibility to create astonishing virtual worlds that can be photorealistic and almost touchable true like. Equipment to experience the VR varies and, in this training, we explain and demo different equipment that is out there.

We also explain and test the possibilities of AR and gamification. The training will demo what is VR, what kind of applications there are from commercial but also from industrial perspective, how to create content for such platform from 360-video to 3D-environment, gamification as a learning and rehabilitating tool and more.

Join the exciting adventure to see what the new technology has already to offer but also what the future looks like and what it will bring with it.

~~Start~~ Publish date:

22.3.2021 at 13.00 (CET)

Time consumption:

4–8h

Location:

Web

Registration link:

[https://elomake.samk.fi//lomakkeet/11518/lomakkeet.html](https://elomake.samk.fi/lomakkeet/11518/lomake.html)

Price:

Free

Software used:

Youtube, Unity

Learning objectives:

There are so many things to learn and understand what comes to VR and AR. By participating in this training, you will gain holistic understanding about what these relatively novel technologies are capable now and what the future holds.

Learning outcomes of this training

1. Holistic understanding of VR and AR.
2. Knowledge about commercial and industrial applications.
3. Understanding how virtual content can be created.
4. Understanding of what gamification is and how to use it

Structure of the training

1. VR commercial applications
2. VR industrial application demo
3. 360 video
4. Creation of 3D-modeled environment
5. AR explained
6. Gamification
7. Demo tour at Satakunta University of Applied Sciences

Who should enroll:

Teachers and educators who’d like to understand possibilities of new technology and how to harness it in teaching.

Why choose this trainings:

VR and AR are two industries that are massively evolving year by year. Possibilities of these technologies are endless. If you do not know what VR and AR stand for or how they work, this training is MUST just for you. Also, if you are interested how to enhance learning by gamification, this training is just what you are looking for.

Skills and knowledge gained:

Holistic understanding of VR and AR technologies and gamification.

Lecturer:

Peter Virtanen, Full-time lecturer, Satakunta University of Applied Sciences

Janika Tommiska, Full-time lecturer, Satakunta University of Applied Sciences

Certificate:

Participants in the VR, AR and gamification in smart manufacturing training will receive a Talentjourney certificate with the trainers´ signature.

Reflect, learn and internalize:

Participants will develop their ability to recognize the potential of VR, AR and gamification in smart manufacturing. They will understand the benefits and limitations of these technologies. Participants will be encouraged to find new ways, how to utilize VR, AR and gamification related to their own areas of interest.