

Training Course on Transforming the Workplace and Learning Experiences with AR and VR

Professional Development Training Course Outline

Category	Development	Duration	5 Days
Base Fee	\$1,500 USD	Delivery Mode	Online / On-site Hybrid

Course Introduction

In today’s rapidly evolving digital landscape, Augmented Reality (AR) and Virtual Reality (VR) are revolutionizing how organizations approach workplace innovation, professional training, and immersive learning. These technologies are no longer futuristic concepts but practical tools reshaping employee engagement, knowledge retention, and on-the-job productivity. As remote work and hybrid environments become the norm, leveraging immersive technologies ensures that companies stay competitive, adaptive, and ready to empower a tech-forward workforce.

Training Course on Transforming the Workplace and Learning Experiences with AR and VR provides a future-focused, interactive experience designed to equip learners, educators, and business professionals with the strategies and tools needed to integrate AR and VR effectively. From onboarding to advanced simulations, participants will discover how to apply mixed reality solutions, develop interactive training environments, and use real-time collaboration tools to drive impactful outcomes across various industries.

Programme Curriculum

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Course Objectives

1. Understand the fundamentals of immersive technologies in corporate and educational environments.
2. Explore current and emerging AR/VR trends in workplace training and development.
3. Design engaging augmented training simulations for employee skill development.
4. Leverage virtual onboarding experiences to increase retention and productivity.
5. Analyze the ROI of VR-based learning experiences in enterprise settings.
6. Apply AI-enhanced XR tools for adaptive learning pathways.
7. Create inclusive and accessible mixed reality learning solutions.
8. Evaluate hardware and software options for scalable implementation.
9. Integrate gamification strategies into virtual learning content.
10. Understand spatial computing and its role in workforce training.
11. Develop a framework for AR/VR content creation and deployment.
12. Navigate ethical considerations and data privacy in immersive tech.
13. Forecast future developments in workplace transformation through XR.

Target Audience

1. Corporate Trainers
2. Learning & Development Specialists
3. Human Resource Professionals
4. eLearning Designers
5. Educators and Academic Leaders
6. Tech Entrepreneurs
7. Instructional Designers
8. Innovation and Digital Transformation Leaders

Course Duration: 5 days

Course Modules

Module 1: Introduction to AR and VR in Modern Workplaces

- Overview of immersive technologies
- Evolution and market trends
- Key terminology (AR, VR, MR, XR)

- Use cases in workplace learning
- Value proposition and benefits

Module 2: Designing AR/VR Learning Experiences

- Instructional design for immersive content
- Tools for AR/VR creation
- Aligning with learning objectives
- Developing storyboards and scenarios
- UX considerations in immersive learning

Module 3: Implementation Strategy

- Building an AR/VR roadmap
- Budget and resource planning
- Stakeholder buy-in and communication
- Selecting vendors and platforms
- Change management techniques

Module 4: Gamification and Engagement

- Psychology of gamification
- Using VR to boost motivation
- Scenario-based gamified content
- Leaderboards and performance tracking
- VR game engines and platforms

Module 5: Evaluation and ROI Metrics

- Measuring engagement and retention
- Data collection and learning analytics
- Success case methodologies
- Business impact assessment
- Continuous improvement strategies

Module 6: AR/VR Tools and Platforms

- Overview of leading platforms (Unity, Unreal, Zappar)
- Mobile vs. headset-based AR
- Integrating AI and machine learning
- Accessibility and cross-device compatibility
- Emerging tools and open-source options

Module 7: Ethical, Legal, and Safety Considerations

- Data privacy in immersive learning
- Digital well-being and screen time
- Bias in simulations and AI
- Accessibility and inclusivity laws

- Workplace safety and VR

Module 8: Future of Work and Learning with XR

- Digital twins and remote collaboration
- AI-powered virtual assistants
- Metaverse integration in training
- Predicting future trends
- Building XR leadership teams

Training Methodology

- Interactive lectures
- case studies
- collaborative group work
- real-time AR/VR simulations
- hands-on labs
- access to demo tools and cloud-based learning platforms.

Register as a group from 3 participants for a Discount

Send us an email: info@fineskilltrainingcenter.org or call +254769199797

Certification

Upon successful completion of this training, participants will be issued with a globally- recognized certificate.

Tailor-Made Course

We also offer tailor-made courses based on your needs.

Key Notes

- a. The participant must be conversant with English.
- b. Upon completion of training the participant will be issued with an Authorized Training Certificate
- c. Course duration is flexible and the contents can be modified to fit any number of days.
- d. The course fee includes facilitation training materials, 2 coffee breaks, buffet lunch and A Certificate upon successful completion of Training.
- e. One-year post-training support Consultation and Coaching provided after the course.
- f. Payment should be done at least a week before commence of the training, to Fineskill Training Center account, as indicated in the invoice so as to enable us prepare better for you.

Upcoming Scheduled Sessions

Start Date	End Date	Location	Price
21 Sep 2026	25 Sep 2026	Online	\$1,000
21 Sep 2026	25 Sep 2026	Physical	\$1,500
21 Sep 2026	25 Sep 2026	Physical	\$0
21 Sep 2026	25 Sep 2026	Physical	\$0
21 Sep 2026	25 Sep 2026	Physical	\$0
21 Sep 2026	25 Sep 2026	Physical	\$0
21 Sep 2026	25 Sep 2026	Physical	\$0
21 Sep 2026	25 Sep 2026	Physical	\$0

Ready to enroll or request a customized program? Book online or contact us:

Register Online Now

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