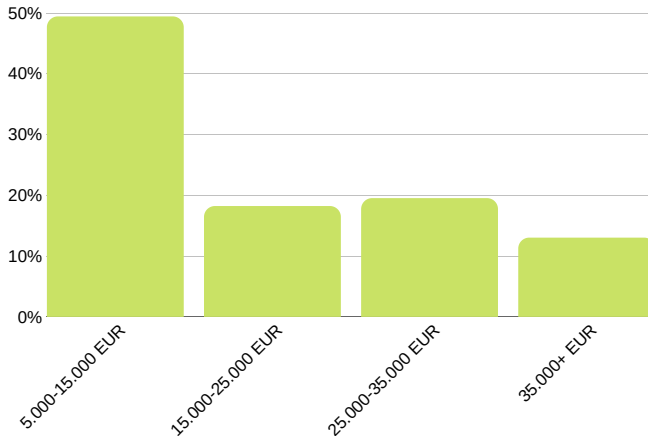


Innoactive®
VR TRAINING
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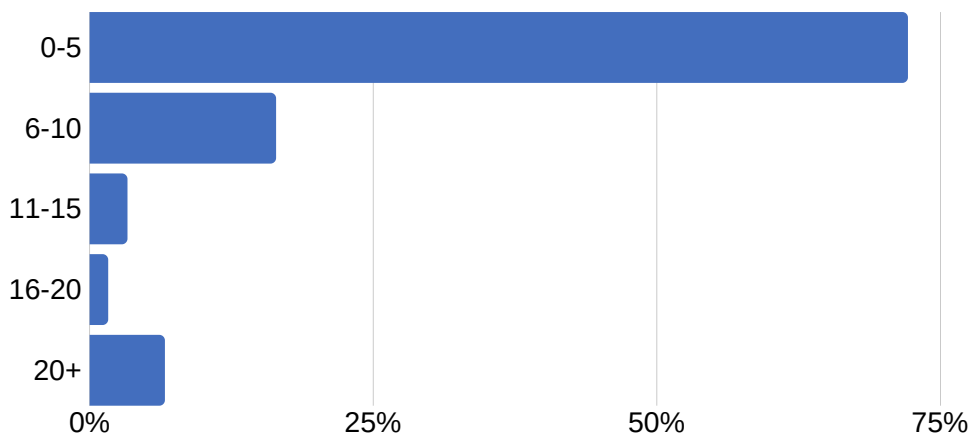
Poll Results

The presented results only represent votes of 50-80 participants and can serve solely as an indicator. They cannot and should not be compared to a thorough research.

How much would you charge / be willing to pay for a 5min VR training, fully immersive?



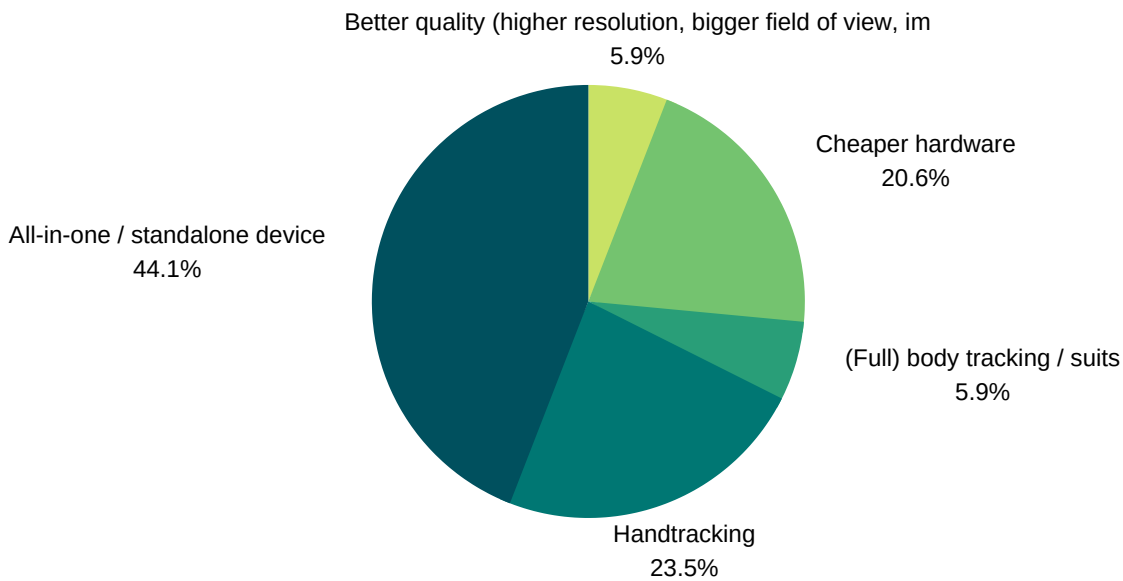
How many training apps do you plan to create until the end of the year?



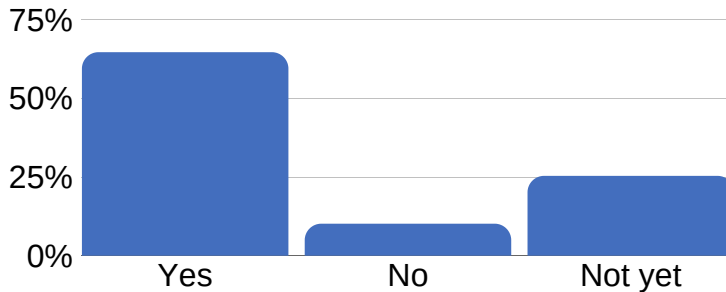
How are VR initiatives orchestrated in your organisation?

- 0.0% Lean/i4.0 dept.
- 70.0% By single VR Experts/teams in business/product divisions
- 10.0% By central training academy
- 0.0% By central IT dept.
- 20.0% By central Innovation dept.

Which "new" VR trends will have the biggest value for your VR training use cases?



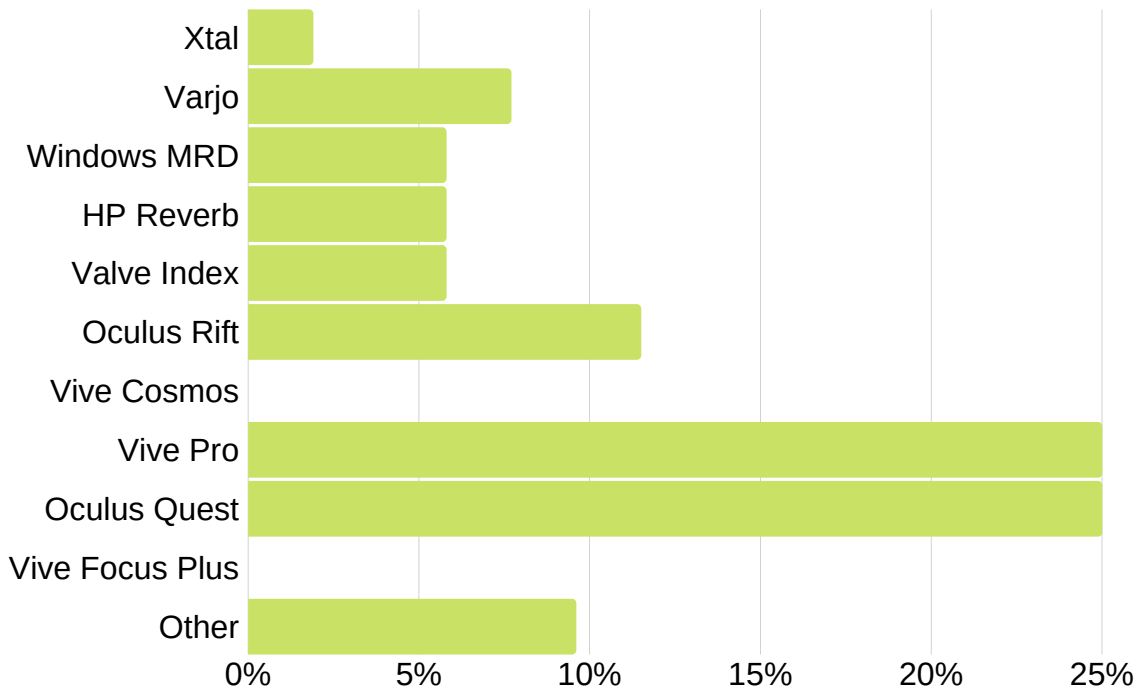
Were you ever involved in the design of a VR Training pilot?



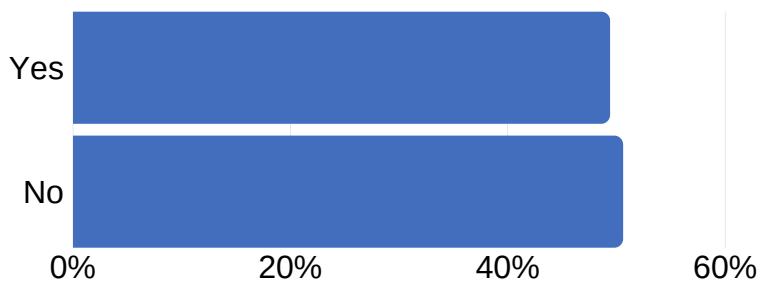
How do you distribute your VR training apps to various locations?

- 14.6% Oculus Store
- 12.2% Steam
- 2.4% Github
- 14.6% Services like Sharepoints
- 19.5% USB sticks
- 36.6% other

What hardware fits your needs?



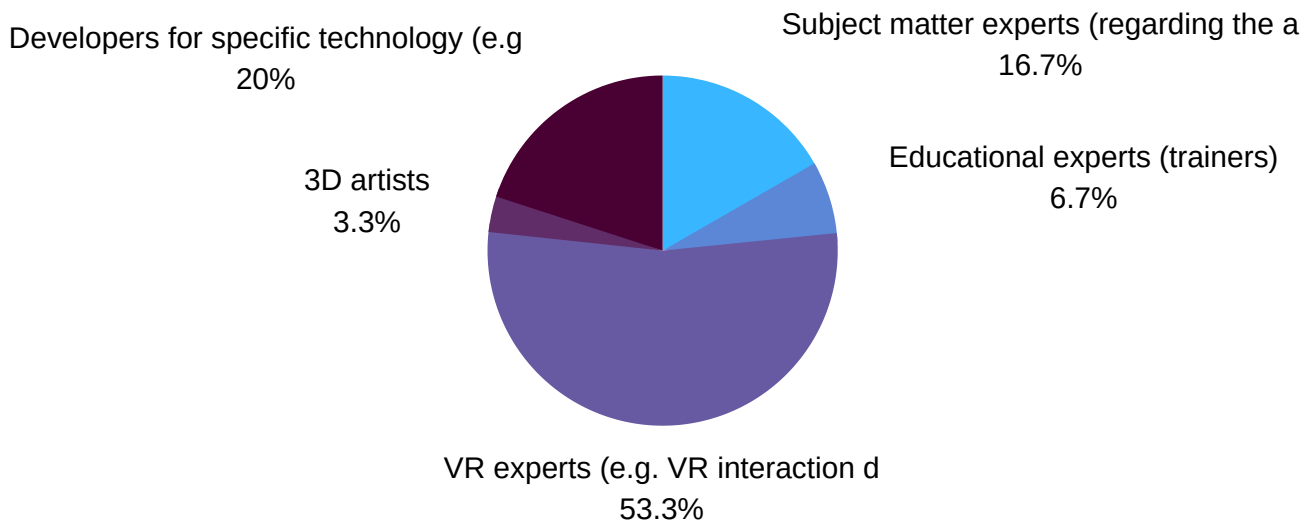
Are eye-tracking solutions or haptics ready to be used?



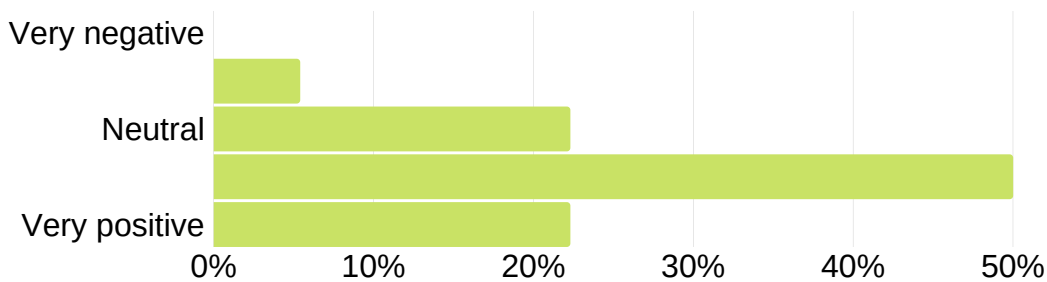
What kind of training do you use/offer?

- 40.8% Stand-alone VR28.
- 2% Blended Learning
- 22.5% Digital (Digital/E-learning)
- 8.5% Classic (Face to Face)

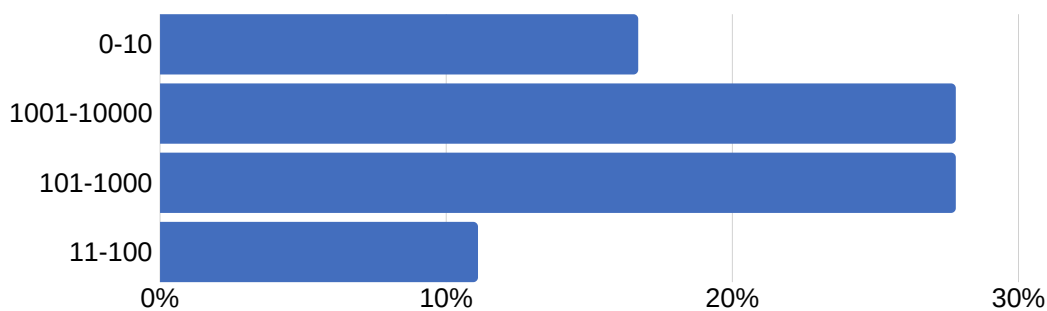
When creating a VR training app, which skills are the hardest to get (in an adequate quality)?



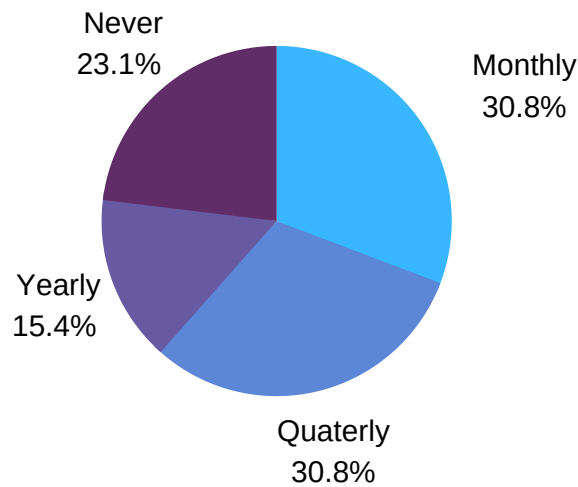
What net effect do you think COVID19 will have on the VR/AR industry?



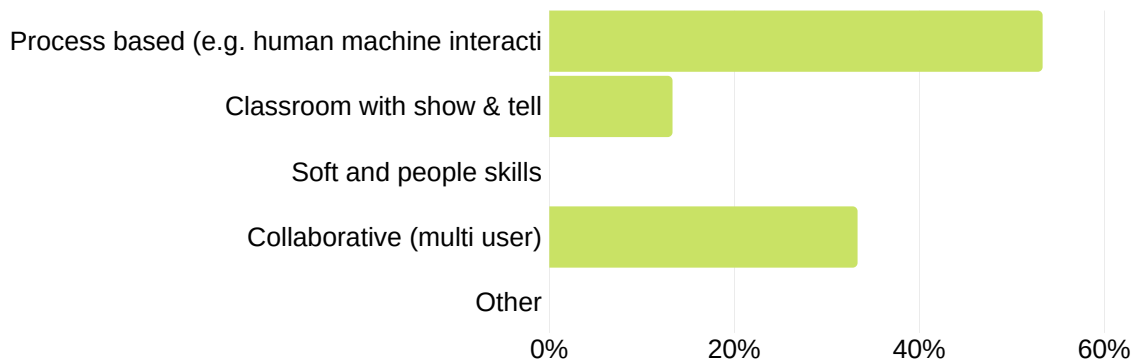
How many users do you wish to deploy to in your training?



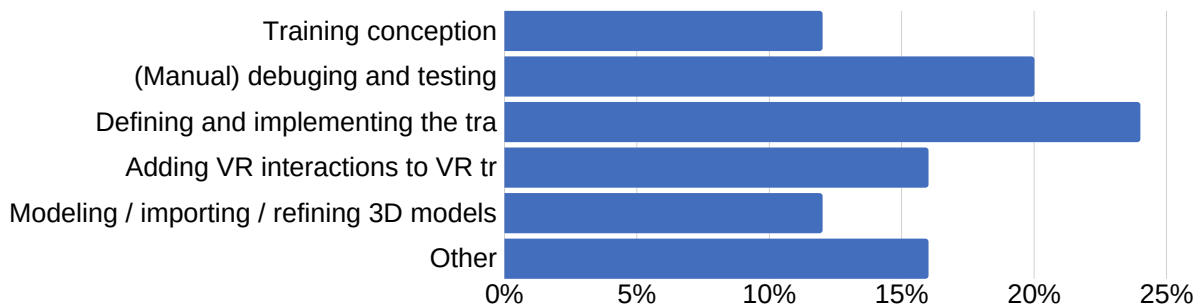
How frequently do you improve finished VR training apps?



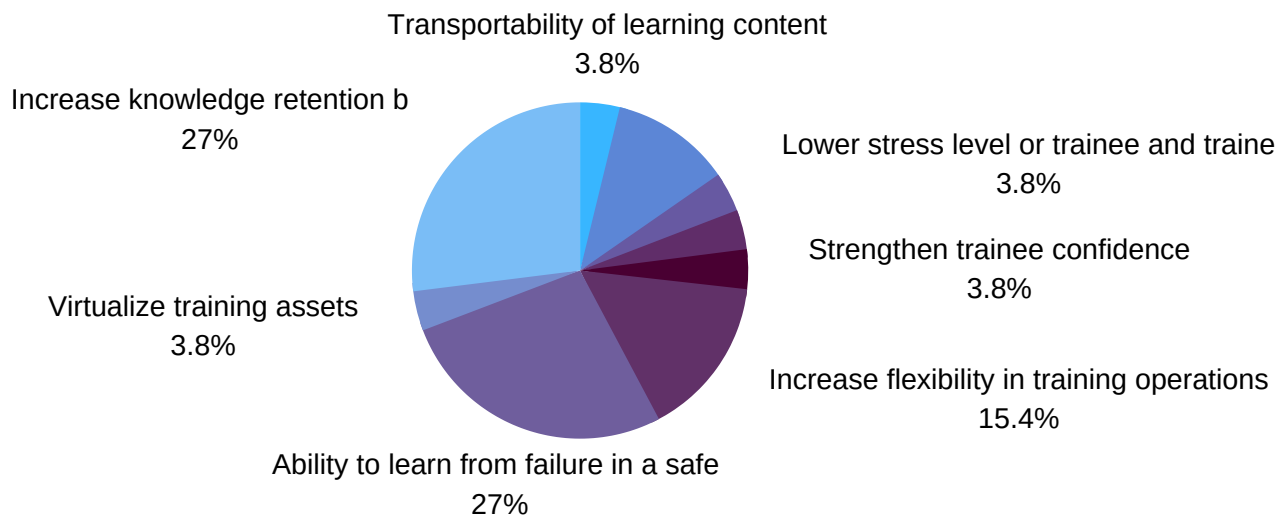
Which training format is profiting from VR most?



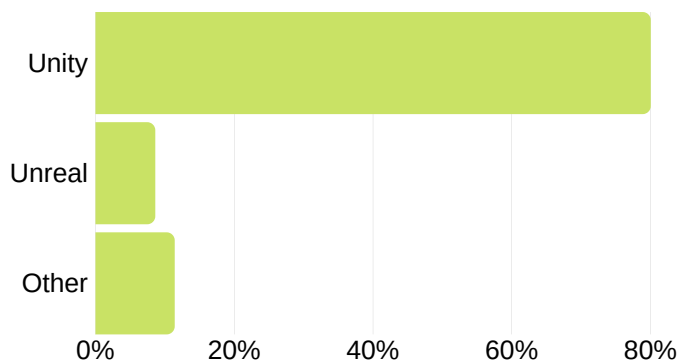
What drives cost for VR training app creation most? / What is the biggest pain when creating VR training applications?



What is the No.1 reason why you want to deploy VR training in your organization?



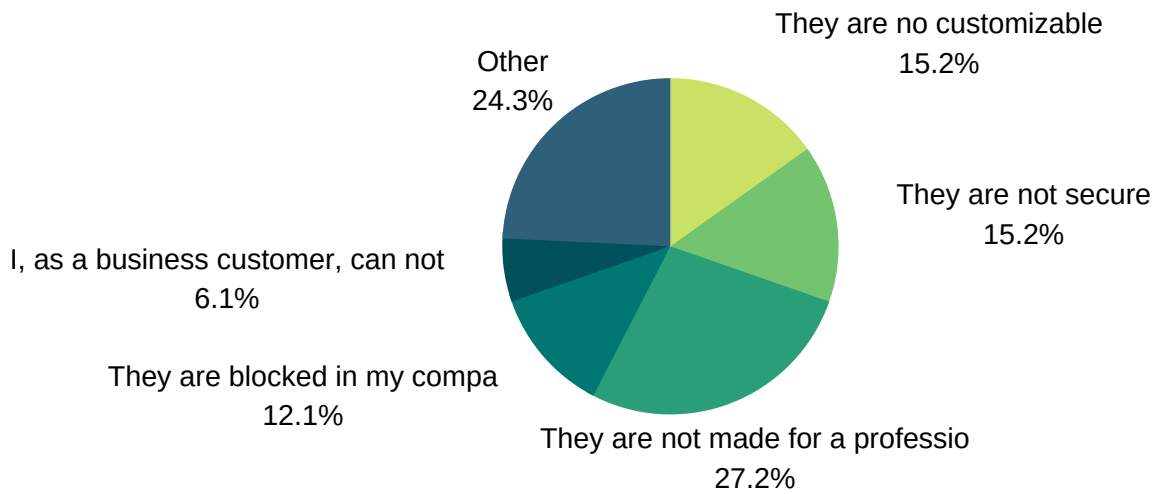
Which development environment do you or your customers prefer?



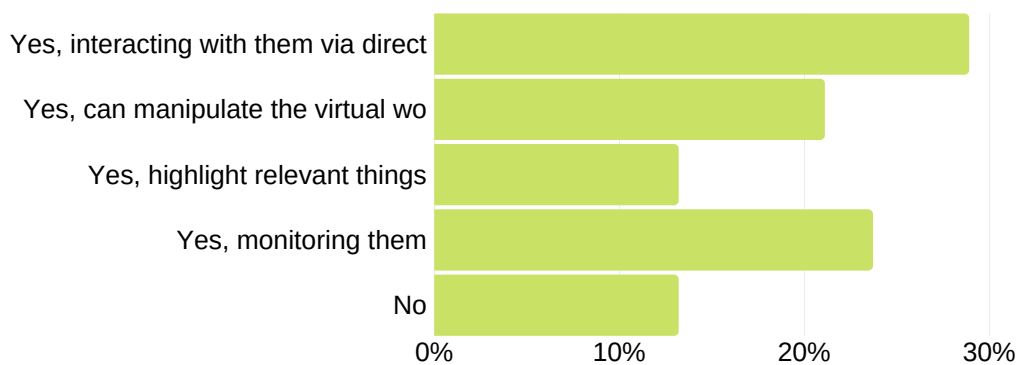
Who is in charge of developing your VR apps?

- 16.7% External agencies
- 20.0% Both in-house teams and by external agencies
- 13.3% In-house - mixed teams
- 0.0% In-house - trainers
- 46.7% In-house - Unity developers
- 3.3% Other

My biggest pain with distribution platforms is:



Does the trainer have to interact with the trainees in VR?



Thank you for your contribution.