# **Project 2 report: Leveling up with VR**

Businesses across a variety of industries are increasingly implementing virtual reality technology to improve operations, boost consumer engagement, and boost profits. To make sure that VR technology is in line with a company's aims and fits its needs, a thorough analysis of its needs and goals must be conducted before it is implemented.

The potential of VR technology to give people immersive experiences is one of its key benefits. Because to the importance of providing clients with an immersive experience, it is especially beneficial for companies in the gaming, entertainment, and tourist sectors. A travel agency may utilize VR to provide potential customers virtual tours of locations, while a gaming company could use it to offer more realistic and immersive game experiences.

On the other side, augmented reality is a technology that overlays digital data on top of the physical world. This is frequently accomplished via a mobile device or other wearable technology that employs a camera to record the user's perspective of the outside environment and then enhances it with digital features. By adding context or additional information, augmented reality (AR) can improve real-world experiences. It can also be utilized for more amusing activities like games and filters.

The use of VR technology to enhance training and educational programs is another advantage. Companies in sectors including healthcare, manufacturing, and aviation might recreate real-world situations for training using virtual reality. As a result, employees can obtain real-world experience in a secure setting, which could save training expenses and boost training quality.

Also, businesses can use VR technology to enhance collaboration and communication. This is especially important for companies that employ remote workers or teams dispersed across many sites. In contrast to traditional video conferencing, virtual reality (VR) can offer a virtual conference room where team members can communicate in a more realistic and interesting way.

Nevertheless, putting VR technology into practice also calls for a large investment in equipment, software, and training. Companies must take into account the costs of acquiring and maintaining the necessary tools as well as the time and resources needed to teach staff members on how to use the technology efficiently.

We need to consider what we are expected to learn as students and what businesses need in order to determine whether they are in line with HiMolde's digitalization program generally.

It is essential to first consider the business requirements that call for VR technology. For better design and building processes, a company in the construction sector might require VR for architectural visualization and simulation. Similar to this, a healthcare organization would need VR to teach medical staff and simulate surgery to improve patient care. All these highlighted business needs necessitate a deep understanding of VR technology, even though they could differ.

University students should study virtual reality (VR) technology in a more comprehensive context that includes its theoretical support, applications in various fields, and practical execution. Topics like computer graphics, human-computer interface, programming, and VR design should all be included in a thorough VR curriculum. Students should also learn about the various industries in which VR technology can be used and get hands-on experience building VR applications.

Students can get a variety of skills by working on VR projects, particularly with Unity, that can be very applicable to numerous professional roles. Among the abilities are:

Skills in technology, design, project management, problem-solving, and finally, communication. A basic understanding of programming, 3D modeling, and game creation is frequently needed for VR projects. Additionally, developing a VR experience means designing a user interface, 3D models and animations, their creation and implementation, as well as sound effects.

Each member of this squad has a concise description of their role which and how their role would fit into a professional setting. First and foremost, our project manager was responsible for managing and organizing the project from start to finish. He was also responsible for leading and coordinating our squad with different skills and then had to ensure that us members could collaborate crosswise. The third could be project reporting and following up on certain people on the team. Our designer and programmer worked together to implement the design of the game and by cooperating and finding a good solution they made it easier to collaborate. They showed that in a business setting they could work together with ease, as their communication of ideas and communication abilities has been great. As the business analysist I had to work on gathering good and correct general information about VR, business information regarding our project and also presenting our roles in a professional setting in this report.  
Last, but not least, our communications officer has worked on documenting our progress throughout our project. He has also produced a video presentation of our process as well as a trailer of the game which will be shown later.

Teamwork is necessary to complete a VR project, thus the capacity to lead a team and organize duties is crucial. Project management and team leadership positions both require applicable project management abilities. Finally, working on a VR project needs excellent teamwork and communication of ideas. A wide range of positions, including those in marketing, public relations, and customer service, benefit from having strong communication abilities. Overall, working on a VR project can help you develop skills that are useful in several professional areas, especially those involving technology, design, and project management.