# Presentation on VR/AR Learning Hub Project Plan

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## Introduction

# Project: VR/AR Learning Hub

Combines VR Lab, AR Toolkit, and Digital Dashboard.

Goal: modernize learning through immersive experiences.

## Project Management Approach

The project uses a hybrid approach that combines Waterfall and Agile.

Allows structured control and flexible innovation.

All changes handled by a formal Change Control Process.

## **Project Scope**

### Includes:

VR Lab, AR Toolkit, Digital Dashboard.

#### **Excludes:**

Home devices, entertainment apps, outside platforms.

## **Assumptions:**

Stable IT, faculty cooperation, vendor readiness.

## **Project Milestones**

M1: Plan Approval – Oct 1

M2: Vendor Contracts – Oct 20

M3: Digital Dashboard Prototype - Nov 15

M4-M5: Pilots & Toolkit Launch - Dec

M6-M7: Rollout & Closeout - Mar 2026

## Work Breakdown Structure

Level 1: Management, VR Lab, AR Toolkit, Dashboard, Integration.

Level 2–3: Planning, development, testing, rollout.

Enables clear task ownership and progress tracking.

## Schedule Baseline

Duration: 6 months (Oct 2025 - Mar 2026).

The project duration is six months.

Combines hardware & software work.

Hardware tasks follow a linear schedule, while software components are done in short Agile sprints.

Measured with EVM (SPI ≥ 0.95).

We will monitor schedule performance using the Earned Value Method with an SPI target above 0.95, which helps detect delays early.

## Change & Communication

Change Requests: submit  $\rightarrow$  assess  $\rightarrow$  approve  $\rightarrow$  apply.

Communication is structured through regular reports and meetings: daily for the team, monthly for the sponsor, and biweekly for faculty and students.

This ensures everyone stays informed and involved.

## Cost Management

Total budget: \$308K (with reserves).

Cost control via EVM, CPI ≥ 0.95.

Overruns >3% require sponsor review.

## Procurement & Scope

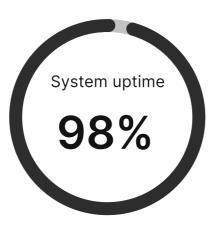
All vendor contracts will be completed by October 20, 2025.

The institution uses a Request for Proposal system to select reliable vendors under Service Level Agreements.

# **Quality Management**

Quality follows international standards such as ISO 25010 and WCAG 2.1. Success indicators include at least 90% user engagement and 98% system uptime. Quality is maintained through continuous testing, sprint reviews, and user feedback. This guarantees a usable and reliable learning system.





# Risk & Staffing

Risks: hardware delay, resistance, integration issues

Mitigation: backups, training, testing

Team: PM, developers, faculty, IT, vendors

## Baselines & Sponsor Acceptance

Cost Baseline: \$308K

Quality Baseline: SMART goals

Sponsor Approval: authorizes implementation

## Conlusion

In conclusion, the VR/AR Learning Hub Project is a strategic initiative that aims to modernize education through immersive technologies.

By combining Virtual Reality, Augmented Reality, and real-time analytics, it creates a fully interactive learning experience for students and teachers alike.

The project management plan ensures balance between innovation and control — with clear scope, cost, quality, and risk measures.

With sponsor approval, the institution will be ready to move into implementation and become a leader in educational technology transformation.