

October 2025

Presentation on

VR/AR Learning Hub Project Plan

Team members:

Nabiev Bekzat

Alan Yersainov

Abylay Moldakhmet

Adil Baltabayev

Ermek Orazbekov

Davlat Sunnatov

Rassul Satpekov

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 ($SPI \geq 0.95$).

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 → assess → approve → 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, $CPI \geq 0.95$.

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

Conclusion

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.