

A Take on Augmented and Virtual Reality Applications in the Utility Industry

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Definitions

- **Virtual Reality**
 - Fully immersed in an environment. Examples: PlayStation VR, Oculus Rift, HTC Vive
- **Augmented Reality**
 - Virtual elements injected into real world. Examples: Pokémon Go, Google Glass
- **Mixed Reality**
 - Interaction between real and virtual world. Examples: Microsoft HoloLens

What do companies want?

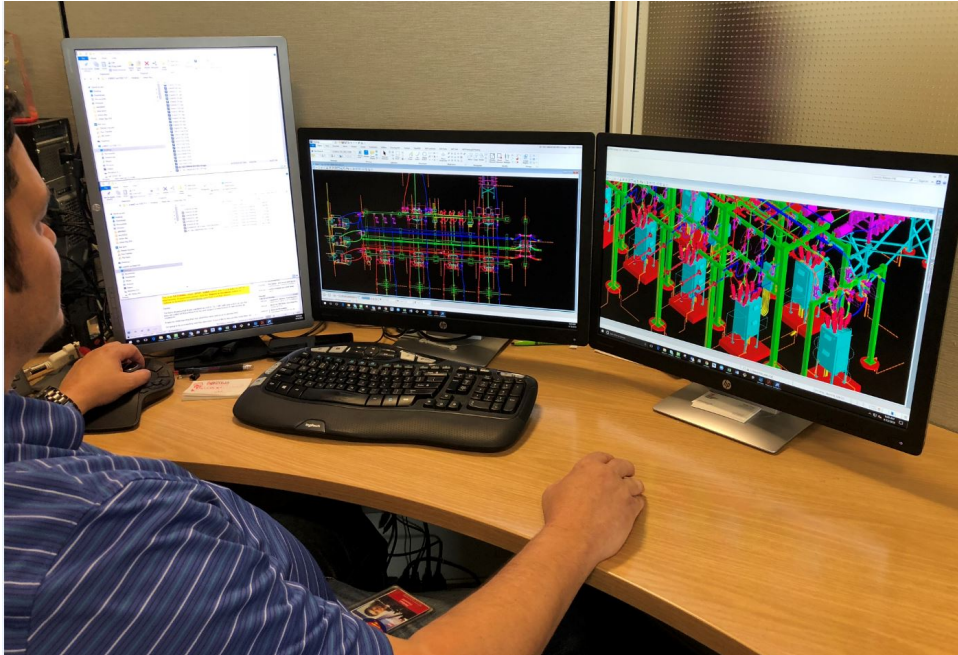
- Increased efficiency
- Improved communication
- Lean processes
- Mitigated risk
- Perfect safety record

Describe a fish

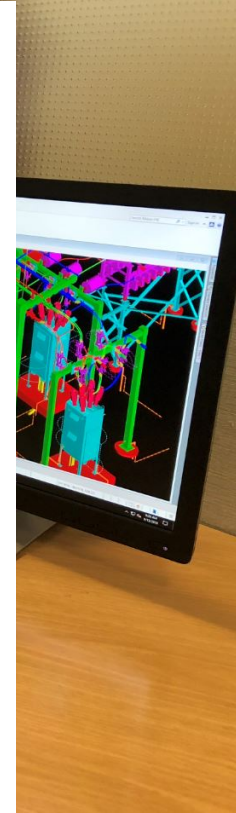
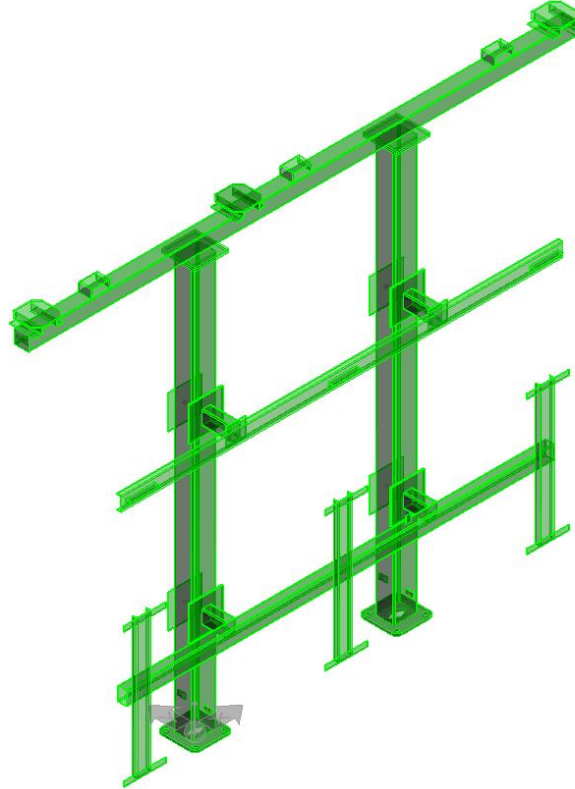


Opportunities

- CAD to Augmented or Virtual Reality



Weaknesses

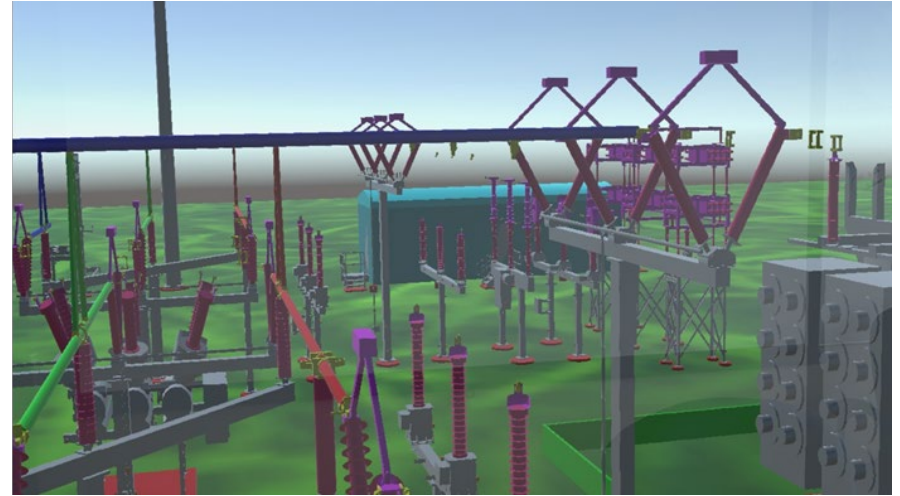


Lessons Learned

- Easy communication
- Safe mitigation of safety challenges
- Note the interaction with environment
- Opportunity for training



ARVR in Practice



Marketing & Outreach



Mixed Reality



Challenges

- Security
- Safety
- Change Management

Challenge Mitigation Tips

- Start small. Scale Fast.
- Generate a “pull”
- Engage security early

Choosing a device

- Head mounted vs. hand held
- Battery life
- Device longevity and availability
- Business case
- Architect with a vision



Questions

