VREXPERT

# Unlocking the Future: How XR is Revolutionizing Healthcare, Education and Enterprise.

## An Expert Report by VR Expert x Meta

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# Introduction

Extended Reality (XR) is revolutionizing business operations across industries and Meta for Work, combining Meta Quest headsets and the Meta Quest for Business MDM solution, is acting as an enabler in this transformation.

The Quest 3 headset, featuring high-resolution visuals and integrated tracking, is Meta's state-of-the-art XR headset.

*Meta Quest 3 headset, released in 2023.*

To complement the hardware, Meta Quest for Business offers an efficient MDM solution for managing and deploying XR fleets effectively for businesses.

Within the context of fast-paced developments in the XR industry, this whitepaper uncovers some insights into the future of XR, suggests strategic implementation guidelines, while also deep-diving into case studies, privacy policies, and Meta's vision for advancing XR technologies.

# The Future of XR

Transforming how we live, work, and connect with others, XR is more than a simple glimpse into the future. The XR industry is reshaping the way we learn and collaborate with one another everyday.

> *XR Technology long term will be like what laptops are now. Every student has a laptop right now and I think in the future - in a couple of years - every student will get an XR headset."*
>
> **Statement from the XR project consultancy team**

And the real question is - which areas can we expect to benefit the most from XR in the coming years? and how is this change already happening?

## Increased Adoption in Remote Work

As XR tools are transforming how we collaborate, especially impacting the day-to-day of international teams.

Consistently, market trends indicate a growing adoption of XR in remote work indicated, driven by the need for more interactive communication tools and better collaboration.

Enabled by software platforms such as MeetinVR, companies can create realistic virtual collaboration spaces for remote work.

These virtual spaces can mimic real-world meeting rooms or create entirely new settings for international teams to meet and collaborate in real-time across regions.

The use of XR can extend to many areas from Product Management, enabling PM teams to collaborate on 3D models in real-time, to HR, giving them a new space to conduct work-shops, hold networking events and more, bridging physical gaps between international teams.

## XR in Learning & Development

**Improved learning.** Compared to classroom learning, learning in XR can result in up to 30% better retention and understanding for the learner, according to a study by Stanford University.
Nowadays, both corporates and universities use XR for immersive learning, making training more effective and enjoyable for learners. XR trainings allow learners to stay engaged with interactive learning modules that adapt to their individual pace and learning style.

## Making Healthcare more Accessible

In healthcare, XR is transforming patient care and medical training. Surgeons use **VR for pre-operative planning and training**, improving their precision and reducing the risk of errors during operations.
A study published in the Journal of the American Medical Association found that VR training improved surgical performance by 230% compared to traditional training methods.
**VR for pain management.** VR can be used to to distract patients from physical pain during painful procedures as well as to help them manage chronic pain by virtually immersing them into calming environments. Hospitals such as the Cedars-Sinai Medical Center in the U.S. use VR for pain management have reported improved patient and nurse satisfaction after adoption.

**Hard- and soft skill trainings.** Hardskill trainings in XR platforms such as GWPro allow learning virtually in contexts that closely mimic the real-life job setting, which can be ideal for technical domains.
Alternatively, softskill trainings such as Bodyswaps modules allow learners to gain confidence in soft skills, such as interview or presentation skills.

**Cost benefits of XR.** Incorporating XR trainings can result in substantial cost savings. A 2022 study by PwC found that learning with VR can be up to x4 faster while costing on average 52% less, by minimizing the reliance on physical training materials and reducing travel expenses.

**VR in rehabilitation.** XR can guide patients through physical therapy exercises, ensuring they perform movements correctly and safely.
**VR in healthcare trainings.** XR can also facilitate training of healthcare staff, removing the barrier of material and trainings space availability within hospitals and enabling healthcare professionals to follow training simulations whenever and wherever they chose.

# Meta for Work:

## Revolutionizing Professional Applications with XR Technology

Meta for Work is the comprehensive solution that leverages XR to transform business operations. With advanced Meta Quest headsets and the Meta Quest for Business MDM software, Meta offers a smooth all-round experience for business use, from headset and content deployment to user experience.

Meta for Work bundles advanced with license in a comprehensive offering for business usage of XR technology. This setup supports various business functions, including collaboration, training, design, and more, bringing XR tools into the workplace and leading to more effective processes.

**Meta Quest 2**

**Meta Quest Pro**

**Meta Quest 3**

**Quest 3 headset.** The Meta Quest 3 stands out with its high resolution, 6DOF capability, as well as integrated tracking which leads to an immersive and realistic user experience.

**Quest for Business.** The hardware combined with Meta's own MDM software, Meta Quest for Business, becomes to a powerful solution for XR experiences. It provides management and deployment tools including centralized device management and remote app deployment making XR integration seamless for businesses.

# Meta Quest for Business

## Features

### User Management

- Simplified team access with work profiles
- No need for personal accounts / work profiles managed in the Admin Center
- Automated account creation and deactivation and permission management

### Centralized Device Management

- Manage, monitor and secure Meta Quest headsets
- Device management through Device Manager, including adding, editing and removing devices
- Remote policy enforcement, updates, remote-wipe and PIN-reset capabilities

### App Management

- Remote deployment of apps and experiences
- Tailored VR experiences with private APK and business channel apps
- Management of user access configurations for seamless app deployment

## Add-on Features

### Shared Mode

- Dedicated user experiences with minimal distractions
- VR content displayed in full screen without user login steps

### Support

- Direct support for work accounts, devices and apps through the Admin Center
- Prioritized customer service and troubleshooting for enterprise users

# Meta Quest for Business

## Bundles

The Meta Quest for Business Base Bundle is an enterprise-grade software and hardware bundle perfect for getting started with Meta in your workplace.
Meta Quest for Business' Shared Mode Bundle feature enabling multiple users to access headsets without the need for individual logins.
The Meetings and Collaborations bundle is ideal for a large number of shared-use scenarios, ensuring easy headset management, charging and storage and streamlined device rotation.
With the Creativity & Design Bundle you benefit from high-detail mixed reality features, without the dependency to a stable Wi-Fi connection, ensuring fast and smooth streaming and charging.

## Overview of Meta for Work Bundles

| | Meta Quest for Business Bundles | | Meta Quest 3 Solution Bundles | |
|---|---|---|---|---|
| | **Base Bundle** | **Shared Mode Bundle** | **Meetings & Collaborations Bundle** | **Creativity & Design Bundle** |
| **Meta Quest Headset** | All Meta Quest headsets | All Meta Quest headsets | Meta Quest 3 *128 GB or 512 GB* | Meta Quest 3 *128 GB or 512 GB* |
| **Meta Quest for Business** | ✓ | ✓ | ✓ | ✓ |
| **Shared Mode** | | ✓ | ✓ | |
| **Charging Dock** | | | ✓ | ✓ |
| **Link Cable** | | | | ✓ |

Want to give it a try?

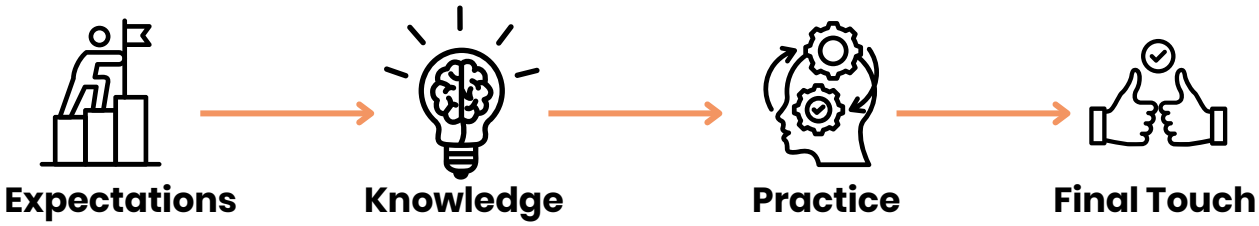
**Get a Meta for Work trial**

# Roadmap to XR Integration with VR Expert

In today's dynamic business environment, the strategic deployment of Extended Reality (XR) technologies presents significant potential for fostering innovation and gaining a competitive edge. Depending on the specific needs and functions of an organization, XR can offer various use cases to enhance efficiency. Therefore, it is essential to identify areas where XR integration is likely to add the most value before scaling it within the organization.

At VR Expert, we can help you guide you through every step and help you to a successful XR Integration using our personalized integration plan!
Get advice here.

## Milestones



### Expectations

*Setting clear goals are set for progress tracking throughout the program*

Assessment and Planning: Begin the integration process by carefully identifying specific business needs and objectives for XR implementation. Ensure that key stakeholders across departments are involved in the assessment process to gather diverse perspectives and ensure alignment with organizational objectives. Evaluate the current technological infrastructure of the organization to identify any compatibility issues or integration challenges with XR solutions. Additionally, identify and evaluate potential risks and challenges associated with XR integration, such as data security concerns and regulatory compliance issues. Reviewing best practices and case studies of XR integration in similar domains can offer valuable insights. Our implementation program is designed to ensure that you are actively adopting the solution and using your devices effectively to achieve your goals and maximize its value. We provide personalized planning based on your definition of success, setting realistic milestones, and conducting evaluation meetings to ensure we stay on track.

**Knowledge**

*End-users feel confident in using the headset effectively*

Proceed with a trial period to test XR technologies in a controlled environment. Engage initial users and stakeholders to gather feedback and insights, identifying potential barriers. Make necessary adjustments to optimize the XR application to meet the specific needs of the business. During this phase, our team will assist in defining success, creating milestones, and connecting key performance indicators (KPIs). We ensure that you have the right knowledge, providing customized training for end-users and aligning expectations. Feedback structures are established to promote engagement and address any issues promptly.

**Practice**

*End-users seamlessly integrate the use of the headset into their work processes*

Full-Scale Implementation: After refining the approach and confirming the technology meets business needs, deploy the XR solution across the organization, ensuring compatibility with existing systems. To guarantee a smooth implementation, provide comprehensive training and support to employees, facilitating the integration of the XR solution into current processes. Utilize training materials and guides to support this process. Our program focuses on identifying usage issues, tracking milestones, and simplifying use to promote engagement.

**Final Touch**

*Evaluate the experience and decide if it meets expectations, considering further solutions*

We work to expand the value of XR by exploring additional solutions and increasing overall effectiveness. This phase involves evaluating the experience and deciding if it meets the expectations set out at the beginning of the program. If the XR solutions have proven successful, we consider further opportunities for expansion and additional applications to further enhance business processes.

# Measuring ROI on XR Investments

Measuring ROI involves identifying key metrics, collecting and analyzing data, and continually improving XR strategies based on insights gained. This approach helps ensure that XR investments are aligned with business objectives and deliver tangible benefits. The following sections provide a general framework for assessing the ROI of XR implementations.

## Define Key Metrics

Identifying key performance indicators (KPIs) is crucial for assessing the impact of XR on business performance. Common indicators are process time reduction, cost savings and improvements in the quality of collaboration amongst coworkers.

with extensive experience in guiding numerous integration processes ensures a smooth and effective implementation, we can help you determine the right KPIs and set personalized milestones to track and measure the ROI of your XR integration at VR Expert.

# Meta's Commitment to XR

Meta has a long-standing commitment to XR development, driven by a strategic vision to revolutionize professional interactions for the better. Meta's vision is to give people the power to build community and bring the world closer together.
With comprehensive guides and frequent software updates to enhance the user experience, Meta ensures that XR technology is user-friendly and intuitive for business users.

This vision is reflected in Meta's strategic efforts to enhance collaboration, efficiency, and productivity in the workplace with their state-of-the-art XR solutions.

## Meta & Privacy

Meta addresses data privacy and security concerns in virtual environments with several key measures. The requirement for a Facebook account has been removed, allowing users to create Meta 'work' accounts with any name, unconnected to personal social media profiles.
Users can either to link their accounts to their professional email or opt for the Shared Mode option, to further increase privacy by removing the need to use any logins, enabling device-sharing without compromising security.

# How XR is used in the Port of Rotterdam?

***The story of Pro-ductions.***

Pro-ductions, a company that develops awareness videos and 360 e-Learning modules approached VR Expert for advice on selecting the best hardware and software combination for their VR training app. Among the recommended alternatives was the Meta for Work hardware and software combination, with Meta Quest 3 headsets, Meta Quest for Business MDM software and the Shared Mode add-on license. Thanks to VR Expert's trial program, Pro-ductions was able to test the recommended hardware and software before committing to a final decision.

The selected MDM software, Meta Quest for Business with Shared Mode, Meta Quest for Business with Shared Mode allowed easy setup and use of headsets, allowing multiple people to use the same devices without needing a login-step for each session, a factor that had weighed in on the choice for Meta for Work.

Additionally, remote headset management features enabled distributionof the training content and updates across multiple devices, ensuring consistent experiences for all users. The trainings are used in the Port of Rotterdam, the largest seaport in Europe and a significant entry point for illicit goods (e.g. drugs) due to the busy logistical activities around the port. The main objective is to educate and train students, visitors and port staff on preventing drug smuggling and handling such situations effectively.

Pro-ductions effectively utilized the comprehensive Meta for Work solution, combining the Quest 3 headset with Meta Quest for Business and Shared Mode, to roll out engaging and high-quality training environments, successfully addressing their challenge of drug prevention education at harbors. With VR Expert's guidance from hardware and software selection to deployment, Pro-ductions achieved a smooth transition and continued to provide impactful educational content.

# From the Quest 3 Essentials: the Flight Case range

COMPLETE SOLUTION FOR TRANSPORTING, CHARGING & STORING YOUR QUEST 3 FLEET

- Integrated charging solution allows all headsets to be charged simultaneously
- Robust IP67 rated, ATA Spec 300 compliant design with lifetime limited warranty.
- Custom firm foam inlay, specifically designed for the Quest 3 to store all components, guarantees safe transportation.
- Internet connectivity with router & tablet for headset management.

1 x Meta Quest 3

4 x Meta Quest 3
6 x Meta Quest 3

8 x Meta Quest 3

10 x Meta Quest 3

VR Expert is an official Meta distributor.

VR Expert is Europe's leading provider of VR & AR hardware, active in the Netherlands, Belgium, France and Germany.

Our mission is to help companies successfully implement VR & AR hardware solutions.

We focus on service and perfect delivery. Providing VR/AR hardware advice, installation, support and distribution services. We can configure your headset, install your software. Ship internationally to any wished addresses and optionally can be the first line of support.

## Get advice

Looking for an XR solution?
Contact us for tailored advice from our experts, on about the perfect fit form, hardware as well as software and service according to your use case.

**Telephone:**
+31 30 71 16 158

**E-mail:**
sales@vr-expert.com

**Address:**
VR Expert
Demkaweg 11
3555 HW
Utrecht, The Netherlands

**Get advice**

# Glossary

### XR (Extended Reality)

- Is an umbrella term for Augmented Reality, Virtual Reality and Mixed Reality

### AR (Augmented Reality)

- A technology that overlays digital information, such as images, videos, and sounds, onto the real world through AR glasses. AR enhances the user's perception of the real world by adding virtual elements to it.

### VR (Virtual Reality)

- A completely immersive digital environment that isolates the user from the real world. Using VR headsets, users can interact with a computer-generated environment that simulates a physical presence in places in the real or imagined world.

### MR (Mixed Reality)

- A blend of physical and digital worlds, where physical and digital objects co-exist and interact in real-time. MR allows users to interact with and manipulate both physical and virtual elements through advanced sensors and computational power.

### Meta for Work

- Combination of a Meta Quest headset (Meta Quest 2, Meta Quest, Meta Quest 3) and the MDM license Meta Quest for Business. This setup is designed to support professional applications of XR technology, providing tools and environments for collaboration, training, design, and other business functions.

### MDM (Mobile Device Management)

- A type of software used to monitor, manage, and secure employees' mobile devices within an organization. MDM solutions often include features such as remote configuration, application management, and security policy enforcement.

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**Hand Tracking**

- A technology that allows users to interact with digital content using their hands without the need for physical controllers. Sensors on the VR headset track hand movements, translating them into actions within the virtual environment

**6DOF (Six Degrees of Freedom)**

- Refers to the ability of a VR or MR system to track both the position and orientation of the headset and controllers. It allows for movement along the x, y, and z axes (forward/backward, up/down, left/right) as well as rotation around those axes (pitch, yaw, roll).

**Eye Tracking**

- A feature in some advanced XR headsets that uses sensors to track where the user is looking. This technology can enhance user interactions, improve the realism of avatars in social VR, and provide insights into user behavior and preferences.