PROJECT NOTIFICATION

Reference No.: 563

Date of Issue	25 February 2025
Project Code	25-CP-38-GE-DLN-A
Title	APO e-Course on Applications of Virtual and Augmented Reality
Timing	31 July 2025
Hosting Country(ies)	APO Secretariat
Venue City(ies)	Not Applicable
Modality	Digital Learning
Implementing Organization(s)	APO Secretariat
Participating Country(ies)	Open
Overseas Participants	Not Applicable
Local Participants	Not Applicable
Closing Date	Not Applicable
Remarks	Timing is the launch date of the e-course.

Objectives	Learn about the core concepts and technological foundations of VR/AR including applications across different sectors to enhance innovation and productivity performance; examine the opportunities, challenges, and ethical considerations in using VR/AR; and understand AI integration in VR/AR applications in the digital economy.
Rationale	VR/AR technologies are transforming productivity in education, healthcare, manufacturing, engineering, and construction. As part of the 4th Industrial Revolution, they enhance workforce development, business adoption, and innovation. This e-course will cover essential knowledge to implement VR/AR effectively, fostering digital transformation and sustainable productivity growth.
Background	VR/AR technologies are rapidly evolving, transforming industries by enhancing training, product development, and business operations. A 2020 PwC report highlighted their potential to contribute up to USD1.5 trillion to global GDP by 2030, disrupting traditional business models and driving innovation. These technologies play a critical role in workforce development, immersive learning, and enterprise applications, fostering digital transformation. Following the APO's 2024 virtual training course on Applications of VR/AR, this e-course continues efforts to equip participants with the knowledge and skills to implement VR/AR solutions effectively. Covering applications in education, healthcare, manufacturing, engineering, and construction, it addresses strategic decision-making, ethical considerations, AI integration, and emerging trends, ensuring that members can leverage these technologies for sustainable productivity growth.
Topics	Foundations of immersive technologies; Concepts, Technologies, and Industry Evolution; Cross-sector applications of VR/AR: Transforming education, healthcare, manufacturing, engineering and construction; Business Strategies for VR/AR: Market trends, opportunities, and challenges; The immersive economy: Building the digital experience economy through VR/AR; and Future of immersive technologies: AI integration, ethical considerations, and the metaverse landscape.
Outcome	Participants understand VR/AR's transformative potential in different sectors, ways to evaluate opportunities and implementation challenges accompanying VR/AR's role in the digital experience economy, and how to leverage VR/AR for innovation and productivity.
Qualifications	Open to all participants in APO members and nonmembers.

Please refer to the implementation procedures circulated with this document for further details.

Dr. Indra Pradana Singawinata
Secretary-General