AR/VR is being tested and deployed for, to be implemented and used in a wide range of work-related applications. The technology is on its way to serve many work-oriented goals and objectives. With more and more innovations in these technologies, AR & VR are getting so effective and user friendly. AR/VR is mainly focused on increasing productivity gains in industrial manufacturing, automotive, medical and many more sectors.
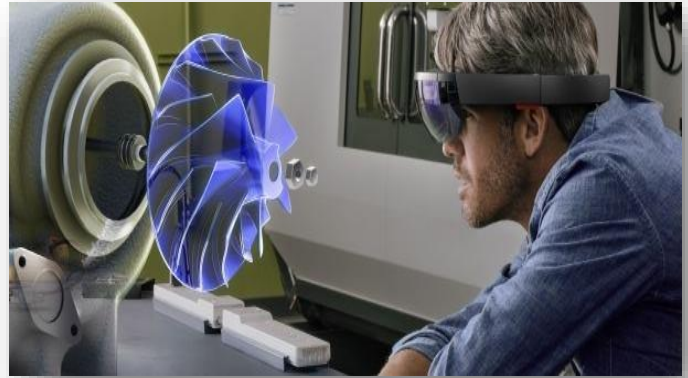
We see great opportunity for AR/VR in path finding (plotting by a computer application), step by step production, designing and data visualization. Also, there is great scope of AR/VR technology for training purposes at various workplaces such as the automobile industry, the enterprise workplace and the general offices. Handling difficult conversations, managing and interaction with concerned can be sorted out using AR technology.

AR/VR can be used to resolve various issues. For example, if someone's computer is not responding, in the simple case, we can get this done by taking help and assistance from a computer expert. Whereas, with AR, you acquire the ability to have a 3D look inside the computer which can help you decide the area causing problem. With VR, you can work on as many screens as you want as you can get access to infinite screens and privacy. Another aspect of these technologies is relaxation and meditation.

Most companies arrange this facility for their employees. Many companies have relaxing rooms where the employees can take a few minutes to relax. VR can be used to provide the best form of guided meditation and relaxation. It is a much faster and effective way. VR can be used to navigate and decide if there are listed threats in your way or not while we travel.

The main objective of AR & VR is to increase worker efficacy and accuracy by minimizing errors and the time spent in cross-checking data. Precisely, AR & VR help to accelerate the ease of handling with their devices for the users – powered experience of the world by improving the fidelity of intention, increasing efficiency and driving innovation. Using AR/VR, we can actually start to interact

with the environment without using our vision or voice. This is a more natural way of working and is thereby, all set to garner praises. Earlier, the cost and expenses of using AR/VR at a large scale as well as small scale was extremely expensive, but now the computing and the hardware can be made available at the cost of a PC. With the help of AR, workers or employees can view an overlay of 3D CAD models with digital transformations.

However, before adopting any new technology, planning, checking the behaviour of the new technology, designing experiences with the new technology, processing and outlook operations should be carried out by any organization.

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