



## **Training with Mixed Reality**

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## **Alexandra Petty**

Mixed Reality Consultant



# Another reality



**Extended reality (XR)** is a term referring to all real-and-virtual combined environments and human-machine interactions generated by computer technology and wearables.

## Blending the real and digital world

- Interactive 3D digital objects.
- Collaboration on 3D assets in mixed reality spaces.
- Environmental understanding: spatial mapping and anchors.
- Spatial sound.



# Technology in training

How can tech really help?

## How can the HoloLens 2 assist?



### Hand tracking

Fully track the wearer's hands.



### Eye/gaze tracking

Track the eyes and gaze of the wearer.



### Head tracking

This technology can help determine where the HoloLens is positioned.



## Adding **Bluetooth** peripherals



- Data from Bluetooth devices
- Live feedback in the training application
- Tactile feedback
- Haptic feedback
- Mix the real and digital world



# MR training, now

What's already being done in live environments?





 Microsoft  
Dynamics 365

**Any questions?**

