



Operate Augmented Reality (AR) Application Software PRE-CTS-1001-1.1

Code: OARA

Duration: 14.5 hrs

Synopsis:

This module is designed to provide participants with the necessary knowledge and skills to effectively operate Augmented Reality (AR) application software. Augmented Reality is an emerging technology that combines virtual elements with the real world, enhancing user experiences in various fields such as gaming, education, marketing, and industrial applications.

In this module, participants will learn how to navigate and utilize AR application software effectively, enabling them to create, manipulate, and interact with virtual objects in real-world environments.

Course Objective:

Upon completion of this module, participants will acquire the skills and knowledge necessary to effectively operate and perform tasks within an Augmented Reality (AR) application.

Course Outline:

The knowledge and skills covered in this module include:

- Defining Immersive Technology and understanding its significance.
- Comparing Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR) to grasp their unique characteristics.
- Describing the evolution of Immersive Technology and its impact on various industries.
- Explaining the concept and working principles of AR technology, including its underlying technologies and frameworks.
- Identifying different AR technologies and tools, and comprehending their specific capabilities, benefits, and limitations.
- Recognizing and utilizing AR applications within diverse work processes and procedures, considering their potential uses and benefits.
- Employing AR applications for data visualization to facilitate informed decision-making.
- Developing troubleshooting skills to address AR equipment failures and resolve technical issues effectively.

For Whom:

Suitable for professionals from various industries who are interested in exploring and utilizing XR technology to enhance work processes and increase efficiency. Also suitable for individuals at the beginner level who have little to no prior experience with XR technology.

Entry Requirements:

Participants are assumed to:

- Have intermediate computer and digital literacy.
- Familiarity with mobile devices and applications
- Have a basic knowledge of the Workplace Safety;
- Be able to listen, read, speak and write English at a proficiency level equivalent to the Workplace Literacy and Numeracy (WPLN) level 4 Low Intermediate (Lower Secondary) and above; and
- Be able to manipulate numbers at a proficiency level equivalent to the Workplace Literacy and Numeracy (WPLN) level 4 Low Intermediate (Lower Secondary) and above.

Essential Requirement:

Participants are required to bring their personal laptop for the practical/hands-on practice.

Training Medium:

This module is conducted in English.

Training Methodology:

This module is delivered through e-learning, lectures, demonstration, self-reflection, group activities and peer practices.

Assessment Methodology:

- Written assessment is conducted at the end of the training module.
- Practical assessment is scheduled to conduct online one week upon the completion of the course.

Certification:

An individual who completes the module, includes the elearning module, will be awarded a Statement of Attainment (SOA).



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