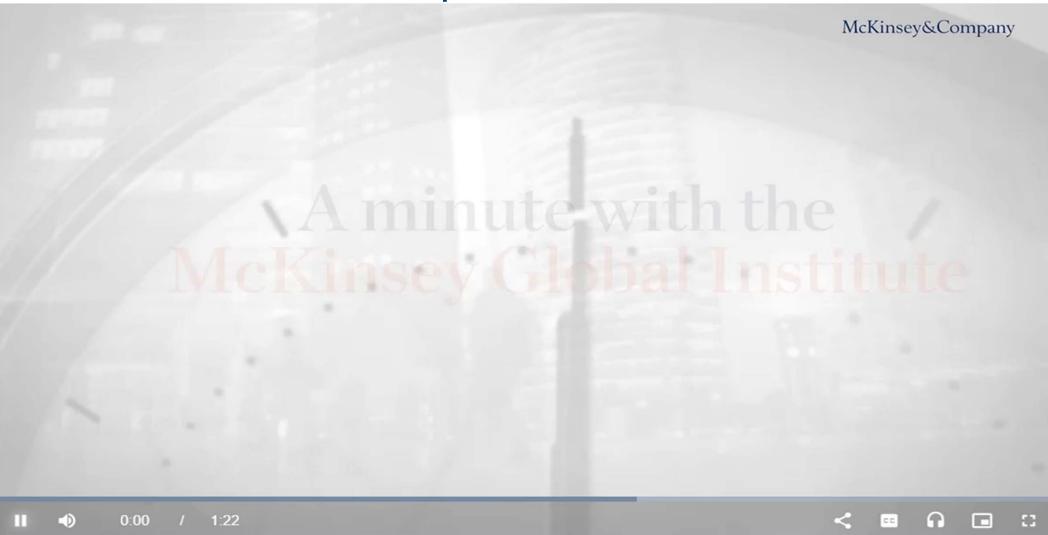




Before the Robots Takeover

Automation Impacts on the Workforce





"Man, look at these young guys! This 'wheel' thing is making them all soft. Next, they'll be using animals to pull themselves around!"

PRODUCTIVITY



INCREASED FULFILMENT





NECA • BICSI **SUMMIT 2023**



Enabling the Augmented Workforce

- Machine Learning / Early Al
- M2M Communication
- Augmented Reality
- Virtual Reality
- Improved Haptics
- Wearables
- Wireless (edge compute capable)



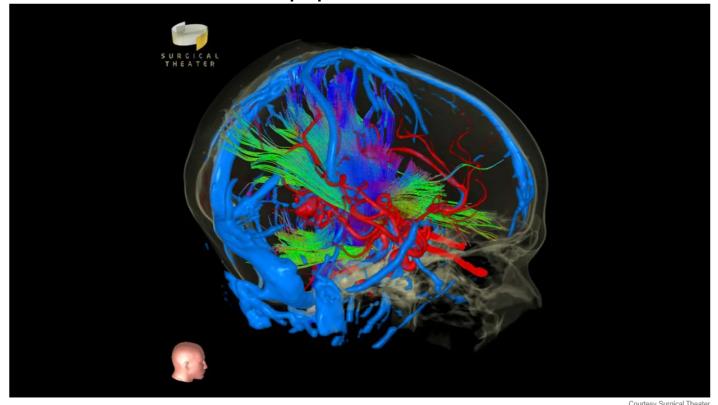


Education

- VR driven learning experiences are all accumulative.
- Gives students an opportunity to interact with the reading specimen using all the five senses.
- eLearning is expected to be worth \$375 billion by 2026.

Healthcare

This tech uses augmented reality to give surgeons 'superpowers'



Courtesy Surgical Theater

AR for Manufacturing



https://www.lightguidesys.com/resource-center/blog/6-uses-of-augmented-reality-for-manufacturing-in-every-industry/

Retail



- AR in store
- AR online
- VR online

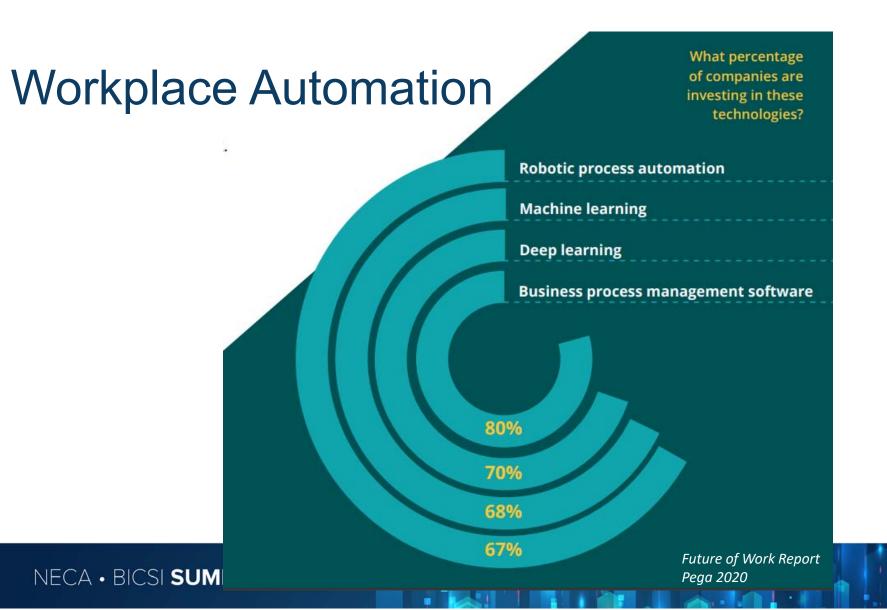
40%

40% of consumers say they would pay more for a product that they could customize in AR.



Entertainment Venues

- High demand for AR and VR entertainment experiences
 - Gamification
 - Shopping
 - Entertainment













Technology helps us spend more time on our WHY.



THANK YOU