Lenovo AR & VR: **Imagine** a new reality for your workflows

Workflows before **Workstations**

Extreme performance for demanding tasks

Technologies like Augmented Reality (AR) and Virtual Reality (VR) are no longer simply the novelties or toys they once were. There's a skills gap emerging in the UK, and employers are turning to AR and VR to help them solve it.

By 2030, every baby boomer (over **14m** people) will have reached the age of 65 or over, and made way for the next generation¹. In just five years, millennials will make up 75% of the workforce².

be-age-65-or-older.html ²www.forbes.com/sites/markhall/2017/11/08/what-the-ideal-workplace-ofthe-future-looks-like-according-to-millennials/#1c8e55c14228

www.census.gov/library/stories/2019/12/by-2030-all-baby-boomers-will-



XEON Intel® Xeon® processor



reason that there are fewer millennials than baby boomers. And as the average population age rises, the talent pool grows smaller. Plus, not only are fewer people entering employment, their career choices and aspirations are leaving key jobs unfilled. Young employees are increasingly declining the chance to take on hands-on roles, choosing instead to move into the knowledge worker space and answer the call of the UK's growing service sector. And while AR and VR can't solve these challenges alone, they're already playing a vital role in helping organisations to correct the imbalance in the nation's workforce.

That's going to cause an issue for employers, for the simple

They allow users to quickly upskill by training in immersive computer-generated environments and carry out their roles more efficiently. In short, AR and VR are helping us to rethink the very way in which we learn and work.



Mixed Reality technology can solve the skills shortage 50%

of companies are struggling to meet service

demands due the skilled worker shortage,

according to the Pew Research Center 70%

5-10 years³

By 2025, the projected global manufacturing deficit is

of field service organisations face knowledge

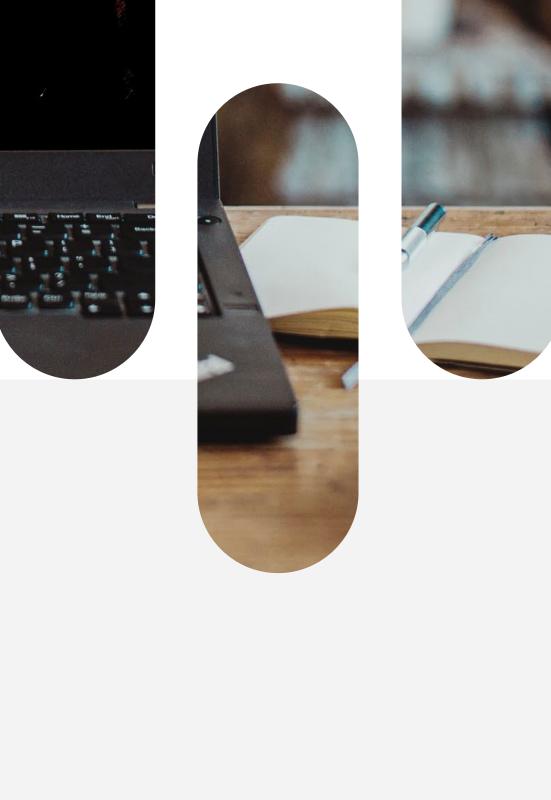
losses due to retiring workers in the next

³info.servicecouncil.com/hubfs/Content_Documents/2017%20Reports/

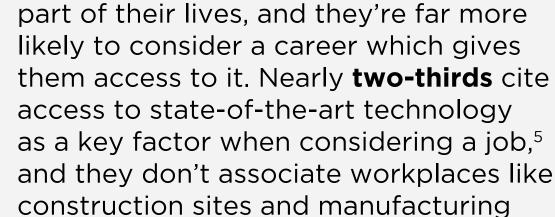
unrealised output of \$325.1bn⁴

TSCRI-W-2017-FSTalent.pdf?t=1499365293971 4www.kornferry.com/content/dam/kornferry/docs/article-migration/ FOWTalentCrunchFinal_Spring2018.pdf

set to be around 3.9m people, with a projected







So why are so many

industries failing to

attract millennials?

companies and

This is where emerging technologies like AR and VR can help. By creating virtual hands-free environments, businesses can solve their skills shortage, while at the same time attracting fresh talent eager to work with the latest innovations. Industries like manufacturing, engineering and construction are already using AR and VR to optimise operations,

increase throughput, simplify complex

work processes, improve safety and

⁵https://www.pwc.com/co/es/publicaciones/assets/

minimise errors.

millennials-at-work.pdf

plants with the latest digital tech.

This is a generation that grew up in the

digital age. Technology is a fundamental

Using lightweight AR and VR headsets,

real-time, interactive 3D digital content.

Expert guidance and step-by-step

might look using digital modelling.

work can be accessed remotely.

employee training can be delivered using

instructions for assembly and maintenance

Out in the field, architects and engineers can

view their three-dimensional designs at scale,

overlaid on top of real-world locations, and

demonstrate how different design elements

• Field services have reduced resolution times by **30-40%**

Workplaces are

VR technology:

rises of **15-35%**⁶

• In manufacturing,

nearly zero

already feeling the

• Warehouse environments

implementing hands-free

environments have led

to error rates falling to

have seen productivity

benefit of AR and

⁶https://www.youtube.com/watch?v=iA3KAVqVTpI

VR commercial

• Design collaboration

applications:

• Engineering

Training



AR commercial

• Product assembly

• Quality assurance

• Equipment maintenance

• Expert real-time support

applications:





Empower your workforces with **ThinkReality** ThinkReality is a scalable platform

that allows businesses to adopt, implement, and manage commercial AR and VR solutions, and to fully harness the potential that Mixed Reality offers. Combining powerful hardware with innovative software, ThinkReality makes building, deploying, managing and scaling a Mixed Reality solution simple on any



of suppliers that our customers are already taking advantage of, including: • HTC Varjo Autodesk Enscape 3D

number of complementary Extended Reality

ISVs in order to create a trusted ecosystem

Alongside our innovative ThinkReality

platform, we've also partnered with a

- Theorem Render Media
- Why Lenovo?
 - Build, deploy and manage custom AR and VR applications and workflows



Our ThinkReality platform is device, cloud and market agnostic We manufacture over **100m** devices

every year, with the lowest failure

rates three years in a row compared



Lenovo is the world's #1 commercial PC manufacturer, with operations in



to other market leaders over **160 markets**, serving over 1bn customers globally



bridge the skills gap or build and scale an AR/VR environment? To get the conversation going, email

Extended Reality ecosystem help you to

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