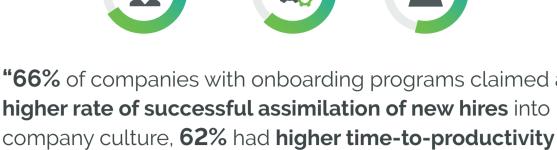
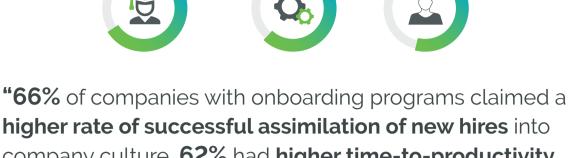
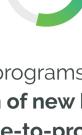
expensive and ineffective. Best-in-class organizations are turning to augmented reality to help them overcome the growing skills gap and remain competitive. Why?

Traditional training methods for the industrial workforce are







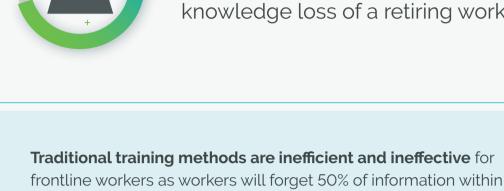
ratios, and 54% reported higher employee engagement." (Source: Aberdeen Group)

strategies. AR delivers tremendous value for training use

To address this new labor dynamic, industrial

cases with visual, highly-engaging training experiences.

manufacturers are implementing modern training



Traditional training methods are inefficient and ineffective for

The Service Council reported 70% of

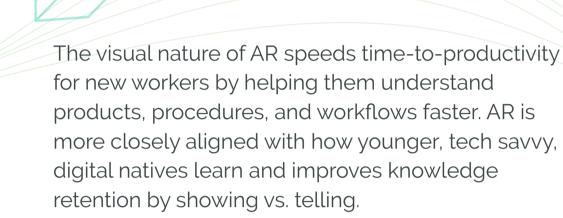
service orgs will be burdened by the

knowledge loss of a retiring workforce

one hour, 70% within 24 hours, and 90% over a week. FORGOTTEN NFORMATION 70% 90% 1 hour TIME

AR accelerates

learning curves



60% of IDC survey respondents accelerated the time between **training** and operations with AR<sup>1</sup> Forrester TEI study: manufacturers can reduce new

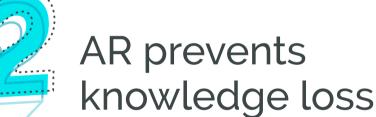
hire training time by 50%<sup>2</sup>







HOW DO YOU MEASURE UP?



experienced workers.



Industrial companies stand to lose valuable expertise

67% reported themselves as concerned with losing their most knowledgeable

as older workers retire. AR can help capture their

knowledge and turn it into guidance for less

workers due to retirement<sup>1</sup>

capture and transfer<sup>1</sup>

**87%** of those concerned about knowledge loss believe AR can help their companies today or in the future<sup>1</sup> 29% believe that AR's greatest benefit for business has been knowledge



**32%** indicated that they

use AR specifically for

41% said that they will be using

AR for knowledge capture within

the next 12 months<sup>3</sup>

AR is more cost effective

than traditional training



**curves** for trainees.<sup>1</sup>

Among the many training use cases companies are utilizing AR for, training

classes without travel was the top reason (66%), followed by video capture for later

Only 12% of workers apply skills from

\$13.5 million per 1,000 employees.<sup>5</sup>

training to their jobs<sup>4</sup> and the estimated total loss from ineffective training to a business is

Traditional training expenses include printed

manuals and documentation, travel to offsite

training facilities, and wages for trainees. AR

training playback (52%).1 Global Foundries reduced training costs by 50%

HOW DO YOU MEASURE UP? The average training cost per employee is \$1,252.6 Turnover costs can run as

> training and knowledge transfer Download the report from IDC

Learn more about how AR expedites

knowledge transfer<sup>1</sup>

ow Augmented Reality Drives Re Gains in Services, Training, Sales and Marketing, and Manufacturing. IDC. Tom Mainelli a, a July 2019 commissioned study conducted by The Total Economic Impact™ Of orrester Consulting on beha How Augmented Reality Ex ning and Knowledge Transfer for Frontline Workers. IDC. Ramon T. Llamas and T

rning - 2015". September 2015. ptc oyee Engagement Using Microlearning. Grovo. Alex Khurgin. May 26, 2015.

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**51%** have already seen a high as **\$15,000**.7 measurable ROI when using AR for employee training and