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Agenda

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Time	Session
08:45	*Registration, refreshments and networking*
09.30	**Welcome and Chair's introduction** *David Ripert* Chapter President - UK, The VR/AR Association and Founder and CEO, Poplar
09.45	**Opening address – AR and VR: the trillion-dollar questions** • Virtual Reality and Augmented Reality offer the ability for all of us to inhabit, experience and learn from worlds that we wouldn't otherwise be able to access - for financial reasons, safety reasons, or just because they have happened in the past or haven't happened yet. • The impact on public sector training programmes: VR is incredibly important to organisations' training programmes for a number of reasons - above all costs, more effective learning experiences and safety. • What are the challenges around cost, content, experience and education? • VR and AR will contribute $1.5 trillion to the global economy by 2030. What will drive change? And why now?" *Jeremy Dalton* VR/AR Global Future Council Member, World Economic Forum and Head of VR/AR, PwC UK *Sam Trendall*, Editor, *Public Technology* in conversation with *Jeremy Dalton*
10.15	**Virtual reality in public sector training: current landscape and scope of work** • How are the UK's Fire and Rescue Services embracing new technologies? • What is the response to using virtual reality, mixed reality, augmented reality and artificial intelligence for training purposes as well as a tool for engaging with the community? *Paul Speight* Watch Manager and VR Training, Leicestershire Fire & Rescue Service Q&A

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10.45	**Understanding AR and VR to create an immersive learning experience** • AR and VR are able to understand 3D problems in a 3D media: how might these technologies disrupt our preferences and decision-making processes? • Comparing AR and VR training with traditional training schemes: there are multiple benefits of AR and VR in training. One is safety, and we can think of safety as part of an overall operational benefit, that is, making things safer, faster, easier and cheaper to deliver ***Dr Neil McDonnell*** Lord Kelvin Adam Smith Fellow for Virtual and Augmented Reality, University of Glasgow ***Jonathan Kennard***, Editor, *Training Journal* in conversatin with ***Dr Neil McDonnell*** Q&A
11.15	*Refreshment break*
11.30	**Utilising video simulations for a new generation of employees** • Positive disruption: artificial and virtual reality have the capacity to provide truly transformative experiences by promoting new and meaningful understanding • Change management, stakeholders management, multidisciplinary approach and ROI: consultation, coordination and communication ***David Edge***, Associate Director, Virtual & Visualisation Leader, Arup Q&A
12.00	**Interactive session** **VR made real: Improving the lives of children touched by the care system** • The use of VR headsets and 360° immersive film has been revolutionising the way that childhood trauma is brought to life, enabling users to experience life from the perspective of a child that has suffered neglect and abuse • This unique technology encourages professionals to respond more empathetically and therapeutically to the children they are working with • The technology offers an unparalleled insight into the damaging impact of trauma and adversity, helping to accelerate and enhance understanding and empathy but crucially, changing attitudes ***Alison Alexander*** CEO, The Cornerstone Partnership ***Caroline Bengo*** Lead Facilitator & Clinical Specialist, The Cornerstone Partnership ***James Orton*** VR Technician and Operations Assistant, The Cornerstone Partnership Q&A
12.30	**AR and VR in NHS training: past, present and future** • VR and AR in healthcare education: filling the gap between theory and practice • The process: integrating AR and VR into the NHS's learning and development programmes • The challenges, the drawbacks and the success stories ***Phil Gurnett*** Human Factors and Simulation Training Officer, Clinical Education, Dartford and Gravesham NHS Trust
13.00	*Lunch and networking*

Time	Session
14.00	**AR and VR bridging Public and Private Sector: the partnership model** **Panel discussion – Moderator:** ***David Ripert*** Chapter President - UK, The VR/AR Association and Founder and CEO, Poplar **Panellists:** ***Chimeren Peerbhai*** Global Product Lead, Babylon Health ***Alison Alexander*** CEO, The Cornerstone Partnership
14:30	**Transforming behaviour in the workplace with immersive technologies** • Challenges and answers: a look at the of research around immersive learning & behavioural change in the context of the new World of Work • Immersive Learning Design: the do's and don'ts of creating embodied VR learning experiences • Case Study - Safeguarding VR: how the Aid Sector is using VR to transform safeguarding culture at scale ***Christophe Mallet*** CEO, BODYSWAPS
15:00	**Best Practice: Creating a Roadmap for Building, Scaling and Integrating a VR Training Program in Your Organisation** • There are key factors that you need to be aware of when considering how to implement VR training programmes • Evaluating, piloting, and successfully implementing a VR programme • Key insights into effectively introducing VR into your organisation • Cost-effective, safe and secure scaling of VR training programmes • How to ensure successful implementation, including metrics and ROI ***Justin Parry*** Co-founder / COO, Immerse Q&A
15:30	**AR and VR in the Public Sector: what lies ahead?** • Driving AR and VR adoption, to make UK businesses and public services more competitive and productive, to help grow the UK economy ***Jessica Driscoll*** Head of Technology, Immersive, Digital Catapult
16:00	**Chair's closing remarks** ***David Ripert*** President of the London Chapter, The VR/AR Association and Founder and CEO, Poplar
16:15	Networking & drinks
17:30	Conference close