

# VR Volvo Trucks

Håvard Johnsen & Alexander Heiskel

Tekniske lærere

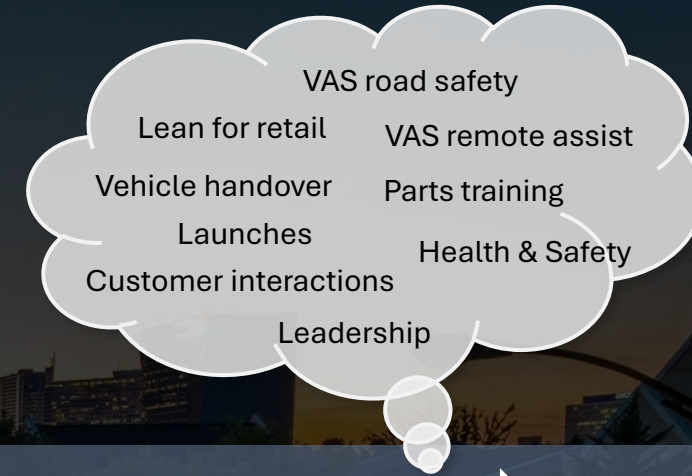
## Our existing VR trainings are used in 4 out of 5 Sales Areas already today

- VR trainings are live in ~ 40 markets whereof 6-8 markets are using one or several VR trainings on a monthly basis
- Today 3 trainings are available including 2 products and 1 component
- More than 685 technicians have participated in one or several of our VR trainings
- Still ~ 50 VR headsets available to order from Ghent warehouse





VR trainings can continuously be improved and are both scalable and can be used globally over and over again



2017

2020 - 2022

2023



**Focus for development**

Single-user  
Muscle memory

Multi-user collaboration  
Hazardous operations  
Expensive/ Scarce components

Re-use of existing solutions for sales  
Expand component garage  
Behaviour analysis, Soft skills

**VR solution and trainings**

VISTA

Emob rig and complete HD vehicle  
LNG vehicle and receiver unit  
Further development of VISTA

LNG and E-mob HD for sales  
Body builder configuration tool

**Component garage**

EATS

Emob MUC, Systems (Electrical, Air, Fuel, Thermal)

**VR training platform**

Lobby & device management  
Navigator integration  
Purchasing & It support structure

Additional Lobby & device management development  
Additional integration (Navigator, Browser, O365)  
Global assets structure implementation



# Increased accessibility and efficiency by going from a market centric level to a **dealer centric training level**

2017

2020 - 2023

2024

VR Head-sets

X 4

X 300

X ~ 1 000

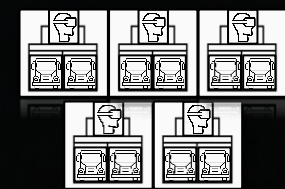
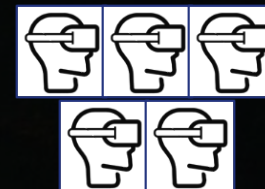
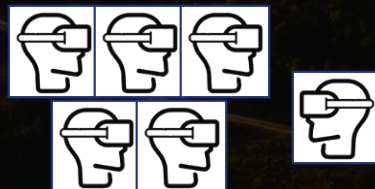
Training  
development

**Step 1:** Market training center

- 5 students and 1 trainer per session
- Market training center level

**Step 2:** Market training center and dealer

- 5 students and 1 trainer per session
- Market training center level
- + 1 headset per dealer to join remotely from the dealer location.



# Virtual Reality trainings lead to new possibilities and increase effectiveness



## For Safety purpose

**Pain point: Hazardous trainings on Emob and LNG**

- 24/7 experience and practice alone or in group
- Practice fault scenarios in a safe manner



## To overcome distance

**Pain point: Too long time away from work when in F2F training**

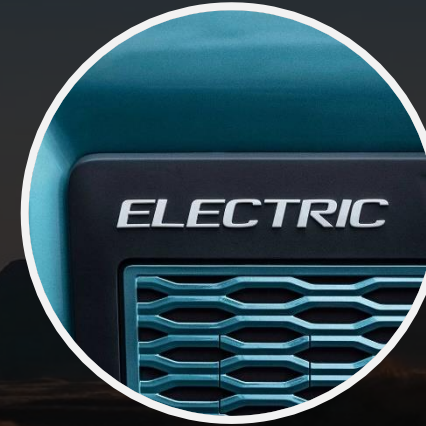
- Reduce time away from work
- Less need to travel → Reduce CO2 footprint and travel cost



## For Component access

**Pain point: Limited access of physical components**

- Instant global access to a vast number of components
- Increased component learnings by possibilities to dissect, see through, and dismantle components



## For Product access

**Pain point: Limited access to products**

- Visualize vast number of truck configurations including body builder options
- Train on products that are not yet existing/ manufactured
- Visualize the invisible e.g. different kinds of flows (electrical/cooling etc.).



## For effectiveness

**Pain point: No possibility for hands-on training remotely**

- Instant reset of product and component in VR

- 4x faster to train in VR

VR Studies shows that students are:

- 4x more emotionally connected to content and 75% more confident to apply skills learned

# Demo video

Virtual Reality Training with Oculus Headsets

Volvo Trucks