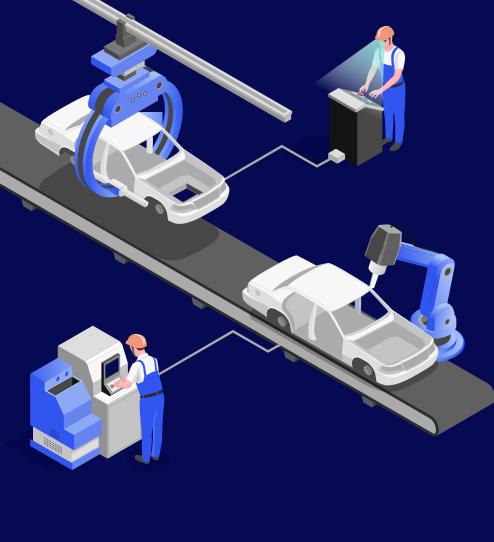
How augmented reality is redefining training and onboarding



\$350 bn Across the globe companies spend astaggering \$350 bn on training each year¹.

218%

But investing in training is critically important: Companies with dedicated training programs are reported to have 218% higher revenue per employee².

¹ Jay Fraser, Global Head of VR for Training at HP ² American Society for Training and Development

In order to reduce costs and continue to deliver high-quality staff training, advanced

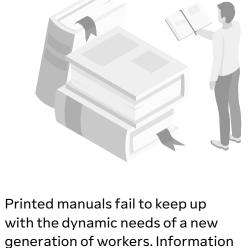
companies are utilizing augmented (AR) and mixed (MR) reality solutions.

Traditional training

Information is siloed, hard to access, and difficult to comprehend

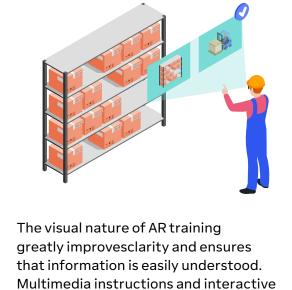
Information is readily available and easy to understand

Training with AR



files and storage locations. Losing your audience with outdated methods

is often stored in countless separate



3D elements are used to support understanding at the exact point of interest. **Improve learning** and engagement



Inflexibility wastes time and money

Staff travel to central training facilities is expensive, time-consuming, and environmentally harmful. The cost and resources required can limit

a company's capacity to ad equately

Leveraging augmented

reality for employee training

train their staff.



Provide location-independent,

or wearables.

self-paced AR training on real or

virtual objects using mobile devices

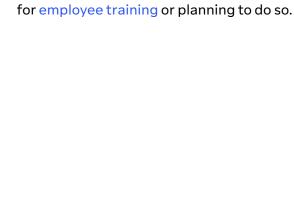
60%

52% of companies are either using

AR and VR adoption at workplace is accelerating...



Employee training



28%

Employee onboarding

6%

promoting engagement

& inclusion.

immersive technologies and metaverse

6%

enabling

Red Thread Research, 2023

performance

33%



fostering learning &

growth

demonstrate more accelerated growth over the next years

AR in training is set to



54.3% Expected compound annual

growth rate by 2027

The augmented

reality in training and education market is

projected to grow at a rate of 65.4% in 2023,

and at 54.3% by 2027.

The Business Research Company, 2023

Onboarding

Application examples for agile digital learning



Traditional training

High quality output

Interactive content

Climate friendliness

financial benefits

Long term

See how immersive training with

AR compares to traditional training

AR

AR trainings are applicable across different use cases and industries		
Industrial Manufacturing	Aviation & Aerospace	Pharma & MedTech

No-code editor Flexible deployment **Backend integration** Configure your Compatible with Android Use existing data and content solution instead of or iOS devices, and to create your AR trainings HoloLens programming it

TeamViewer Frontline's key features meet

company's needs for AR trainings at scale



instructions in a digital environment



Discover a new way of working

multi-media content



Would you like an individual offer? **Contact our Frontline AR experts:** www.teamviewer.com/frontline/

Are you interested in a demo? Would you like to test our solutions?

Test knowledge Quiz functionalities with instant feedback

About TeamViewer As a leading global technology company, TeamViewer offers a secure remote connectivity platform to access, $control, manage, monitor, and support any device-across platforms-from anywhere. \begin{tabular}{ll} With more than 600,000. \end{tabular}$ customers, TeamViewer is free for private, non-commercial use and has been installed on more than 2.5 billion devices. TeamViewer continuously innovates in the fields of Remote Connectivity, Augmented Reality, Internet

business-critical processes through seamless connectivity.

 $Founded in 2005, and head quartered in G\"{o}ppingen, Germany, Team Viewer is a publicly held company with the property of th$ approximately 1,400 global employees. TeamViewer AG (TMV) is listed at Frankfurt Stock Exchange and belongs to the MDAX.

of Things, and Digital Customer Engagement, enabling companies from all industries to digitally transform their

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