

# **Is AR and VR in Commercial Aviation Taking Off?**

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## **Which Aviation Groups are Providing AR and VR Solutions?**

Celebi Aviation Holding are setting up an aviation academy in Turkey. The Celebi Aviation Academy in Turkey being certified by the International Air Transport Association (IATA) and Training Validation Program (TVP). Recognising the academy as an official Center of Excellence in Training and Development. Allowing for the student to virtually sit airside, along many Airbus and Boeing planes. Covering various elements of commercial aviation, from pre arrival too post departure inspection. The various scenarios presented give aviation students a safe environment Letting students find solutions to identified faults. Allowing for difficult environments. Such as different environmental conditions, under LVO (low visibility operations) and night time operations. Japan Airlines teaming with Asia's largest manufacturer Tecknotrov and Qatar Airlines to invest in more autonomous training for pilots and engineers. Expectations for AR and VR in aviation training has always had a strong relation; both recently and throughout previous generations of the technology. So, it comes as no surprise that, with the well respected foundation between the mixed reality space and aviation. The predicted growth rate of the AR and VR aviation markets is expected to be more than \$1372 million by the end 2025. It is important to note the practical strides is where AR and VR fit into the expected processes for a workers day to day routine. With solutions for almost every team member involved in the flyers journey. AR offers flight attendants and handlers a paperless workflow, obviously aiding with cross contamination in post pandemic, busy work environment. SATS, the chief ground-handling and in-flight catering service provider at Singapore Changi Airport. Having integrated M300 smart glasses to 600 of their employees. Getting rid of pen and paper methods during luggage handling. Allowing for quick QR scanning, saving a reported 15 minutes for each flight.

## **What Can Passengers Expect?**

Passengers are also become part of this landscape; VR can offer flyers new forms of entertainment during their long journey. Airfrance are partnered with SkyLights. A VR inflight entertainment group working from San Fransico. Together they have created a unique headset for Airbus A340 flights. Skylights boast a massive success rate with passengers using their VR entertainment headsets during flights. With a 90% recommendation rate and 4h average usage time among passengers. Lufthansa are also innovating for their passengers. Creating a 360-degree immersive experience for

passengers to watch while travelling. With worldwide prospects for flyers and aviation workers, when flyers return to airports in mass. They could be presented with more AR and VR options than ever. Making the return to the runway a breeze.