Question for written answer E-006487/2016
to the Commission
Rule 130
Sorin Moisă (S&D)

Subject: Virtual and augmented reality

Industries face many challenges when confronted with a complex working environment that is constantly transforming and a need to continuously train their workforces. As a result, knowledge and know-how must be transferred fast and effectively.

Virtual reality (VR) and augmented reality (AR) are tools that can offer a faster learning experience through operator training simulators (OTS), for example. In addition, because of its widespread application, the technology can also be used in education, to engage students in a completely new way and thus increase retention. Major factors that limit the development of VR and AR are fragmented ecosystems, the high costs involved – very often, the technology is unaffordable for SMEs – and concerns regarding privacy and intellectual property, given that the technology is vulnerable to cyber-attacks.

Given this exceptional opportunity to further develop our key industries, in particular the healthcare and automotive industries, and rely on a skilled workforce, how does the Commission intend to address the major factors hindering its success?