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EVENT FIVE

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Immersive Technologies for Design and Construction: Bringing the Skills to Reality

Why are the use of immersive technologies such an important skill in construction in 2024?

The construction industry is at the cusp of a technological revolution, with immersive technologies such as Augmented Reality (AR), Virtual Reality (VR) and Mixed Reality (MR). These technologies create distinct experiences by merging the physical world with a digital or simulated reality. This technology can quickly provide its users to quickly iterate and test buildings, visualise future phases of

construction and have x-ray capability to see through walls where electrical or mechanical services are located. With the right skill set immersive technologies can assist in streamlining design and construction processes by providing real-time, on-site information to workers, offering on-the-spot guidance, reducing errors, and enhancing productivity.

What are the skills required?

Examples of technical and soft skills associated with Immersive Technologies include:

Technical Skills

- Knowledge of immersive technologies
- Design Proficiency
- User experience
- Programme Languages
- Knowledge of Platforms and Hardware
- Machine Learning
- 3D Animation and Modeling
- Software Development

Soft Skills

- Communication and Collaboration
- Adaptability
- Teamwork
- Planning
- Problem solving
- Innovative Mindset
- Continuous Learning
- Creativity



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