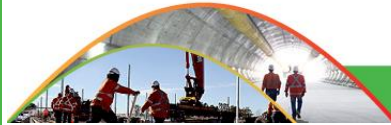




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Augmented Reality and 4D planning

Augmented Reality and 4D Planning

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WHO WILL BENEFIT?

Owners
Contractors
PMO Managers
Bid Managers
Estimating Managers
Risk Managers
Estimators
Project Managers
Planning Managers
Schedulers/Planners
Corporate Services

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KEY BENEFITS OF ATTENDING:

There is a lot of great work already being done with regards to 3D design and 4D in the office prior to site set up, but the challenge is how do we take all that valuable information to site with us. What are the tangible business benefits of AR with 3D and 4D planning? In this workshop you will see:

- Visual look-ahead's – showing what physical progress is expected at any chosen time.
- Progress validation – construction tends to overcompensate with progress updates. compare the updated schedule down on site in the most visual way possible – no need for Gantt charts
- Risk mitigation – better coordination between construction and design, as design constructability can be proofed on site.
- Better interaction with the public, not just showing 2D pictures but providing fully interactive models of finished site they can walk around.
- The possible savings. AR and 4D can add up to a cost benefit ratio of as much as: 25-1, for every £1 spent it can reduce risk by £25. Meaning its Low cost, high impact

A half day seminar will be provided in order to discover the benefits of the use augmented reality and 4D planning technology in project controls.

Session 1: 4D Planning

- The 4D Project Plan – Why are we implementing 4D?
- The goals of 4D planning
 - Schedule validation
 - Constructability reviews
 - Reporting progress
 - Schedule comparison
 - 4D safety
- Who's role is it to implement
 - 4D implementation and management
 - Driving roles
 - Supporting roles
 - Customers
- How to implement 4D on a project
 - Model importing
 - Schedule importing
 - Model and schedule synchronisation

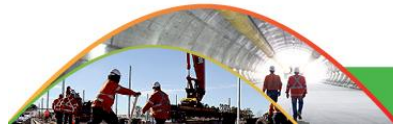


Michael Clarke is one of the leading people in his field of technology integration for Project Controls. With a background in Mechanical Engineering and Project Management, he is an experienced Project Controls Engineer who has spent the last number of years in the UK working on some of the world's largest and most complex infrastructure projects.



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Session 2: Augmented Reality

- What is Augmented Reality?
- AR technologies available
- Augmented Reality
 - With 3D design
 - With planning
 - Pre-construction consenting and approvals
 - Safety reviews
- Information sharing
 - How much information is enough and how much is too much?
 - External stakeholders interaction
 - Internal stakeholder interaction
- Cost benefit
 - Saving time
 - Saving money
 - Saving rework