

The Future of Work with immersive technologies

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A vintage computer monitor and keyboard are shown on a desk. The monitor is a CRT type with a light-colored casing, and the keyboard is a full-sized keyboard with a numeric keypad. The scene is dimly lit, with a warm, orange glow from the computer components. In the background, a computer mouse and some papers are visible on the desk.

How many hours do you
stare at a screen every day?

7.8 hours a day

1584 hours a year

63360 hours a lifetime of work

7.2 years
of screentime







Collaboration



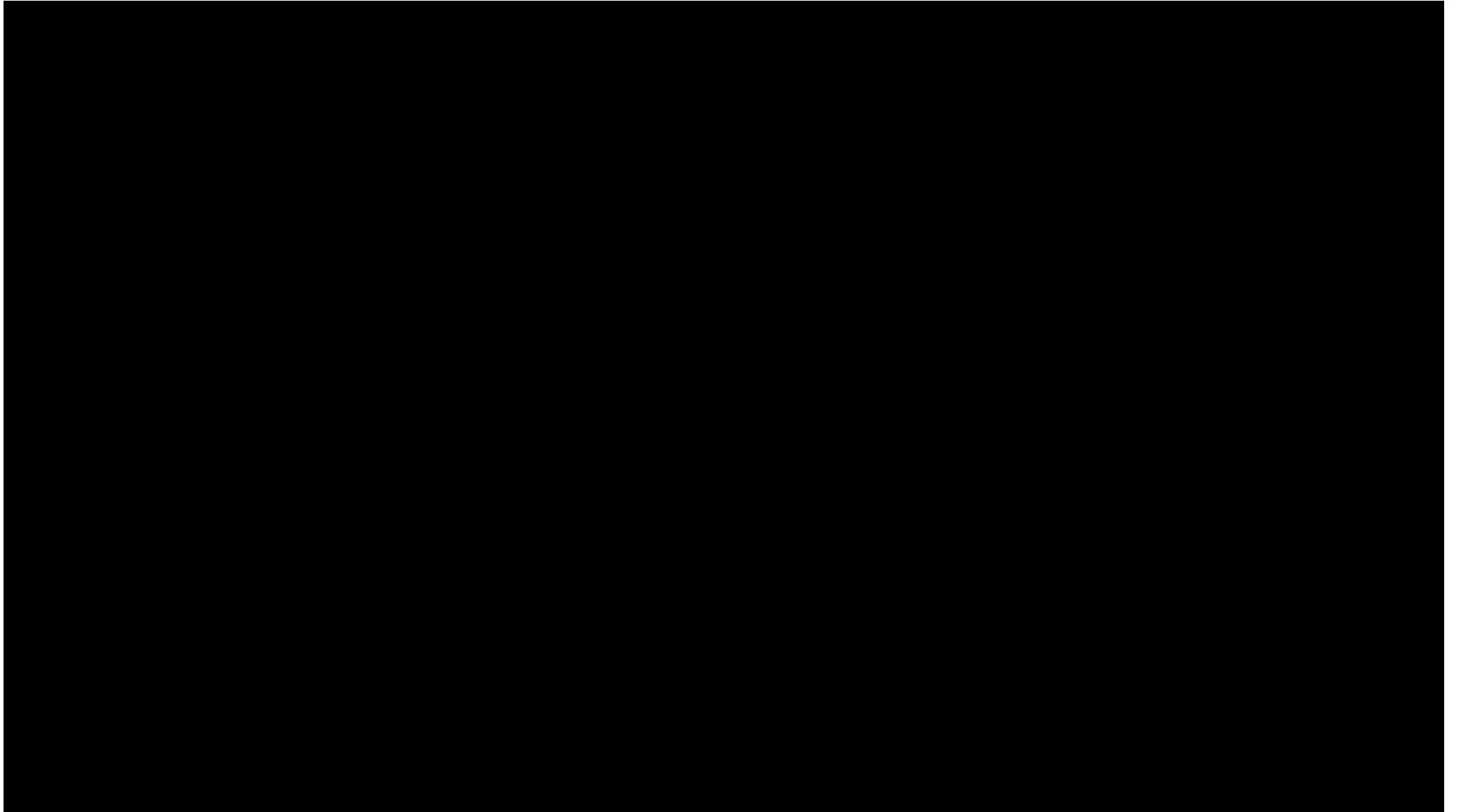
Solo



Virtual

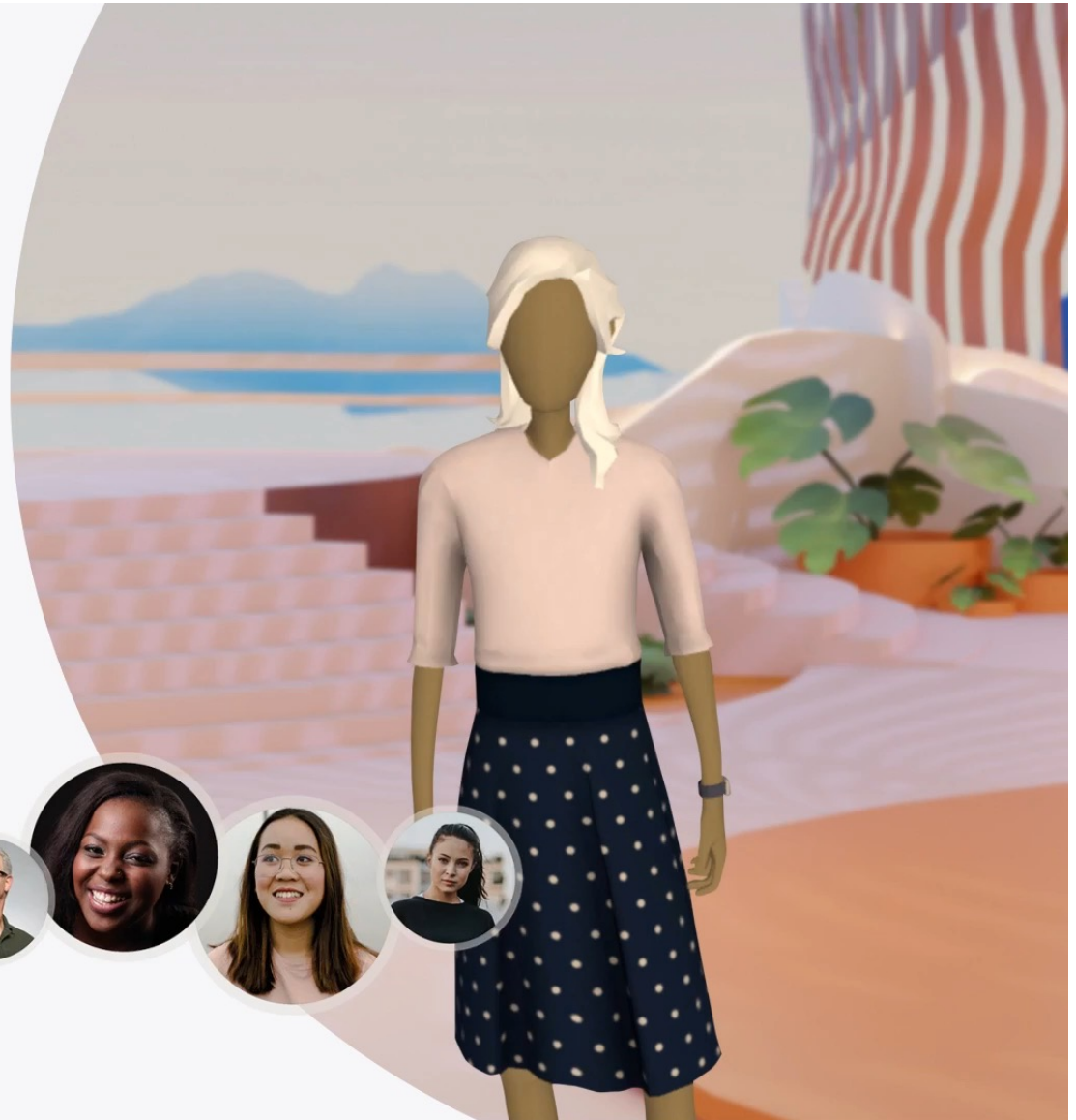
Physical





pwc Virtual Spaces

The Business Metaverse Solution





Identifying new immersive Use Cases with **D.I.C.E.S.**

Dangerous

Impossible

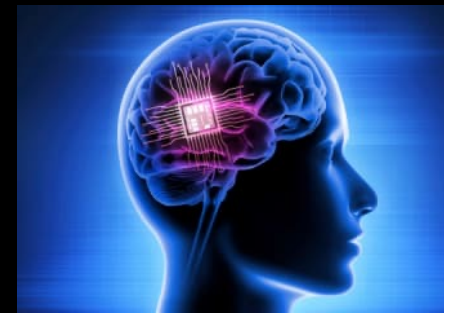
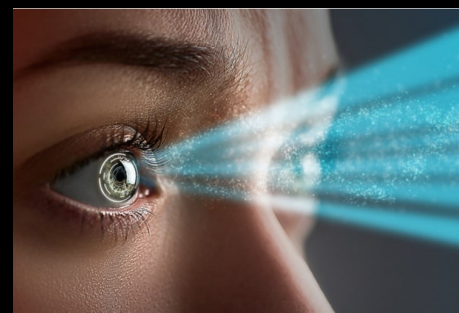
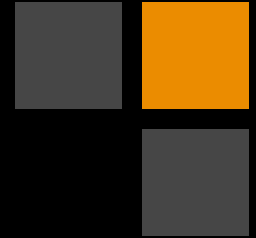
Counterproductive

Expensive

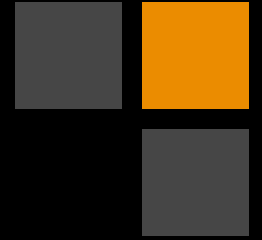
Social

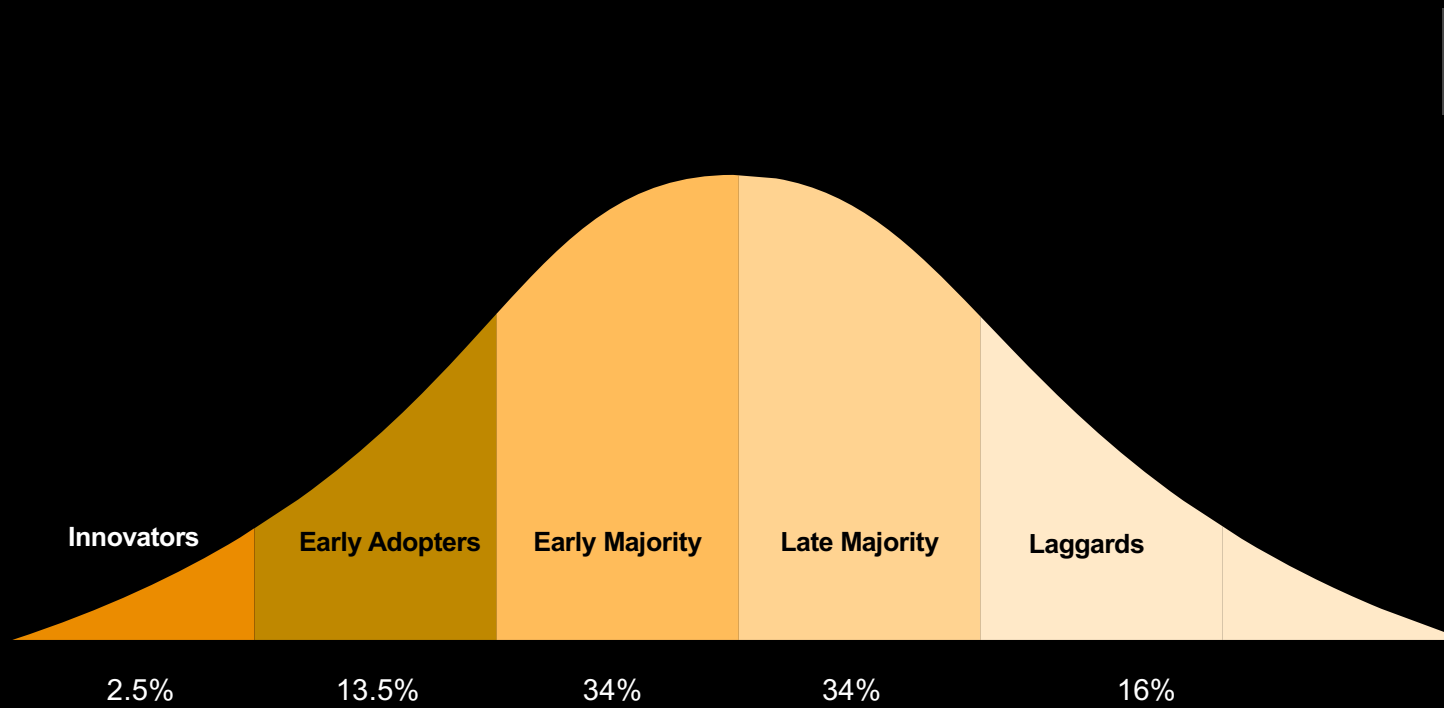


An outlook – the journey has just started.



Human-Centered & Technology-Driven Productivity





Where am I planning to be on the adoption curve?



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