The AR Maturity Model by Atheer™

	EXPLORING	DEPLOYING	CONNECTING	LEADING
CATEGORY	AR is Being Explored	AR is in Production	AR is Connected to the Ecosystem	AR is a Competitive Advantage
	STAGE 1	STAGE 2	STAGE 3	STAGE 4
ACTIVITIES	 Learning about AR, VR, and XR Understanding the landscape of AR software and hardware platforms Gathering ideas from industry examples Exploring a singular use case or creating an inventory of potential use cases Using AR in a trial environment Understanding the AR value drivers 	 AR software platform strategy is implemented or in the process of being rolled out One or more use cases being deployed to solve business problems Single or multi departmental deployments Operating models and governance frameworks are being established AR value drivers are being refined as a result of real experience 	 Executive sponsorship in place AR strategy is now connected to the broader enterprise IT ecosystem AR Steering Committee established Multiple connected and unconnected use cases deployed in a coordinated manner The enterprise-wide operating structure for AR is agreed and communicated across the organization AR's business value is being systematically measured 	 All people and processes are on their way to being augmented Business processes are being re-invented AR software platform is available to the extended enterprise (including extended supply chain and customers) AR's ROI is being maximized Chief AR Officer in place or being considered The enterprise is widely considered an Augmented Enterprise
STRATEGIES	ExploratoryAd hoc	ReactiveRequest driven	 Proactive Formal change management 	PredictiveContinuous improvement
TECHNOLOGY	 Hardware driven device strategy Ad Hoc smart glass purchases with solutions looking for problems First experience with an AR software platform Existing digital content being evaluated for AR 	 Use case driven device strategy established, including smart phones, tablets and smart glasses Video calling - "See What I See" Augmented task flows Content strategy for AR is defined Collecting and acting on AR analytics Starting to consider IIoT use cases 	 AR technology stack is industrialized AR platform is being integrated with enterprise systems PLM, ERP, CRM, SCM, LMS, WMS, etc. IloT display enabled Product data and history flows both ways End-to-end process integration 	 Interconnected glasses, devices, machines, sensors AR is moving to the edge as 5G is leveraged Predictive AR experiences Intelligent and self adjusting task flows
CONTENT	 Disconnected content, monolithic manuals, paper-based processes, first generation digital task flows One-off (and expensive) custom AR content development 	 Augmented digital task flows Select enterprise content is integrated Existing 2D and 3D content assets are leveraged and new value created 	 Enterprise AR content strategy in place 3D and AR content is codified 3rd party and OEM experts connected Learning content (LMS, LCMS, LXP, xAPI) is integrated 	 Personalized and adapative Enterprise AR standards emerge and allow for systematic re-use of content
BUDGETING	 Limited or no budget specifically allocated to AR. Often an "innovation" budget is used 	 Discrete budgets for AR (software and hardware) available in different parts of the organization 	 AR software and AR hardware is budgeted across the enterprise with input from line of business and IT 	 AR software and AR hardware investments are part of core operating infrastructure budget
IT INVOLVEMENT	 Some minimal IT involvement - enabling ports, proxy configuration, etc 	 Corporate IT is involved Security evaluations completed 	 Advanced IT involvement for monitoring and integration support 	 AR is fully integrated into the enterprise IT strategy

Security evaluations completed

Mobile device management strategy defined

Dedicated IT staff allocated to AR initiatives