



IMPLEMENTATION GUIDE

Discover how to launch your Oculus for Business VR solution.

Explore solution details, technical resources,
and steps to success.

SOLUTION OVERVIEW

What is Oculus for Business?

Oculus for Business is a virtual reality platform for enterprises. It includes software to set up and manage VR deployments, a tailored in-headset experience, and enterprise-grade customer support. It's also built on [Workplace by Facebook](#), so it offers enhanced data security and privacy.

Oculus for Business solution components

To implement a virtual reality solution, companies need hardware (Oculus headsets), an enterprise platform that gives them control, integrations, and content to run on the headsets. There are many third-party independent software vendors (ISVs) who can create commercial solutions for different purposes, including training, collaboration, and more. Companies can also choose to develop content internally, either natively or in a number of game engines.

THE SOLUTION IS DESIGNED FOR THE FOLLOWING CUSTOMERS:



Enterprises that plan to 1) deploy a VR solution at scale to their employees, either with third-party developer content that is not from the Oculus store or with internally developed VR applications, and 2) manage their own fleet of devices.



Businesses that are planning to deploy a VR solution at scale to customers under their direct supervision and management. Devices remain in the possession and control of the business, meaning that the device owners have staff onsite to oversee and control the use of the devices at all times and customers do not take custody of the devices directly.



Developers who are testing their application to deploy on Oculus for Business. This would be only for testing purposes. Developers should not manage deployments on behalf of enterprise customers.

Oculus for Business is not intended for:



Developers who manage, rent, lease, or resell deployments on behalf of their customers.



Enterprises that want to deploy VR content to their employees with consumer apps delivered via the Oculus store.



Business-to-consumer use cases where consumers expect to keep the devices or take them home.

IMPLEMENTATION STEPS

Create a launch team

In order to successfully launch your Oculus for Business solution, we recommend creating a team comprised of the following people:



Executive sponsor

To drive program buy-in and direction from the top of the organization.

Project manager

To keep the project on track and coordinate resources.

IT lead

To activate headsets and manage devices.

Business champion

To develop use cases, determine KPIs, and act as the chief advocate for the platform.

Independent Software Vendor (ISV)

Developer partner to create commercial solutions that will run on the headsets. Your Oculus for Business account manager can help you find the right developer based on your use case.

Follow the 6 steps to success

1 Kick off the project

PROJECT MANAGER

- Establish an implementation timeline
- Secure budget
- Buy hardware

2 Develop a first use case and KPIs

BUSINESS CHAMPION

- Establish a first use case for your VR pilot (e.g., a training module or remote collaboration scenario)
- Determine KPIs to measure success (e.g., higher test scores or money saved on travel)
- Pick a testing population type and number
- Choose a developer partner to create your first VR application
- Provide the developer with application goals and requirements

3 Engage executive support

EXECUTIVE SPONSOR

- Connect with an executive sponsor to secure funding and support
- Integrate executive feedback regarding the use case and KPIs
- Encourage your sponsor to evangelize the solution

4 Develop your first VR application

DEVELOPER PARTNER

- Develop the application according to goals and requirements
- Facilitate user testing and iterate based on feedback

5 Set up hardware and software

IT LEAD

- Activate headsets
- Set up devices and authenticate accounts
- Perform device management tasks as needed

6 Launch the solution

PROJECT MANAGER AND BUSINESS CHAMPION

- Launch the pilot and measure outcomes against your KPIs
- Perform data analysis to determine ROI
- Determine additional use cases and scale across the organization

TECHNICAL PREREQUISITES

What do you need to implement Oculus for Business?

You'll need technical resources to help with implementation and deployment. Resources may include your IT team, ISV (for managed deployments), or systems integrator (SI). To learn more, visit our [support page](#).

DEVELOPER RESOURCES

Get help along the way using the following resources:

Oculus for Business [developer reference site](#)



Purchasing information

Oculus for Business can be purchased through our trusted distribution channels. Please visit <https://oculusforbusiness.fb.com/get-started.html> to open an inquiry form to get your purchase started. Our distribution channels can provide you with information on pricing, delivery times, return policy, and volume purchases.

