



Immersive Technology for the American Workforce Act

Senators Lisa Blunt Rochester (D-DE) and Katie Britt (R-AL)

Endorsed by: Advance CTE, American Association of Community Colleges (AACC), Association for Career and Technical Education (ACTE), Association of Community College Trustees (AACT), CareerViewXR, CM&D, Delaware Technical Community College, Delaware Tech Council, HTC VIVE, Jobs for the Future (JFF), National Association of Workforce Boards (NAWB), Oberon Technologies, Qualcomm, SIMVANA, Transfr, XR Association (XRA).

We Must Do More to Prepare the Workforce

Over the next decade, the United States expects approximately [192](#) million job openings, representing a significant increase in workforce needs as compared to the previous decade. This comes as we face existing workforce shortages across sectors and technologies like artificial intelligence continue to impact the economy. We must leverage every tool at our disposal to create more opportunities for quality workforce training that leads to employment and ensure every American has the skills they need to unlock their full potential.

Immersive Technology is a Promising Tool for Career Readiness

Immersive technology, such as virtual reality, can be a versatile, cost-effective, and exciting tool for workforce training that can boost information retention in learners. The technology is highly transportable, customizable, and has the potential to expand access to learners who face barriers to accessing workforce training.

The Immersive Technology for the American Workforce Act

- Establishes an innovative grant program at the Department of Labor to support the development and implementation of career pathways that leverage immersive technology, like virtual reality, in education and training.
 - In particular, the legislation supports programs at community colleges and area career and technical education schools.
 - Programs must be supported by industry or sector partnerships.
- Prioritizes programs that meet the needs of the changing economy and those supporting training for individuals with barriers to employment, including individuals with disabilities and in rural areas.

For questions or to cosponsor the **Immersive Technology for the American Workforce Act**, please contact Alicia Porile in Sen. Blunt Rochester's office, Alicia_Porile@bluntrochester.senate.gov, or Maggie McPherson in Sen. Britt's office, Maggie_Mcpherson@britt.senate.gov.