



Immersive Technology for the American Workforce Act

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Supported by: XR Association, Advance CTE, American Association of Community Colleges, Association for Career and Technical Education, Elm Park Labs, HTC VIVE, Jobs for the Future, National Association of Workforce Boards, Oberon Technologies, Talespin, Transfr, Unity, US Ignite

Immersive Technology: A Tool for the Future of Work

At the start of 2023, the U.S. Bureau of Labor Statistics reported that there were 10.5 million unfilled jobs. Across industries, companies of every size are facing the challenge of finding a workforce ready to fill open positions. Bipartisan economic and national security initiatives need a workforce prepared and ready to step into a wide range of careers.

To help fill these gaps, we must ensure that Americans in every community and from every background are able to access quality, effective workforce training programs. Immersive technology, including augmented and virtual reality tools, can expand access to workforce training to ensure American companies have the capacity to meet their workforce needs. The technology has the potential to make workforce training **more cost effective, safer, and to expand access** to rural and underserved areas and workers with disabilities.

The Immersive Technology for the American Workforce would:

- Create a 5-year grant program at the Department of Labor to support community colleges and career and technical education centers in developing education and training programs for workforce development utilizing immersive technology.
- Encourage the development of inclusive technology and workforce training programs.
- Prioritize entities:
 - Serving rural areas
 - Serving areas of substantial unemployment
 - Engaging in a public-private partnership
 - Filling a skills gap
 - Meeting the needs of employers
 - Retraining workers in strategic employment sectors
 - Targeting individuals with barriers to employment
 - Aligning with relevant state and local workforce development plans
- Require regular reports to the Secretary, including best practices after the third year.

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