
A REAL PARTNER IN
VIRTUAL REALITY

_01 Who are we?

Founded in 2016, located in Kuopio, eastern Finland

The most versatile developer of VR training systems in Finland

100% Finnish-owned

Meta Work Reseller AUTHORIZED

Unity Reseller

_01 Companies who place their trust in us

_01 What do we do?

01 Virtual training

- BITE – Functional VR training
- 360° training environments

02 Digital Twin & industrial solutions

- Design Space – Virtual factory
- Digital Twin (IoT)

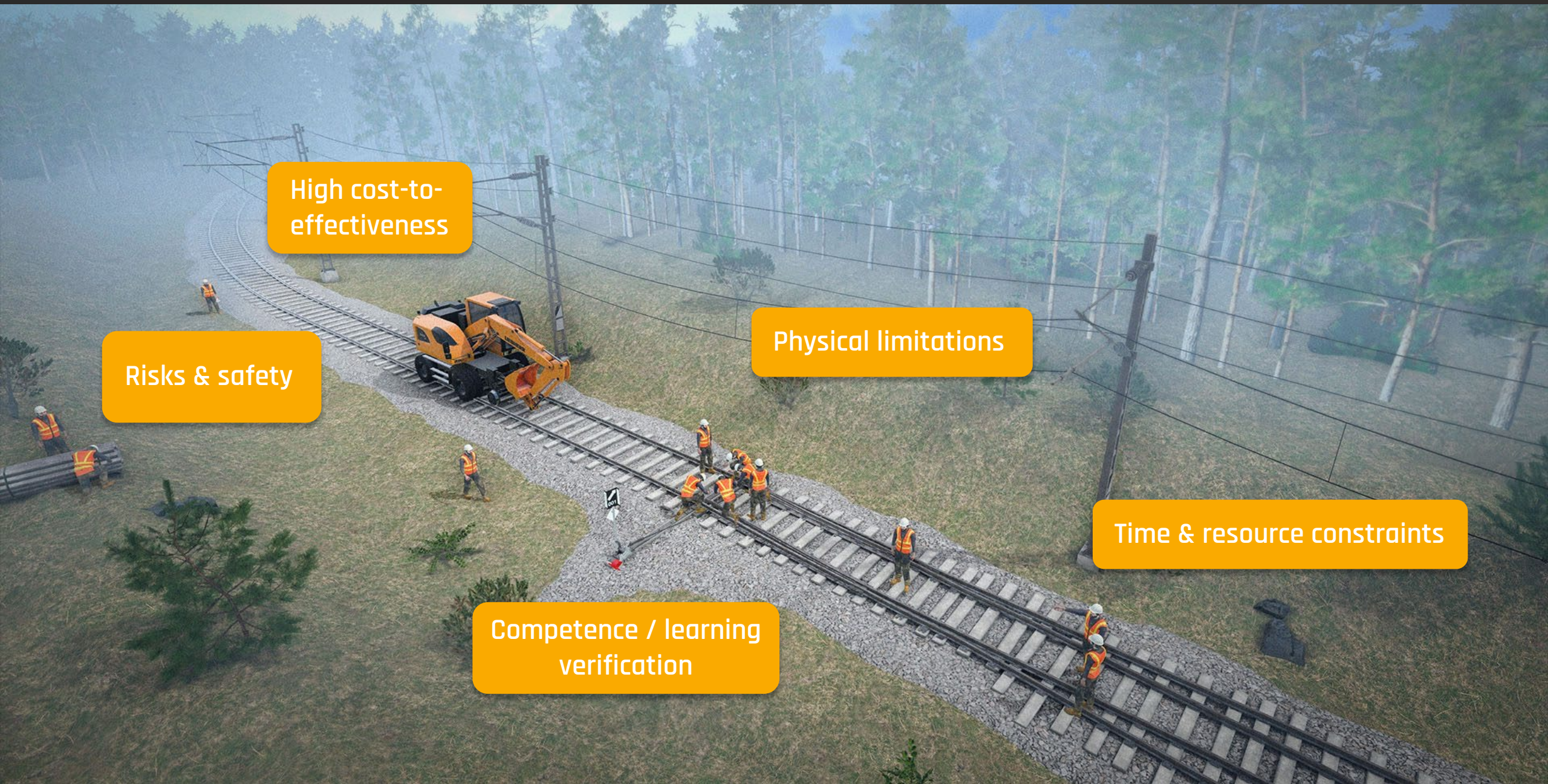
03 Virtual-assisted design

- Virtual prototypes
- Virtual simulations
- Industrial & UI/UX design

04 Communication, sales & marketing

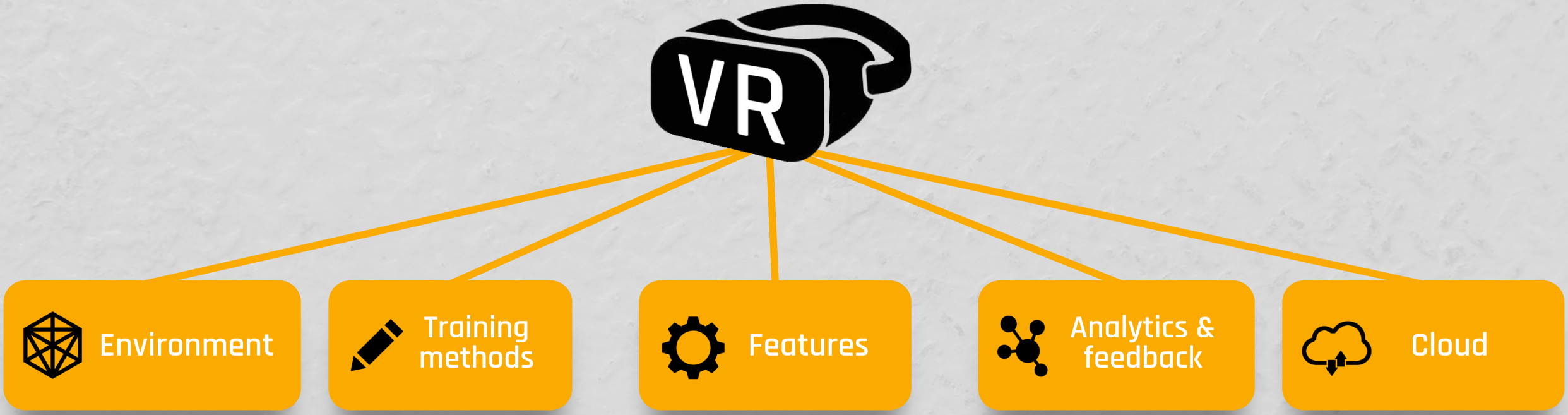
- Virtual product representations
- Visualization and animation
- 360°-viewers & 3D configurators

_02 Traditional training vs. Virtual training



_03 BITE – Build Immersive Training Environments

BITE platform is a dynamic virtual training environment

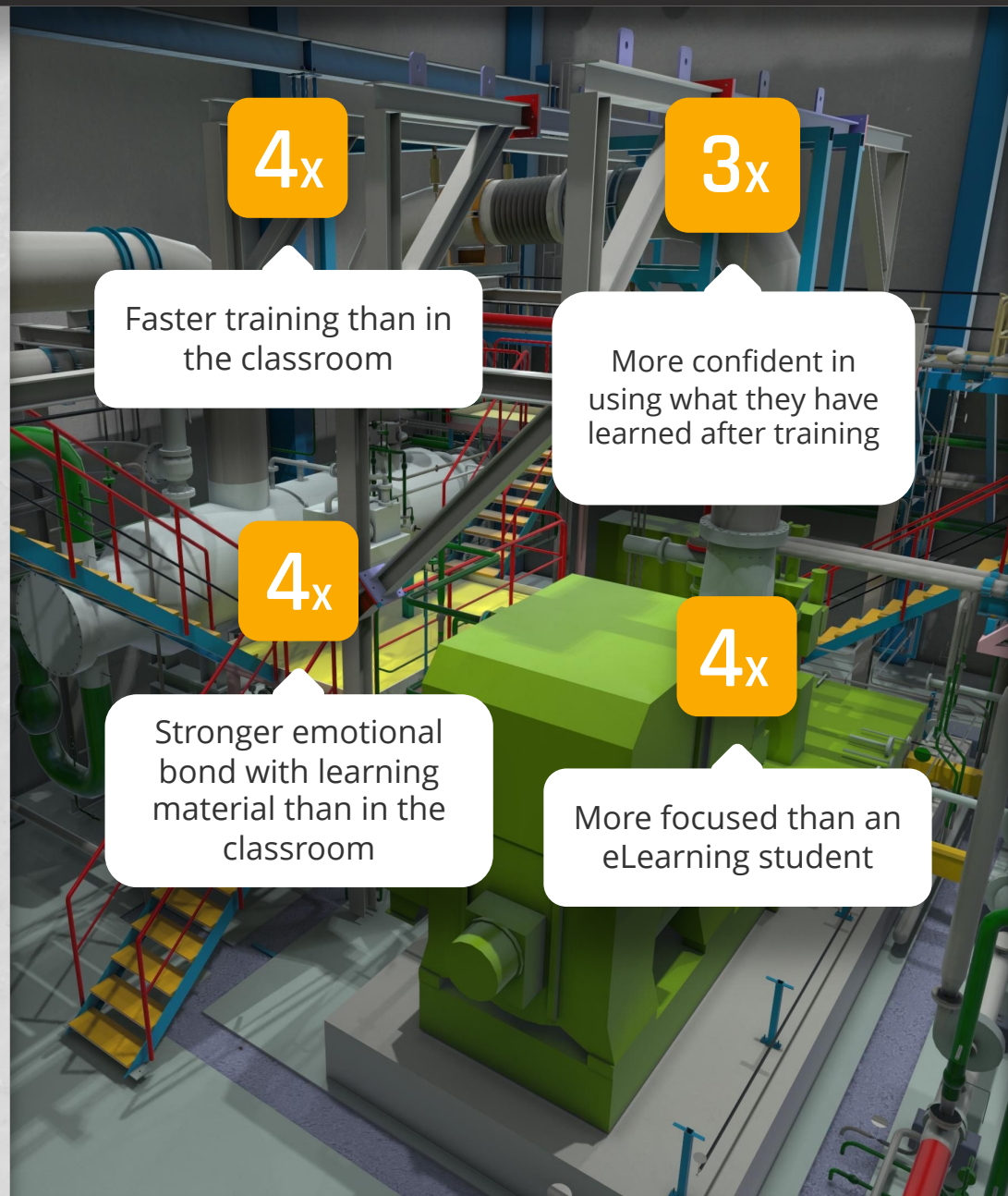


_04 Benefits of Dynamic VR Training

Learning

Knowledge and skills are best known in the context in which they were learned.

- VR makes it possible to illustrate the right context in a way that best corresponds with reality.
- Typically, a large part of real-life training can be replaced with VR training.
- VR enables a more realistic training environment, improving the student's ability to reflect on what they have experienced and learned.
- The possibility of independent training and rehearsal also provides a great advantage.

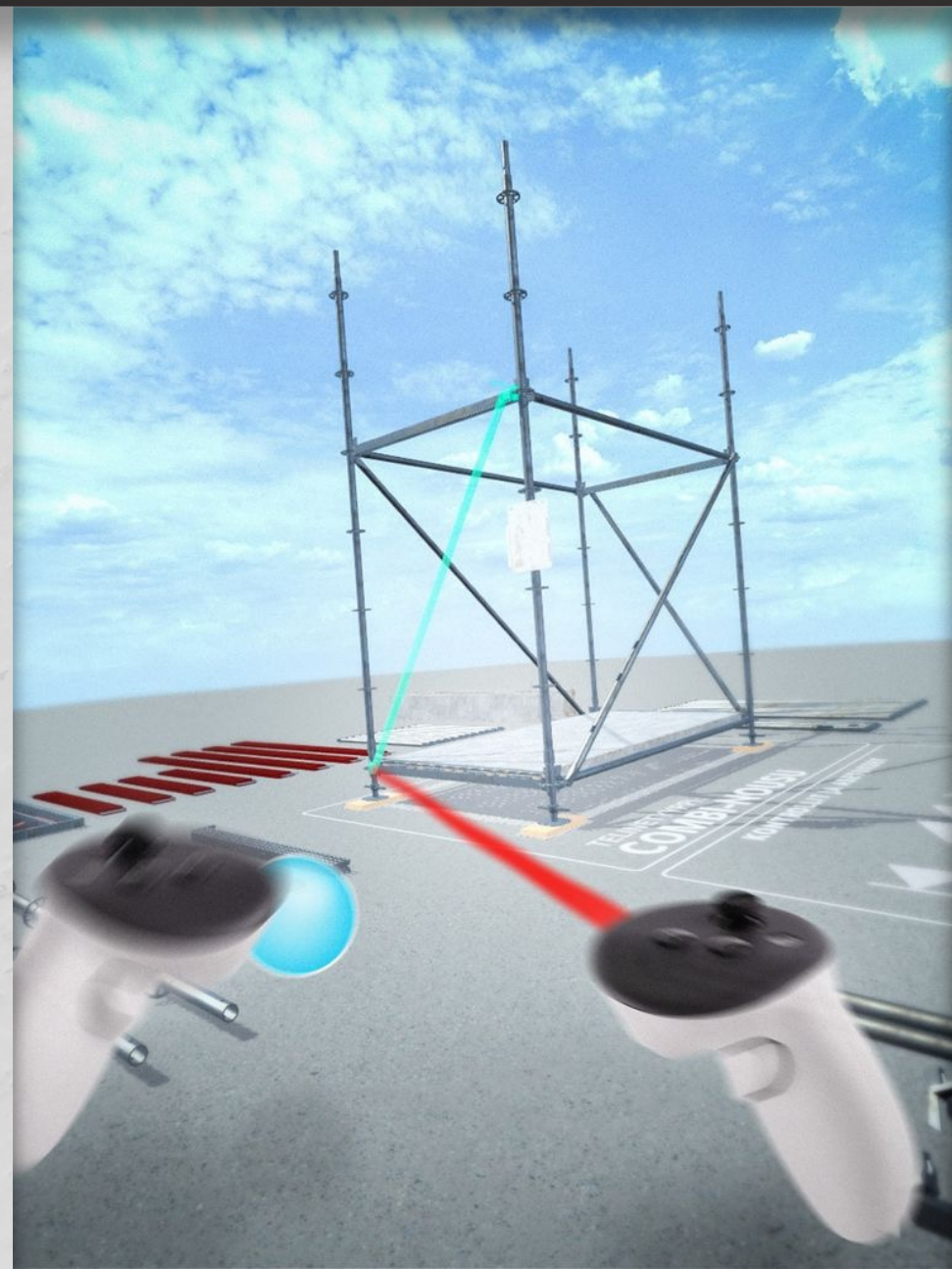


https://www.pwc.com/us/en/tech-effect/emerging-tech/virtual-reality-study.html

_04 Benefits of Dynamic VR Training

Motivation and memorability

- Motivation improves commitment to studying, improves concentration, increases the amount of work done on studying, inspires reflection and thus improves the quality of learning and learning outcomes.
- Receiving feedback and evolving expertise.
- Gamification provides clear goals, clear challenges and reward.
- Exploits man's natural curiosity and imagination.
- The student can manage their own learning event, regulating challenge and pace of progress.
- Avoiding boredom and frustration.



_04 Benefits of Dynamic VR Training

Analytics and feedback

- Collection, analysis and feedback of performance data.
- Debriefing based on recording of trainee performance.
- Review key performance points with the trainer
    - Comparing your performance to a reference performance
    - Tracking accuracy, such as measuring eye movements and motor skills.
    - Comparison with the performance or databases of others to evaluate progress.

_04 Benefits of Dynamic VR Training

Cost-effectiveness and resource saving

- Simulating dangerous, costly or difficult training situations.
- The need for physical training facilities is reduced.
- The cost of using existing infrastructure or machinery is minimized.
- Reducing environmental load and material waste.
- Training of geographically dispersed personnel without travel.
- Possibility for independent rehearsal.
- Saving the trainer's time and resources (specific areas of expertise).

_04 Benefits of Dynamic VR Training

Simulating impossible or difficult to reproduce situations

- Testing and practicing new operating models (research and process development).
- Simulation of states of reduced functional capacity.
- Repetition of the situation being practiced accurately and at no extra cost.

_04 Benefits of Dynamic VR Training

Safety and risk mitigation

- Conducting dangerous, frightening or exciting exercises safely.
- Rehearsing accident situations without any real risk.
- Practicing handling dangerous goods risk-free.
- Simulation of physical incidents (e.g. fire).

_04 Benefits of Dynamic VR Training

Making complex systems and relations easy to understand

- Depiction of large and complex entities (e.g. logistics chains, factory layouts, switchgear).
- Understanding three-dimensional structures and processes with VR.
- Clearly presenting things through VR that are otherwise difficult to represent.

_07 Case examples

Finnish Defence Forces

Need:
Replace mobile physical and heavy training environments with a more functional and scalable solution.

Solution:
- Virtual multiplayer Battalion Aid Station.
- Packaged portable solution: 10 VR headsets & wi-fi.
- A modular patient that can be easily modified by the trainer for various medical training scenarios.
- After the exercise, the group can go through the treatment procedures by comparing automatic and manual notes.

Benefits:
- Considerable cost-savings.
- Building versatile training scenarios for disabled war injury patients.
- Training for medical team operations in difficult conditions.
- The trainer can direct the events of the training situation in real time as the session unfolds.
- Reporting and post-training analysis.

The war injuries simulator was awarded FDF's Digital Deed of the Year award for 2023.

_07 Case examples

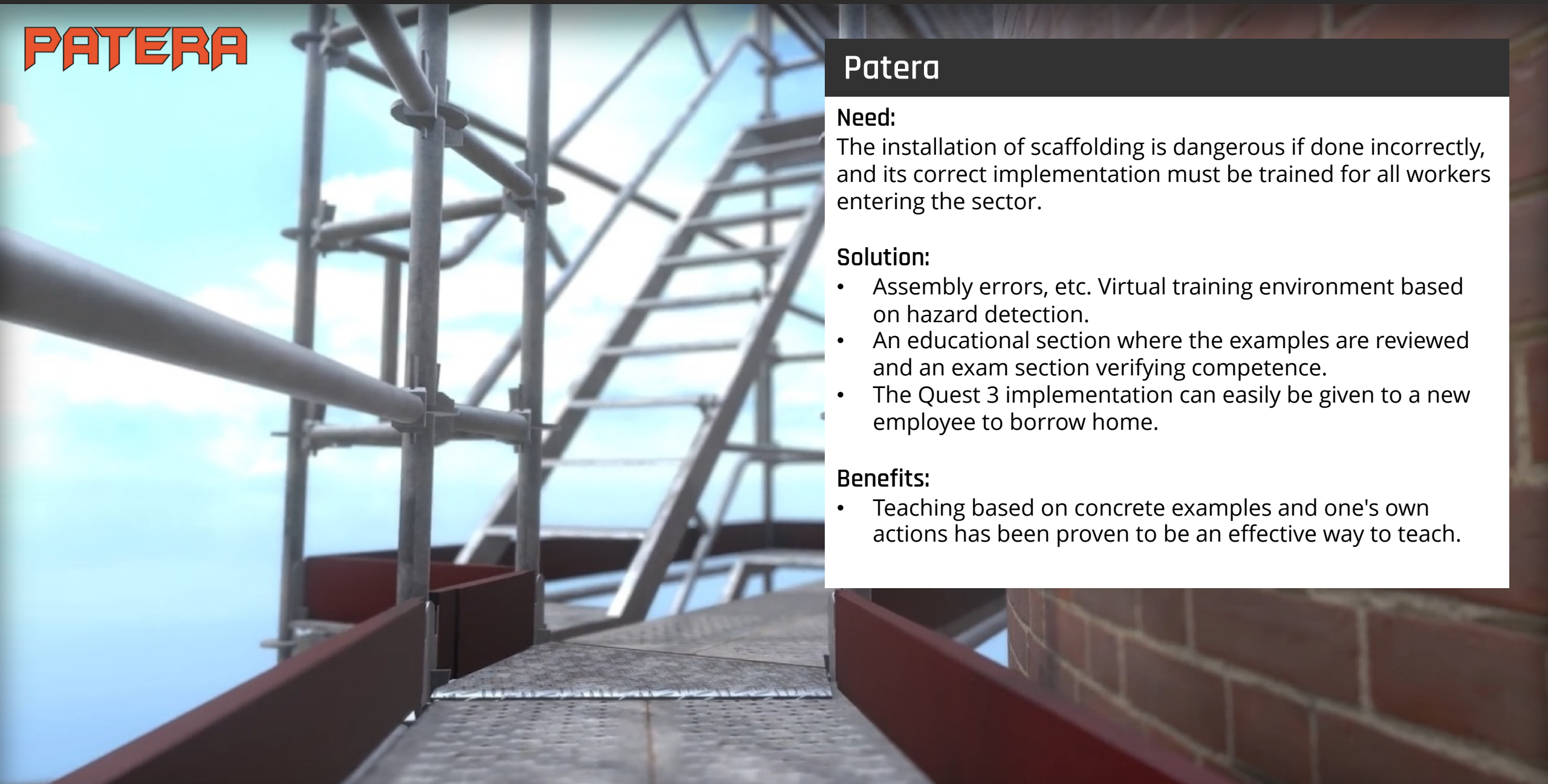
Pakoteekki

Need:
Interactive training environment based on the physical escape game Pakoteekki.

Solution:
- Gamified 'escape room' environment for pharmacy training.
- True-to-life pharmacy modeled in virtual reality.

Benefits:
- Motivating and interesting learning experience.
- Pharmacists' confidence improves to act in the right environment.
- Playing memorably tests real-life pharmacy skills through problem solving.
- Supporting teamwork and teamwork success through gamified means.

_07 Case examples



Patera

Need:

The installation of scaffolding is dangerous if done incorrectly, and its correct implementation must be trained for all workers entering the sector.

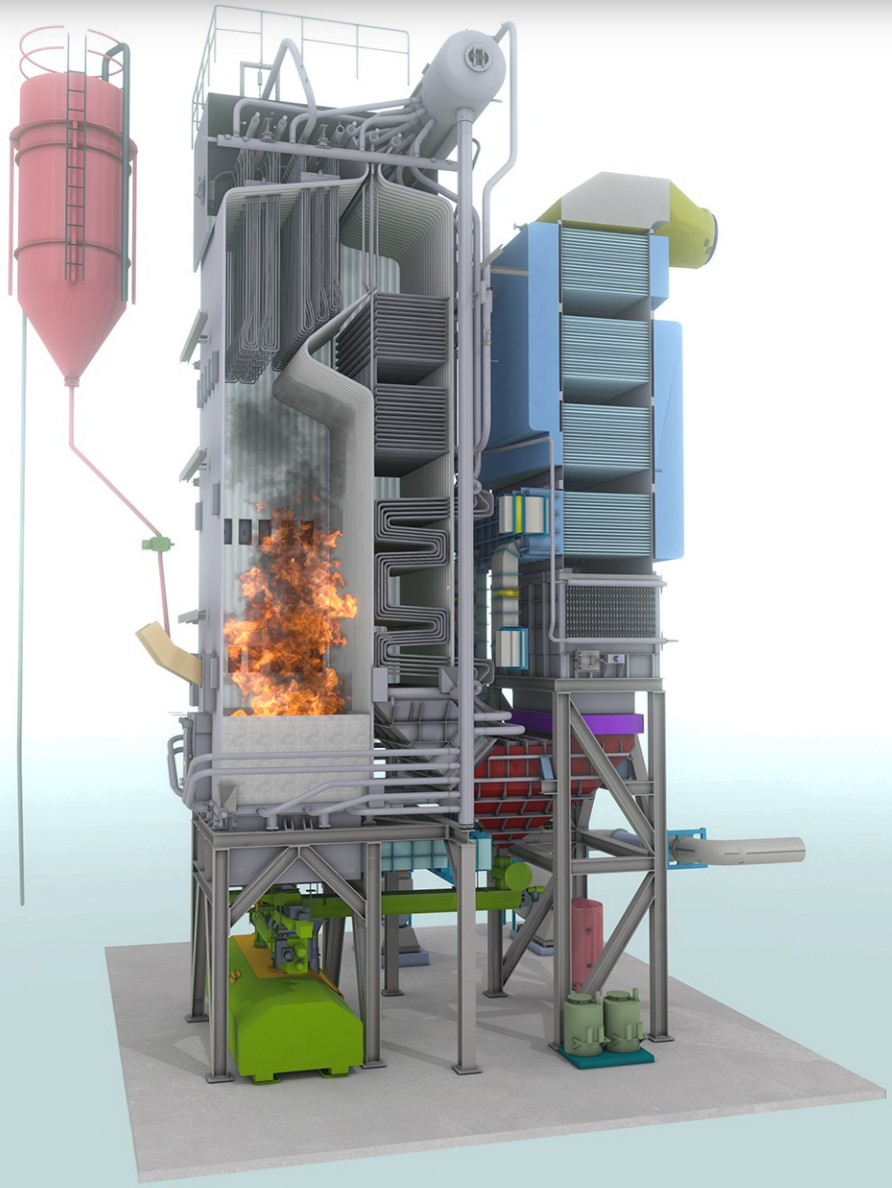
Solution:

- Assembly errors, etc. Virtual training environment based on hazard detection.
- An educational section where the examples are reviewed and an exam section verifying competence.
- The Quest 3 implementation can easily be given to a new employee to borrow home.

Benefits:

- Teaching based on concrete examples and one's own actions has been proven to be an effective way to teach.

OSAO



Digital Power Plant

Need:

A virtual learning environment that enables future power plant personnel to receive more relevant training in safe use. Supporting interest in studying and student motivation.

Solution:

- Freely explorable training environment supporting the C&Q competence matrix.
- Desktop VR for a detailed plant environment.

Benefits:

- Enabling safe learning from mistakes.
- Training in situations that are rarely encountered in working life.
- Safe virtual introduction to power plant operations.
- Reducing the need for teacher attendance.
- Developing the attractiveness and quality of education.

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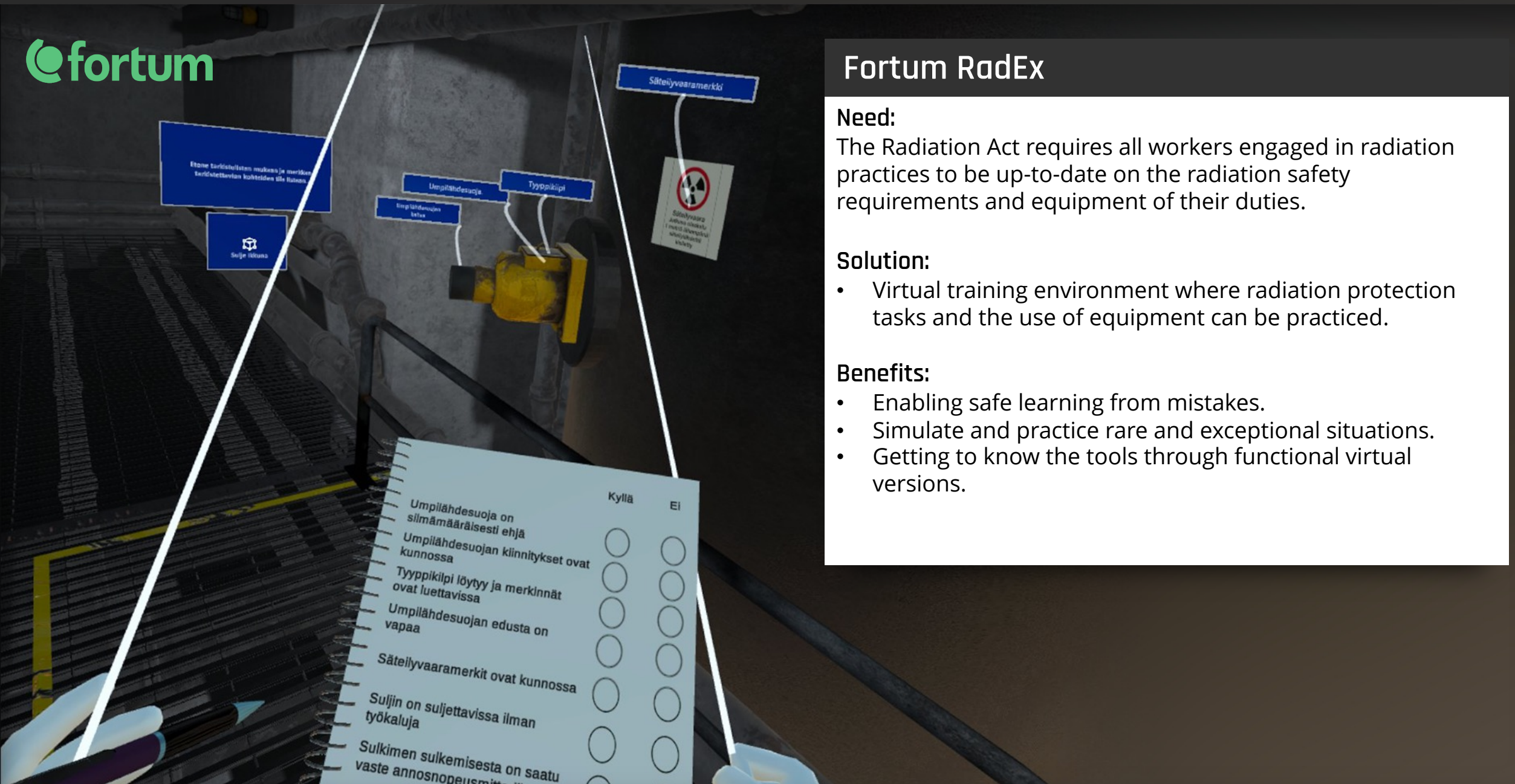

Fortum RadEx

Need:

The Radiation Act requires all workers engaged in radiation practices to be up-to-date on the radiation safety requirements and equipment of their duties.

Solution:

- Virtual training environment where radiation protection tasks and the use of equipment can be practiced.

Benefits:

- Enabling safe learning from mistakes.
- Simulate and practice rare and exceptional situations.
- Getting to know the tools through functional virtual versions.

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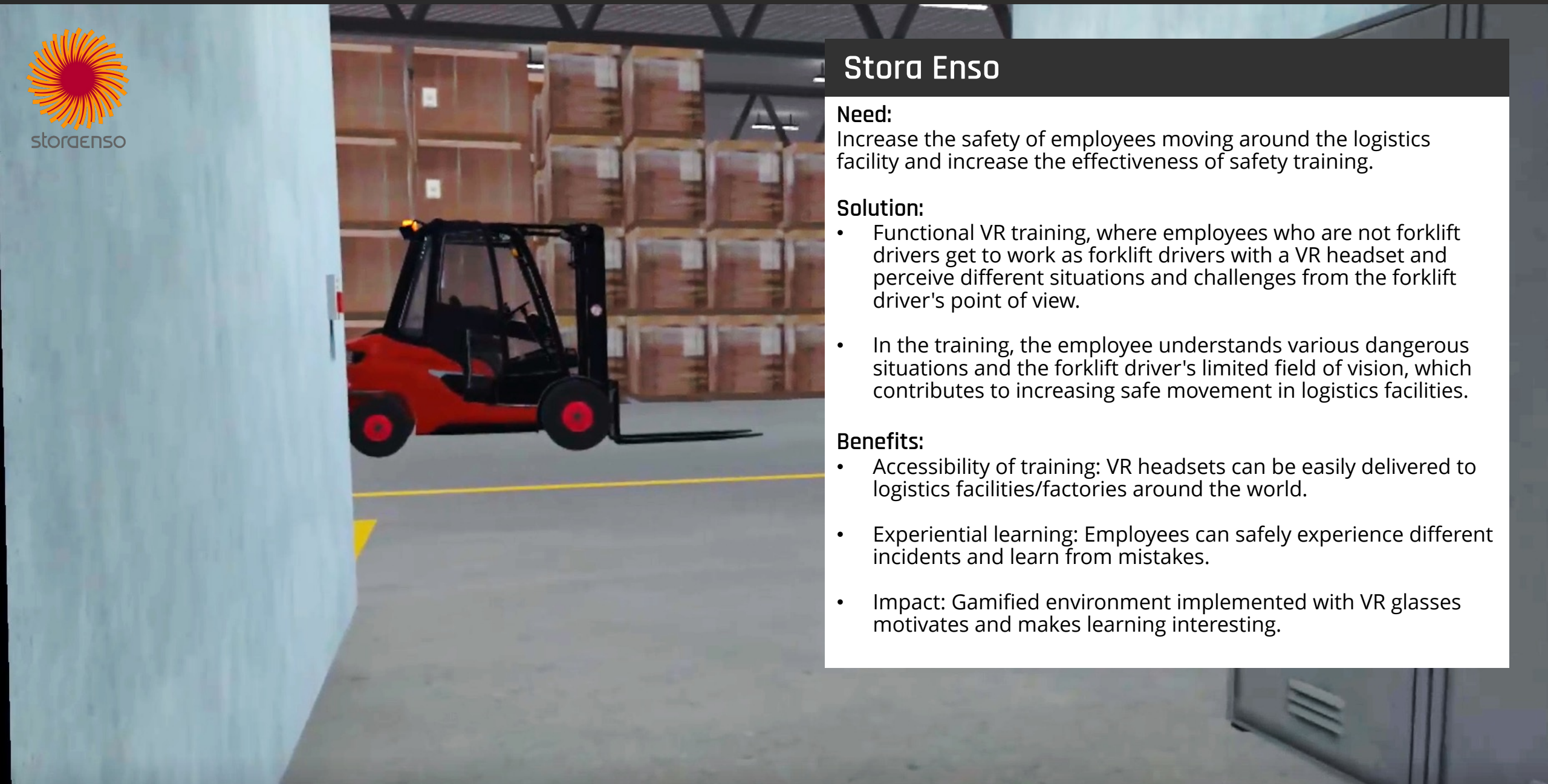

Stora Enso

Need:
Increase the safety of employees moving around the logistics facility and increase the effectiveness of safety training.

Solution:

- Functional VR training, where employees who are not forklift drivers get to work as forklift drivers with a VR headset and perceive different situations and challenges from the forklift driver's point of view.
- In the training, the employee understands various dangerous situations and the forklift driver's limited field of vision, which contributes to increasing safe movement in logistics facilities.

Benefits:

- Accessibility of training: VR headsets can be easily delivered to logistics facilities/factories around the world.
- Experiential learning: Employees can safely experience different incidents and learn from mistakes.
- Impact: Gamified environment implemented with VR glasses motivates and makes learning interesting.

_07 Case examples

VÄYLÄ

Finnish Transport Infrastructure Agency

Need:

Railroad switch operator training exercise, in which the performance of a task can be practiced in conditions that correspond to reality as closely as possible.

Solution:

- Dynamic VR training as part of orientation.
- The tasks and processes of a railroad engineer modeled in virtual reality.

Benefits:

- A true-to-life virtual environment, where the user can practice railroad switch installation procedures.
- Free practice with authentic tools.

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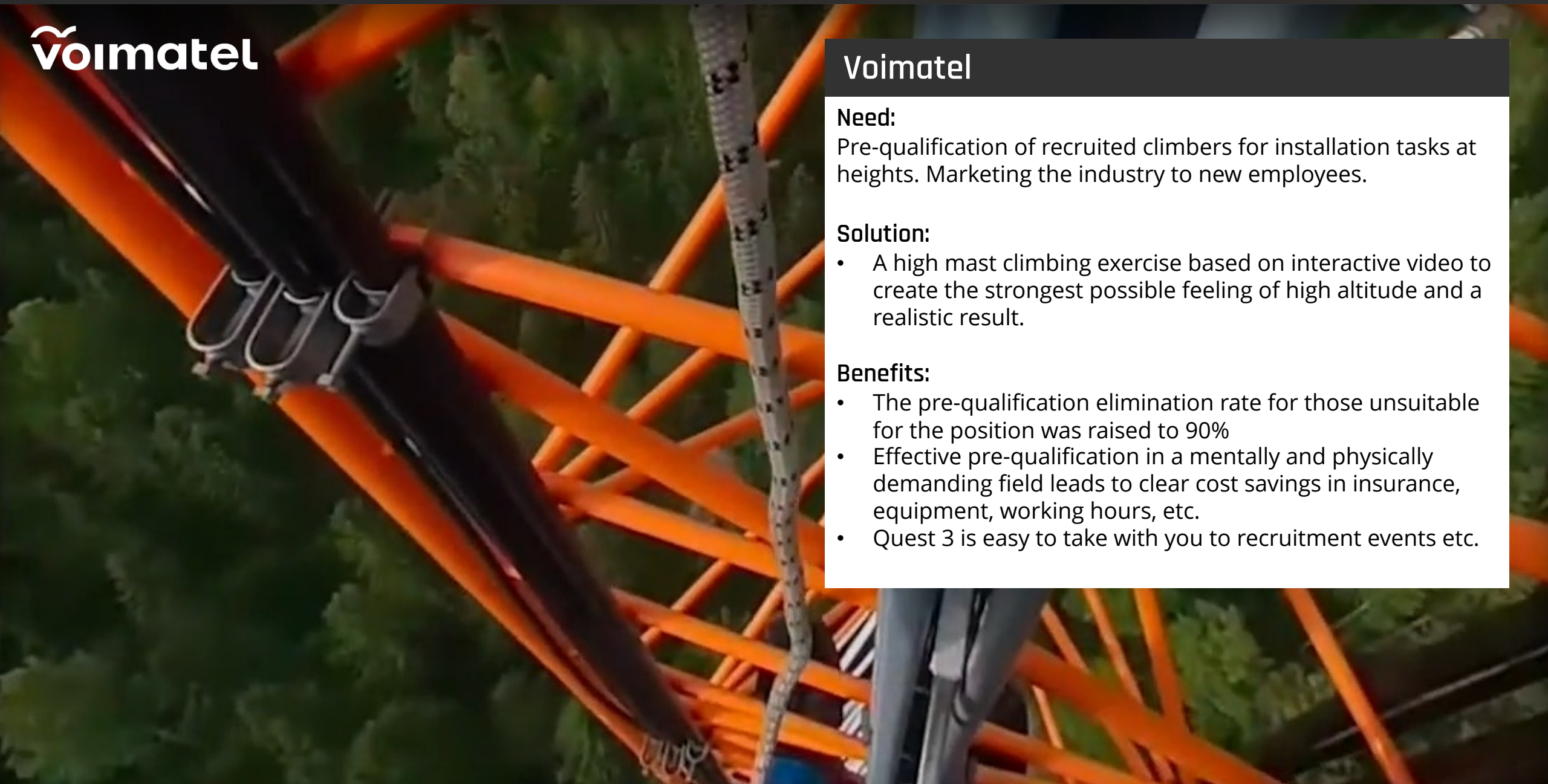

Voimatel

Need:

Pre-qualification of recruited climbers for installation tasks at heights. Marketing the industry to new employees.

Solution:

- A high mast climbing exercise based on interactive video to create the strongest possible feeling of high altitude and a realistic result.

Benefits:

- The pre-qualification elimination rate for those unsuitable for the position was raised to 90%
- Effective pre-qualification in a mentally and physically demanding field leads to clear cost savings in insurance, equipment, working hours, etc.
- Quest 3 is easy to take with you to recruitment events etc.

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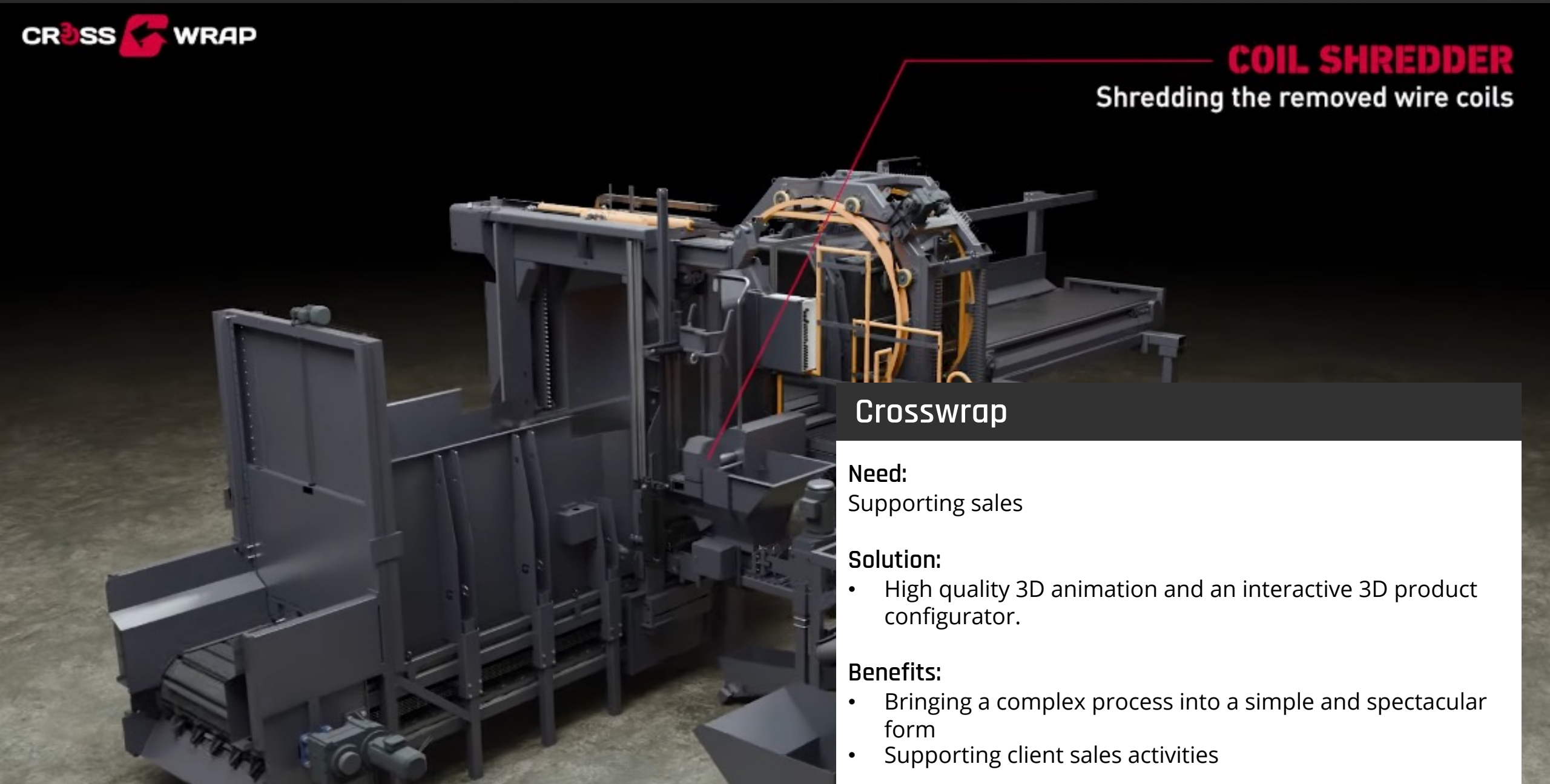

Crosswrap

Need:
Supporting sales

Solution:
- High quality 3D animation and an interactive 3D product configurator.

Benefits:
- Bringing a complex process into a simple and spectacular form
- Supporting client sales activities

_07 Contact

Thank you!

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