

## XVR On Scene



With XVR On Scene, you can build virtual scenarios to train and prepare your staff for incidents. XVR On Scene enables you to build any imaginable incident and to let your staff experience a broad range of incidents in a safe, controllable, repeatable, and measureable environment. The participant can practice complex incidents, apply protocols, and perform in scalable scenarios.

With XVR On Scene, you can teach, train, exercise, assess, and evaluate. Applicable to both mono- and multi-disciplinary learning objectives and on operational, tactical, and strategic level

In XVR On Scene, the instructor has complete control. The instructor sets the learning objectives, builds the scenario, and ensures that the participant can go through the different learning objectives.

## XVR On Scene Expo



Expand your educational reach and your training output with XVR On Scene Expo, a time- and cost-efficient solution for remote and simultaneous education of large groups. With Expo, the instructor can prepare scenes and assignments for participants to complete individually and independently. This can be in preparation for a training or exercise, or before going on assignment in the field.

XVR On Scene Expo is completely cloud- or server-based and can be used on any tablet or laptop, regardless of location. XVR On Scene Expo works as an extension of XVR On Scene.

Just as any other module from XVR Simulation, XVR On Scene Expo offers the instructor complete freedom to create their own scenarios. Participants decide for themselves when to complete the exercise, and their progress can be tracked.

## XVR Multiplayer VR



Thanks to XVR Multiplayer VR, you can add multiple participants to the same scenario, and using a head-mounted display, they will be fully immersed in the environment. This manner of training focuses on cognitive skills and communication. Participants are able to see other team members as well as the scenario in which they are training, and together they can practice communication, sightlines and reconnaissance.

With Multiplayer VR, you can use a VR headset of your choice. All standard headsets are supported by XVR. This keeps it affordable, reliable, and scalable. Additionally, the headset works out of the box.

While the participants are immersed in the scenario, the instructor can inject events and influence the scenario. This allows the instructor to escalate the incident, or bring the learning objectives back in focus.

## XVR Crisis Media



XVR Crisis Media makes it possible to simulate communication channels and information flows during a crisis situation, so that you can train cooperation between disciplines. During large-scale incidents, emergency services must communicate fast and efficiently with one another. Using XVR Crisis Media, interdisciplinary communication can be trained and repeated in a safe environment.

During the exercise, messages are shown on the various media channels. These can be different types of messages such as documents, maps of the incident location, CCTV or drone footage, and messages from the media.

XVR Crisis Media is an extension of XVR On Scene. Just as any other module from XVR Simulation, XVR Crisis Media offers the training staff complete freedom to create their own scenarios. You can replicate your own media channels for an environment that is as realistic as possible.