



*THRIVE, LEARN DIFFERENTLY*

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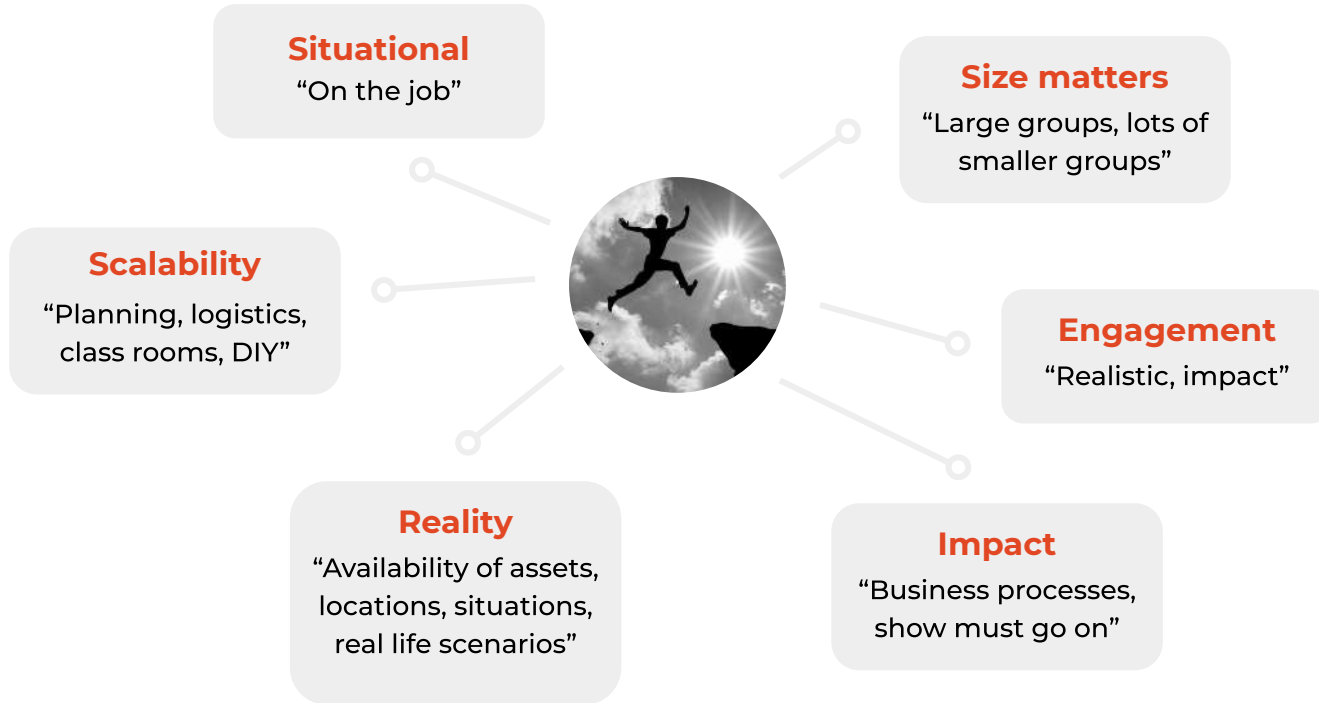
- Why choose VR for training?
- What does Warp offer?
- Customer cases



**Why choose immersive learning?**



# Do you recognise these challenges for training?



## Problems with current forms of training



### E-learning

+ Remote and accessible

- Not engaging

### Classroom

+ Large groups

- Time intensive

### Instructor Led

+ Expert you can learn from

- Bound by time and place

### Powerpoint

+ Review of learning content

- Theory focused, not practical

### On the job

+ Real life experience

- Scalability

Research has shown that **immersive learning** has  
an **increase of over 40%** in remembering  
procedures over traditional ways of learning



# Core benefits of using Warp VR training to impact your workforce



## High impact

Compelling, story-based  
& interactive scenarios



## Flexible

Anytime & anywhere



## Maximize business impact

Cost effective & a short  
time to market

# VR is widely usable in a number of different industries & applications



## Safety

Like building site safety training



## Soft skills

Like customer service training



## Technical

Like training for engineers



# Use cases



warp

How training with VR is a BIG time-saver for KLM

warpvr.com

▶

This thumbnail features a dark red background with abstract circular patterns in lighter shades of red and orange. The 'warp' logo is in the top left, the title is centered, the website URL is in the bottom left, and a play button icon is in the bottom right.



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How VR will help you be prepared for your next job interview.

warpvr.com

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warp

How a big oil giant uses VR to train safety awareness.

warpvr.com

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How BT retail staff gain more confidence in handling customers

warpvr.com

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# Applications already happening

Security

Leadership

Hospitality

Onboarding

Safety

Recruitment

Engineering

Sales

Education



## We use 360° video for VR training



**3D Models**



**360° Video**

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Does it feel real?

- Medium

+ Feels very real

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Time to market

- Long

+ Very short

---

Cost to develop

- High

+ Low

---

VR hardware

- Expensive headsets / CPU heavy

+ Mobile phones & headsets

The **retention level** a year after a VR training session can be as much as 80 percent, compared to 20 percent retention after a week with traditional training. - *Dr. Narendra Kini,*

“Learning in the environment where it will be applied greatly increases **retention rates and engagement.**”  
- *Bowman et al, 1998 (3D interaction Group at Virginia Tech)*

In a 2020 published study, people being trained using 360 interactive videos **scored 8.61% higher results** than those being trained with a 2D video.

## Real Results

45% of businesses consider virtual reality and simulation tools either important or critical to **achieving their business goals** over the next 18 to 24 months according to research firm the *Brandon Hall group*

Research results show an 8.8 percent improvement overall in **recall accuracy** using the VR headsets  
- *College of Computer, Mathematical, and Natural Sciences, UMD*

The results of a 2017 questionnaire show that VR training is experienced as **less time consuming** than training with traditional 2D video.

We are proud to call these and other companies

## Our clients and partners



**What does Warp offer?**

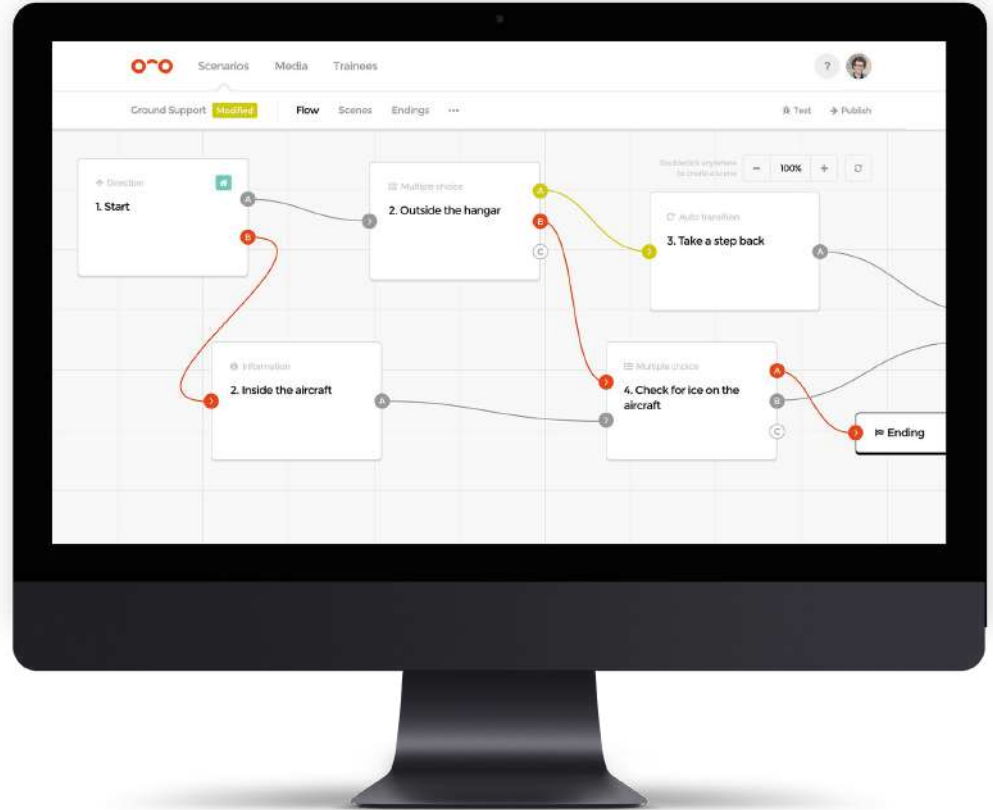




# Warp Studio

## Create, Upload & Test

- Easy to use drag-and-drop interface to create scenarios
- Collaborate and co-create at the same time
- Provide scoring and feedback
- Export your script to for efficient filming on set
- Upload 360° media and test before publishing





# Warp Studio

## Distribute, Play & Score

- Add employees and control access through Warp Studio or use **integrate with your current LMS**
- Use any smartphone or tablet (iOS or Android) with or without universal headset
- Or play through a standalone VR headset (Oculus Go or Quest)
- **Easy navigation** with controller, gaze-input or touch
- Get feedback and a score when finished playing



# Warp Studio

## Analyse, Manage & Improve

- Analyse all decisions made by trainees
- See high-scores and all attempts
- Act on the data for individual trainees or complete scenarios
- Export data for further analysis
- Improve or create new scenarios based upon conclusions drawn from the data

The screenshot displays a scenario timeline with the following segments:

- 0:00** > Work meeting (Attempt 1)
  - 0 (Decision A) Walk towards the rear cargo hold.
- 0:58** > At the cargo hold (Attempt 2)
  - 2 (Decision B) Walk away
- 1:11** > Walk away from the cargo hold (Attempt 4)
  - 2 (Decision D) Via the hallway outside
- 1:15** Ending (Attempt 4) ★★★★★

A summary card is overlaid on the bottom right of the timeline, showing:

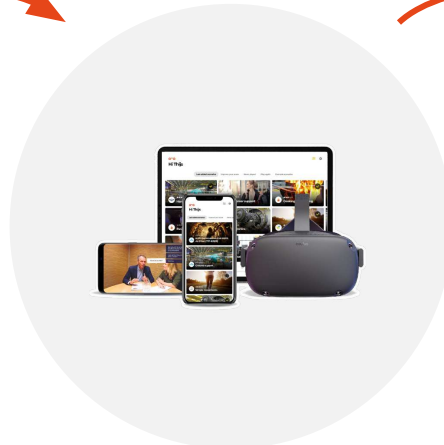
- #2** Attempt
- 01:12** Duration
- 5** Scenes
- ★★★★☆** Stars

# Integration

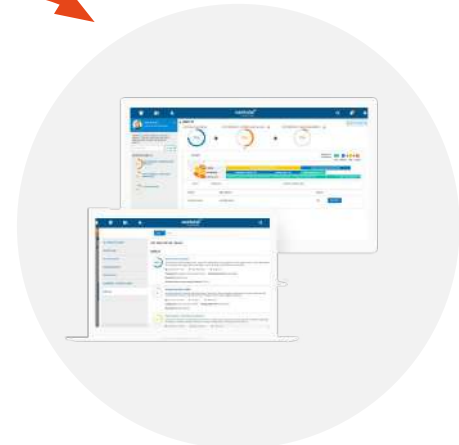
- Easier access to VR scenario through existing LMS
- Make VR part of a full blended learning solution
- Support SCORM, LTI and xAPI



**Launch scenario  
from LMS**



**Play scenario in  
Warp VR app**



**Score is sent to  
LMS**

# Support for writing, filming and implementing VR training



## Do it yourself

Get online support from our Help Center and the Warp Academy. Or book full-day workshops for your team.



## Network of Warp Experts

Hire a (creative) partner from our expert network to assist with project management, writing, filming or implementing VR training.

# Immersive learning services\*



## Writing

Support on scenario creation and script writing via workshops and online review sessions.



## Filming

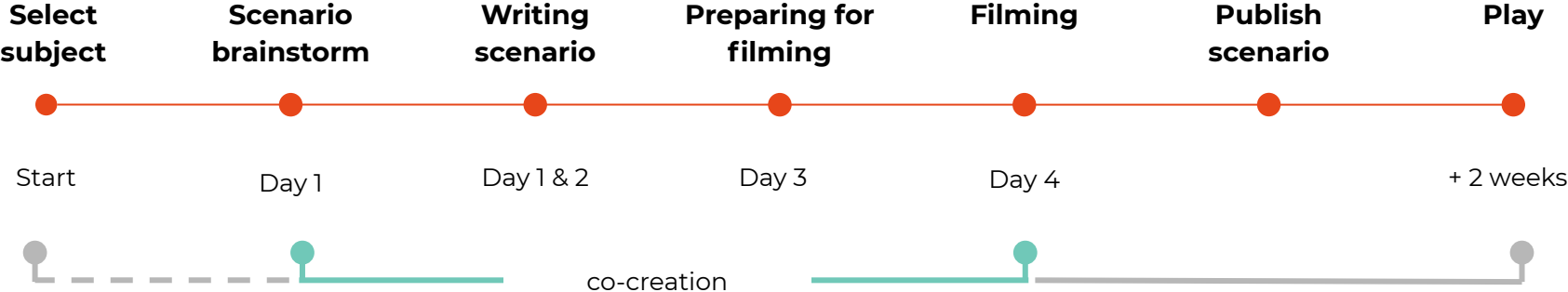
Helping with filming, post-production and stitching of 360° videos. Arrange actors and scout locations. Add CGI or visual effects.



## Implementing

Support with VR hardware, device management and integration with existing systems.

# Typical process & workflow scenario creation



## **Customer cases**





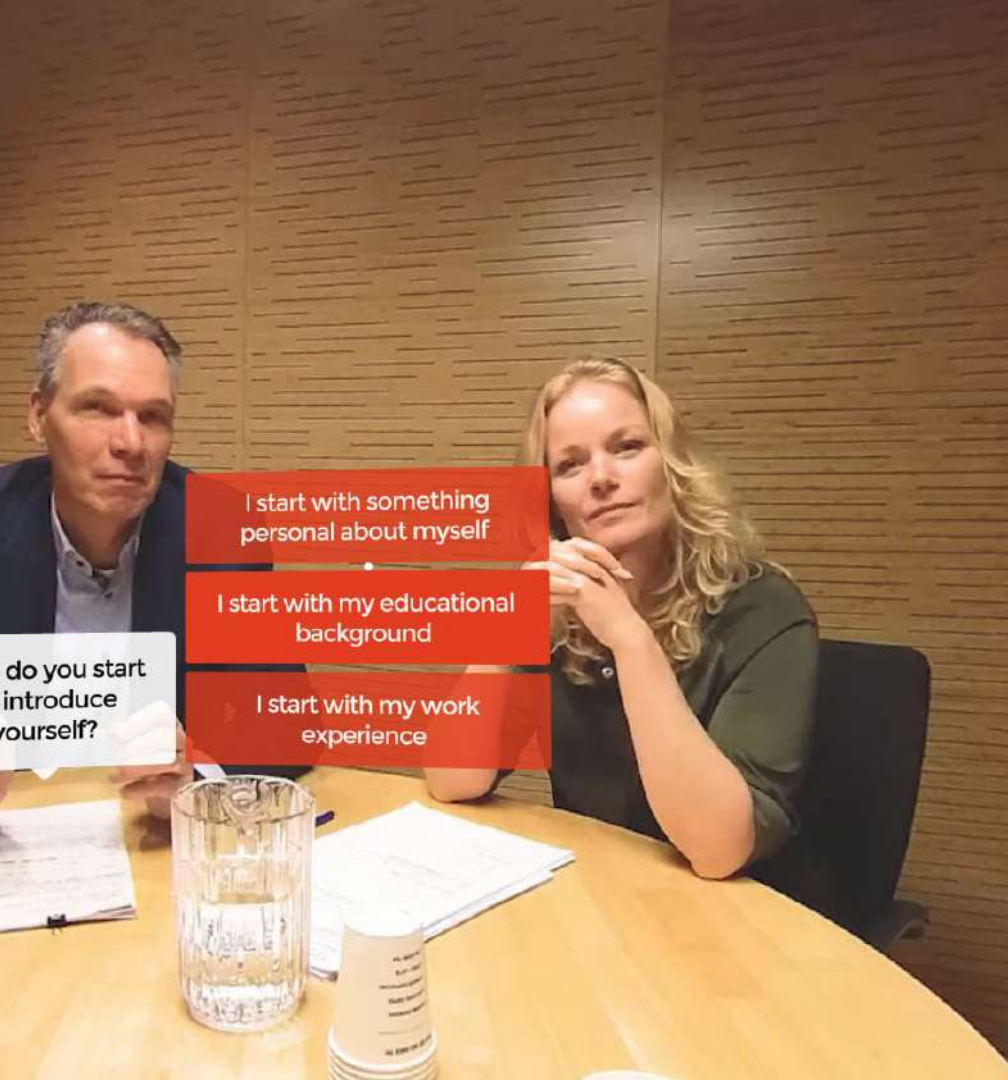
## HSE training - Shell

There are 12 Life Saving Rules and one of them is working on heights, including Dropped Objects. Employees must be aware of things that can cause serious damage/injury. Traditional e-learning tries to teach awareness through “what is unsafe in this situation”. This VR experiences puts a trainee in a real situation with a job to do, will the trainee still be aware of the potential danger(s)?!

### Results

- Real on site training
- Story based approach bringing emotion into play.
- Training is being used on the Pernis production site and is set to be used throughout the organisation.





I start with something personal about myself

I start with my educational background

I start with my work experience

do you start introduce yourself?

warp



## Job Interview - co-production with Projob

Some events stick with us forever. Your (first) job interview is one of those moments: am I prepared, am I likeable, will I say the correct things, will I choke... all questions you ask yourself and make it a memorable experience... US research even showed that 96% of all people have had some form of anxiety around their job interviews. More experience leads to more confidence when it counts. This VR training helps you prepare for when you need it.

### Results

- A job interview setting is available at any given time and place.
- High impact on users
- Very flexible in use
- To be used stand-alone & with trainer/coach



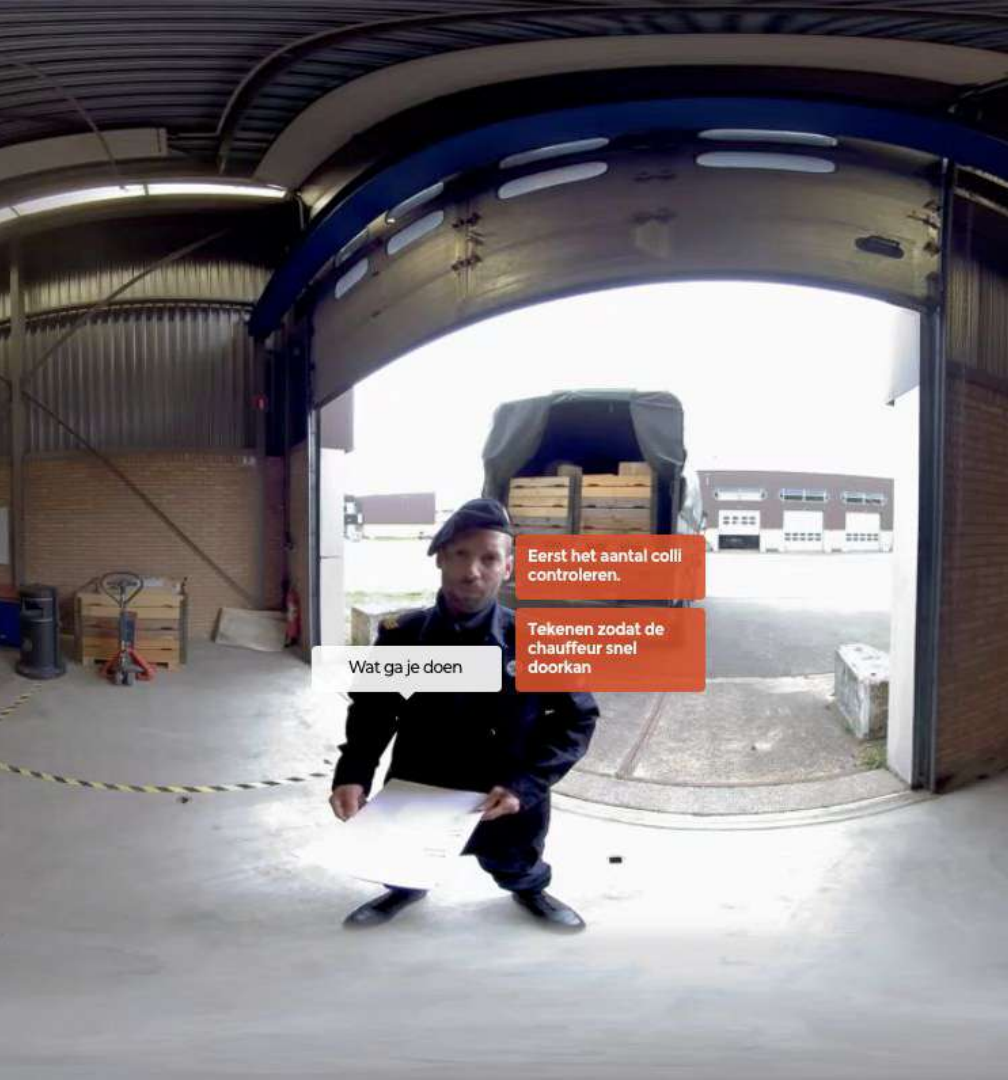
## Technical training - KLM

To become a well trained engineer on a certain aircraft type it requires hands on knowledge of procedures and checks. Training on site is difficult due to aircraft availability. These VR courses enable trainees to combine theory and practise, enhancing the learning experience and shortens time of the total training duration.

40 VR training scenarios have been developed to be able to train engineers on the job anytime, anywhere.

### Results

- Asset isn't needed for practical training
- Training courses to be added to catalogue
- Training duration shortened by at least 30%



Ministerie van Defensie

## Logistics training - MinDef

Logistics are a key in the defense process. Teaching current and new warehouse employees new ways of working (in this case a new SAP system) is vital for the organisation.

The challenge with IT systems and chains is that people often don't understand the consequences of actions (i.e. to check something in the system or not). This VR experience allows trainees to understand the process, logic and human factors.

### Results

- Warehouse training can be done anytime / anywhere.
- Consistency in the approach and procedure.
- This VR experience is part of the “boring” IT SAP classroom training, which makes the content stick.



## Safety training - Tata Steel

“Handen van de last” “ Hands of the load” is one of the safety areas Tata Steel employees have to be very conscious and aware about. People can lose their hand when not paying attention or not using a pole to guide the load.

Current classroom and leaflet training is for trainees hard to translate into real practise. Now VR enables them to get out there without the hazards of a real situation.

### Results

- Pilot is running with high scores from users
- Training course to be added to catalogue.
- New safety training modules are being developed to improve safe way of working for all current and new employees.



## Customer service - British Telecom

Customer service is one of the most important impressions when it comes to the retail industry. So to be able to help a customer the best possible way, and for that training is required. In order to know how to handle in certain situations, customer service VR trainings enables trainees to use their skills to handle difficult situations at all times.

### Results

- Current and new employees can train situations at any given time and place.
- High impact on their employees
- Very flexible in use



## Health and Safety – AMC CPR

Performing the correct CPR procedure can save lives. But how do you respond in a stressful, high emotional event when someone needs your help? Putting you in the situation beforehand gives you cognitive baggage to perform the right procedure. Ready when someone needs you.

### Results

- Awarded the Dutch Society for Simulation in Healthcare Quality Mark
- NRR (Dutch CPR Board) final stage of approval for certified use across the country.



Join these and other innovative companies on the journey towards high impact learning.

## Get in touch!

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