

### WHY XVR ON SCENE?

Emergency responders benefit from experiencing incidents in a safe, controllable, repeatable, and measurable environment. XVR On Scene allows participants to understand concepts and learning objectives by experiencing them. The participant acquires practical knowledge and can practice decision-making skills in situations that rarely occur in real life.

### **HOW DOES IT WORK?**

XVR On Scene is a virtual training environment in which you have unparalleled freedom to create and train any scenario imaginable. After building a scenario, the participant is guided through the learning objectives by the instructor. In this way, both simple incidents and large-scale crisis situations can be experienced in a safe and controlled environment.

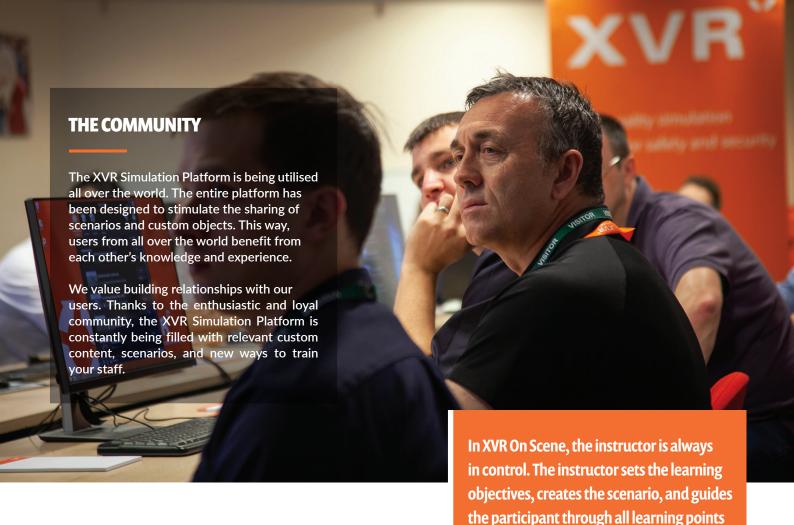
With our software you can educate, train, exercise, assess, and evaluate. This applies to both mono- and multi-disciplinary objectives and on an operational, tactical, and strategic level.

XVR On Scene is intended to be an addition to your training curriculum. You can employ different methods of teaching, such as team training, classroom education, or individual training and assessment. Whichever method you choose, the instructor is always in control of the learning experience.

# **ADVANTAGES**

- Experience complete freedom to recreate your local situation
- A wide variety of environments can be filled with country specific 3D objects to create maximum realism and immersion
- The instructor is always in control of the scenario and learning experience
- Participants can walk, drive, fly, and sail around in a simulated reality of an incident
- Instructors are able to instantly respond to a student's decisions or decide to escalate a scenario during the exercise
- Training with On Scene means training in a controlled and safe environment
- You are always able to stop or repeat the training if needed
- Profit from a global community that shares
  On Scene scenarios and best practices with
  one another





## **TRAINING WITH**

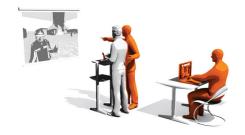
# **XVR ON SCENE**

All educational and training methods mentioned below are suitable for both physical exercises as well as training remotely via the Internet.



### **Classroom education**

Discuss virtual cases with each other in the classroom. Together, the class goes through the action points interactively shown on the screen.



### Individual training & assessment Team

One participant manages a virtual incident. The scenario develops based on the decisions of the student. This set-up is also highly suitable for assessments.



### **Team training**

Multiple participants work together in the same mono- or multi-disciplinary set-up. Highly suitable for training largescale incidents.