

OVERVIEW SUMMARY

XVR ARC

CATEGORY	SUMMARY
 What XVR Arc does best	Photorealistic, immersive training for crime scene and fire investigation
 What it's used for	Build investigative competence, evidence handling skills and causation analysis through realistic practice
 Training style	Scenario-based, hands-on VR investigation with instructor-led or self-directed delivery
 Structure	Combination of prebuilt scenarios and custom sandbox environments with tools, tasks and assessment
 Participant role	Active investigator – exploring scenes, collecting evidence and making decisions
 Instructor role	Observer, coach and assessor with live monitoring and post-session review
 Complexity	Moderate to advanced – rich interaction across forensic and fire investigation workflows
 Types of training supported	Practical skills development, procedural training, evidential reasoning and assessment
 Common uses	Crime scene investigation, fire and arson investigation, cause-and-origin analysis, competency assessment
 Scalability	High – repeatable scenarios delivered across multiple learners, locations and cohorts
 Scenario content	Library of crime scenes and post-fire environments. Custom scenario creation possible.
 Deployment	VR headset-based training with web-based instructor controls and reporting
 Intended users	Crime scene investigators, fire investigators, forensic learners and instructors
 Who it's for	Police forces, fire & rescue services, forensic training teams, public safety academies and education providers