

OVERVIEW SUMMARY

XVR LINK

CATEGORY	REFINED SUMMARY
 What Link does best	Scalable, instructor led VR classroom using 180°, 360° and 2D media
 What it's used for	Deliver consistent, safe and cost effective training at scale
 Training style	Media led VR sessions with live facilitation, discussion and annotation
 Structure	Pre defined content supporting structured, repeatable learning outcomes
 Participant role	Observation, shared experience, guided discussion and reflection
 Instructor role	Facilitator controlling pace, focus and discussion with minimal technical skill
 Complexity	Low – quick to deploy, standardised and easy to run repeatedly
 Type of training supported	Foundational, awareness based and procedural training; soft skills and orientation
 Organisations that use Link	Emergency services and blue light organisations; education and public sector
 Common uses	Operational awareness, onboarding, familiarisation, welfare, outreach and soft skills
 Scalability	High – supports large classroom groups (typically 35–40 passive users)
 Scenario content	Bring your own captured 180°/360° content, reuse 2D media, or add library/bespoke assets
 Deployment	Turnkey, plug and play classroom kit with optional in house capture capability
 Intended users	Cohorts, teams and large groups requiring the same shared learning experience
 Who's it for	Training, L&D, operational readiness, compliance and outreach leads