

# PASSIVE VS ACTIVE VR AT A GLANCE

CATEGORY	PASSIVE VR	ACTIVE VR
 <b>Definition</b>	Users observe and experience immersive content	Users interact within and influence the virtual environment
 <b>User Role</b>	Viewer or listener with guided engagement	Active participant making decisions and performing actions
 <b>Interaction Level</b>	Low – looking, listening, reflecting, discussing	High – real-time interaction, movement, and decision-making
 <b>Content Type</b>	360° video, 2D media, pre-recorded experiences	Fully interactive 3D environments and simulations
 <b>Learning Style</b>	Instructor-led, reflective, discussion-based	Experiential, hands-on, learning by doing
 <b>Training Focus</b>	Awareness, knowledge transfer, soft skills	Decision-making, skills application, operational readiness
 <b>Scalability</b>	High – suitable for large groups simultaneously	Typically smaller groups or individuals
 <b>Complexity</b>	Simple and quick to deploy	More complex setup and scenario management
 <b>Instructor Role</b>	Facilitator guiding structured sessions	Facilitator and controller managing live scenarios
 <b>Assessment Capability</b>	Limited – discussion-based evaluation	High – real-time performance and decision assessment
 <b>Best Use Cases</b>	Onboarding, awareness, compliance, classroom learning	Emergency response, simulations, high-risk training scenarios