INVERSE

Your path to success
in the Metaverse

Immersive and shared location for professional training: Virtual Reality training in the security sector

Designing the shared location experience

Gap	VR solution
Location gaps and traffic restrictions	Multiplayer VR, shipping equipment
Technical malfunctions-network/software	Cloud server
Technical malfunctions-hardware	Durability VR HMD

What makes real-life experience

Gap	VR solution
Technical operation (intuitiveness)	Tutorial, Train the trainer program
Learning guide	Presence in VR
Low motivation-student side No interaction	Interaction between players and with the environment, mini games.
Low motivation-lecturer side face to a camera	Trainer inside the experience, face to face interaction
Pre-recorded no real-time feedback	more relevant information with audience feedback
Distractions	Isolate the player from the physical environment, no phones, user attention.
Physical space	reflects the real world
Knowledge sharing and acquiring	Competition in mini-games, teamwork
Language	Individual language related to the user
Evaluating assignments	Individual score, and shared scoreboard

The Italian case- results

76.19% found VR more beneficial than traditional training.

Two did not consider it useful at all.

"major engagement" and "living scenarios that otherwise would be impossible to try".

easier to acquire knowledge and, specifically, memorise it through practical experiences.

Although Only 60% found the technology easy to use, 100% considered the content and structure easy to follow and to engage.

100% found the trainer well prepared