



VE Studio combines development workflow best practices with innovative tools and components that make building complex virtual training applications easier, faster, and less expensive.

## DESIGN THE TRAINING

### REQUIREMENTS ANALYZER

- Read, analyze, and import written procedures directly into the Fidelity Matrix; saving hours to months of manual recreation.
- Machine Learning - build a database of known word-object pairs on the fly and let the Requirements Analyzer automatically mark up new procedures.
- Source data modifications propagate through the entire system with confidence that each responsible entity receives and reacts to the modified data.

## MANAGE CONTENT

### FIDELITY MATRIX & EDITOR CONTENT WIZARDS PHYSICAL CONSTRAINTS

- A relational database to connect models to behaviors, procedures to lessons, and any other data shared among the system.
- Easy-to-use database editor simplifies content management & editing and with a full API, third-party applications can also write and read directly to the database.
- Create and maintain traceable history from the content presented to the student back to the original source data.
- Simplify project creation and adding content to the system in the early stages of development via wizards. Get up and running with a prototype in thirty minutes.
- Describe physical interactions between 3D objects to define dependencies and group interactions without having to write code.

## BUILD THE VIRTUAL MODEL

### MODEL IMPORT WIZARDS CONTENT PROCESSING

- Use built-in model import wizards or directly import .FBX models into Unity.
- Automatically connect 3D models with their database associated behavior. Any changes in the source art files or database will be automatically detected and propagated through the system to ensure the graphical representation remains up-to-date.

## AUTHOR & MANAGE LESSONS

### INSTRUCTOR-OPERATOR STATIONS (IOS) INSTRUCTOR DASHBOARD STUDENT STATION LESSON AUTHORING LIVE LESSON RECORDING

- A comprehensive Instructor-Operator Station (IOS) application controls the lesson creation and assignment, real-time monitoring and student interaction as well as after-action debriefing of the students in the classroom.
- Assign lessons, manage class data, monitor student progress, mirror student screens, or even take over via remote control. Create after-action reviews of recorded assessments to help students improve.
- Watch autoplays, practice, or receive individual or group assignments from instructors. Lesson progress is tracked with immediate feedback to inform the student of mistakes.
- SMEs and instructors use drag-n-drop editing to create lesson scenarios or modify the lessons auto-generated from procedures marked up in the Requirements Analyzer.
- SMEs and instructors can create autoplay, tutorial, practice, and assignment lessons simultaneously by performing and recording actions directly in the virtual environment.

## CONSTRUCT SIMULATIONS

### SIMULATION ENGINE

- Create custom defined simulations that bring the virtual training environment to life. The Sim Engine can drive object states, animations, and audio to create dynamic schematics and faults that immerse the user in the virtual experience.

## REINFORCE SKILLS

### AFTER ACTION REVIEW INTELLIGENT TUTOR SCORM AND xAPI COMPLIANCE

- Instructors can review a student's assessment by viewing their statistics and the recording of their performance at each step in the procedure.
- Leverage AI to observe and dynamically alter training branches based on a student's performance - using third-part Intelligent Tutor plug-ins to alter the pace, lessons, and degree of task difficulty based on the student's interaction with the courseware.
- Record student progress into a corporate LMS. Easily modified API sets offer compliance integration for recording student progress into an enterprise LMS.

## PUBLISH THE APP & DEPLOY

### MESSAGE MANAGER ONE BUTTON VR DEPLOYMENT MANAGE VARIANTS LOCALIZATION

- Communicate with all VE Studio runtime applications to keep individual and classroom systems in sync. Third-party tools can also hook into the networking system via a robust API.
- Create desktop and VR solutions simultaneously reusing the same lesson and 3D content. Switch from one to the other during development via simple drawdown.
- Manage developing and deploying variants all within the same project and database to utilize reuse as much as possible within a project.
- Deliver training solutions worldwide in native languages from a singular deployment.