

# Introduction to Facilitate



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### What is Facilitate?

**No-code experiential learning creator suite** 

For anyone wanting to create high impact learning experiences.

Leveraging VR headsets, 360° media and 3D graphics.

The Canva of experiential learning





### Why Facilitate?





### Easy creation tools

Built for learning designers, educators and SMEs. No need for coding or developers.

### Market leading flexibility

Combine a wide variety of content typesLow-cost subscription pricing with theto create comprehensive customoption to scale across your entireimmersive learning.organisation.



### Affordable VR Learning



### Facilitate's suite of tools



### 360 Video & Images

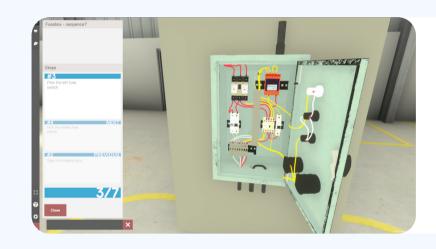
- Observe events / places / people
- Standardising processes





### **3D Models**

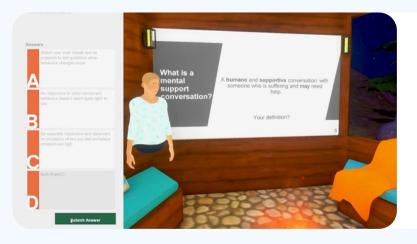
- Equipment familiarisation
- Object exploration





### **2D Materials**

Remote immersive facilitation with slide decks, videos, images, and audios



### **Interactive 360s**

- Site onboarding
- Safety (hazard identification)
- Procedural training
- Virtual excursions

### **Micro-simulations**

- Equipment training
- Maintenance training
- Procedural training

### Assessment

Test real-time understanding of knowledge at any time



### How it works

### CONTENT CREATION







### Export

OR



Create

Create and compile immersive content into experiences

Export your experiences to your SCORM compatible LMS.

**Schedule** 

Create learning sessions and deploy them to your headset fleet.

### **REVIEW**

Link session data and results to an LMS with xAPI integration or export results via CSV

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OR



Push content to client organisations with content sharing.

**Share content** 



### Create a comprehensive impactful learning experience:

Provide preliminary information with 2D assets

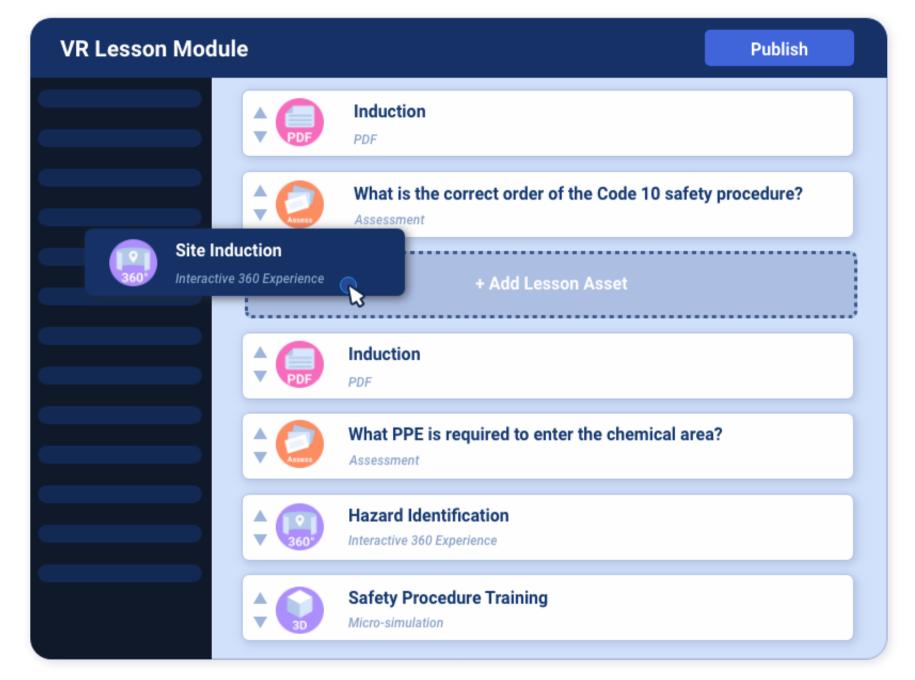
Demonstrate best practice with 360 media



Practice with Micro-simulations



Test mastery with assessments





### **Immersive VR Sessions**

Facilitate allows for both Asynchronous and Synchronous learning experiences.

#### **Synchronous**

Facilitate's 'Live' sessions bring learners together in an immersive learning environment. Avatars can be customised and have live tracking live tracking, audio and lip syncing.

Collaboratively view and interact with all VR content, using any compatible device.

#### Asynchronous

In Facilitate's 'On-Demand' sessions, learners enter an immersive learning environment independently and work through content in a sequenced manner.







## Facilitate compatibility

Facilitate is compatible with leading VR enterprise and consumer headsets:

HTC Vive Focus 3 HTC Vive Focus Plus

Meta Quest 2 Meta Quest Meta Quest Pro

Meta

OPico

Pico Neo 3 Pico 4 Enterprise



Facilitate is also available on Windows OS devices.





Learning content can also be distributed with a browser link



### Here is how Facilitate can support you in quickly starting your VR proof of concept

### **Standard Subscription**

#### **Create & implement yourself**

#### **INCLUDES:**

- Platform Onboarding
- Access to Slack channel
- Access to Live Tutorials
- Customer support

Best for learning/training professionals who are educated about VR and have internal capacity to build VR projects

#### See our Pricing Page

### **Starter Package**

#### Guided Pilot program to empower you learning creators

#### **INCLUDES:**

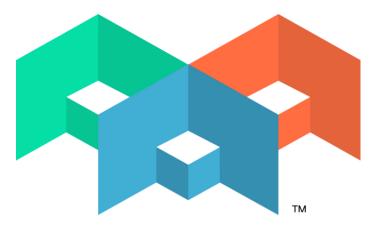
- 8-week upskilling training program to create yo VR "Proof of Concept"
- 1 Year access to Facilitate Platform
- 2 x Creator Licenses
- Up to 50 x Active User Licenses
- 2 x VR Headsets
- 1 x 360 Camera
- VR creator certification for individuals and you organisation

Best for learning/training professionals who need su to start an initial proof of concept with VR

### From \$15k AUD

|        | Partner Package  |
|--------|--|
| ur     | Facilitate Partner-led service   |
| our    | A FACILITATE PARTNER WILL<br>COMPLETE FOR YOU:   |
|        | <ul> <li>Pilot content development &amp; creation</li> <li>Hardware procure &amp; setup</li> <li>Pilot implementation &amp; roll out</li> <li>Pilot review &amp; analysis</li> </ul> |
| ır     |  |
| ipport | Best for learning/training professionals who do not<br>have internal capacity to build VR projects and want to<br>outsource the full content creation process                        |
|        | Per Quote  |

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## facilitate.

# Thank you



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