Frugal VR development for training
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VR?

«A computer generated, immersive, multi-sensory information program which tracks user in real time»
VR training tools samples
Outsourcing VS Insourcing
Outsourcing

Pros:

• No HR management
• «Name tagging»
• No technical shenanigan to learn

Cons:

• High cost per project
• Copyrights/IP issues
• Lack of consistency
• Briefing intensive for the client
Insourcing

Pros:

• Cost control  
• Confidentiality  
• Short production time  
• Copyrights and IP ownership

Cons:

• HR and administration costs  
• High-tech team in low-tech environment  
• Steep learning curve  
• Staff retention
ICRC main decision factors

- Efficient use of HR and financial resources
- Neutrality / confidentiality
- Copyright / IP
- Cooperated with outside entities
  - HKUST - Epic Games
  - BI/Arma3 - BRC
Interactive & immersive VR
First Aid VR
The team
Questions ?
Contact

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