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Frugal VR development for training



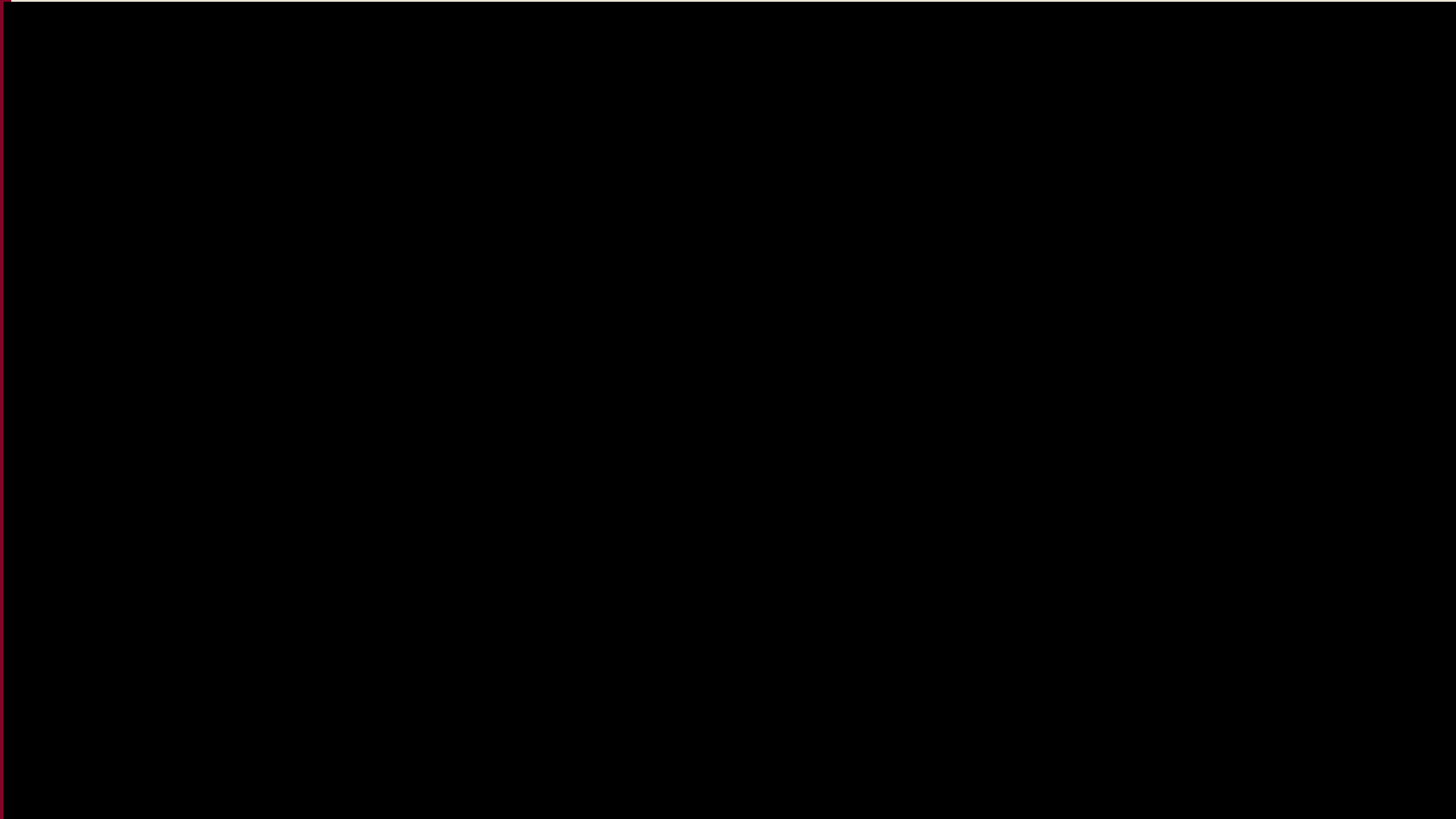
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Frugal VR development for training

VR?

«A computer generated, immersive, multi-sensory information program which tracks user in real time»

VR training tools samples





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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



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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

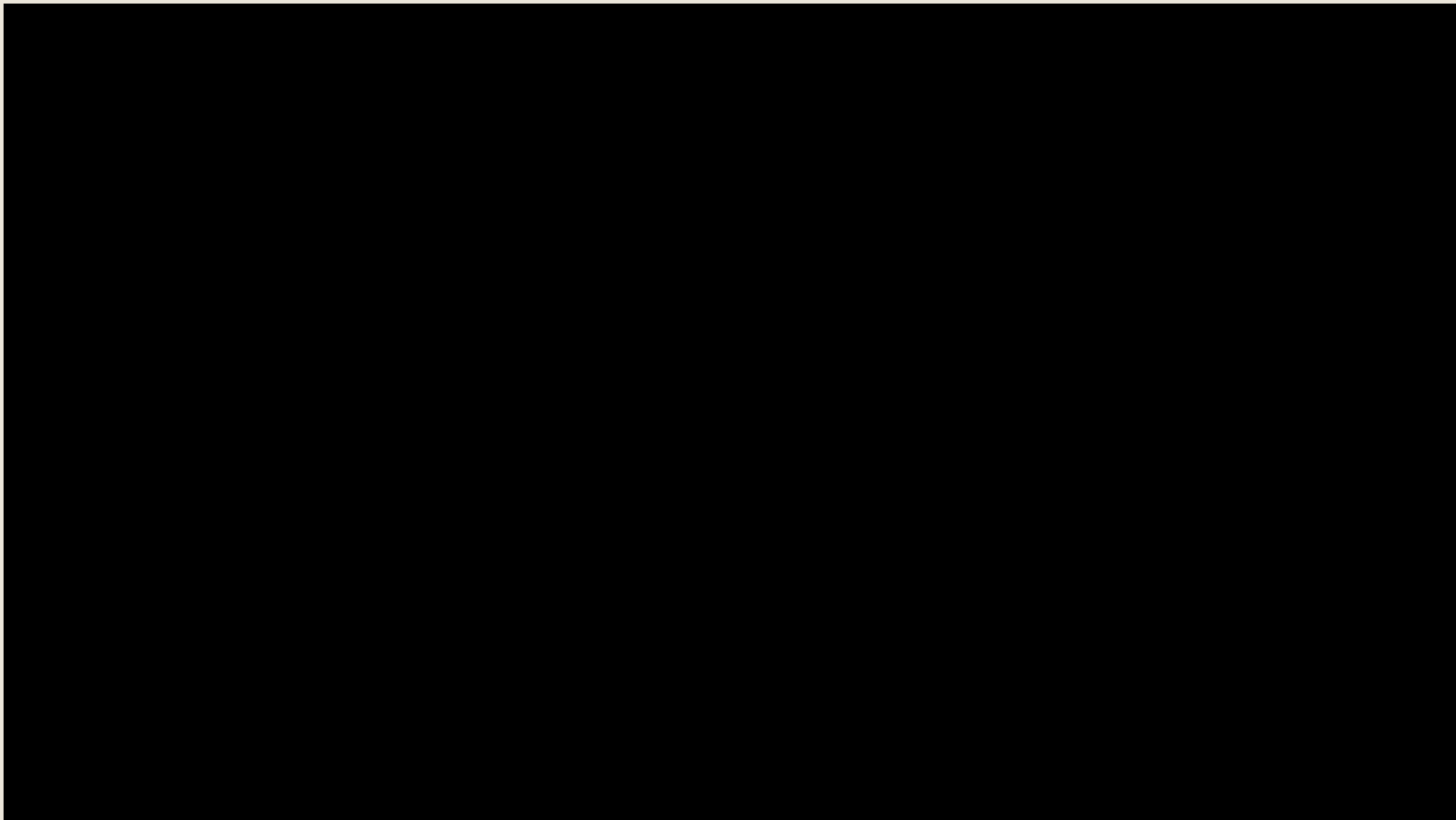
ICRC main decision factors

- Efficient use of HR and financial resources
- Neutrality / confidentiality
- Copyright / IP
- Cooperated with outside entities
 - HKUST
 - Epic Games
 - BI/Arma3
 - BRC



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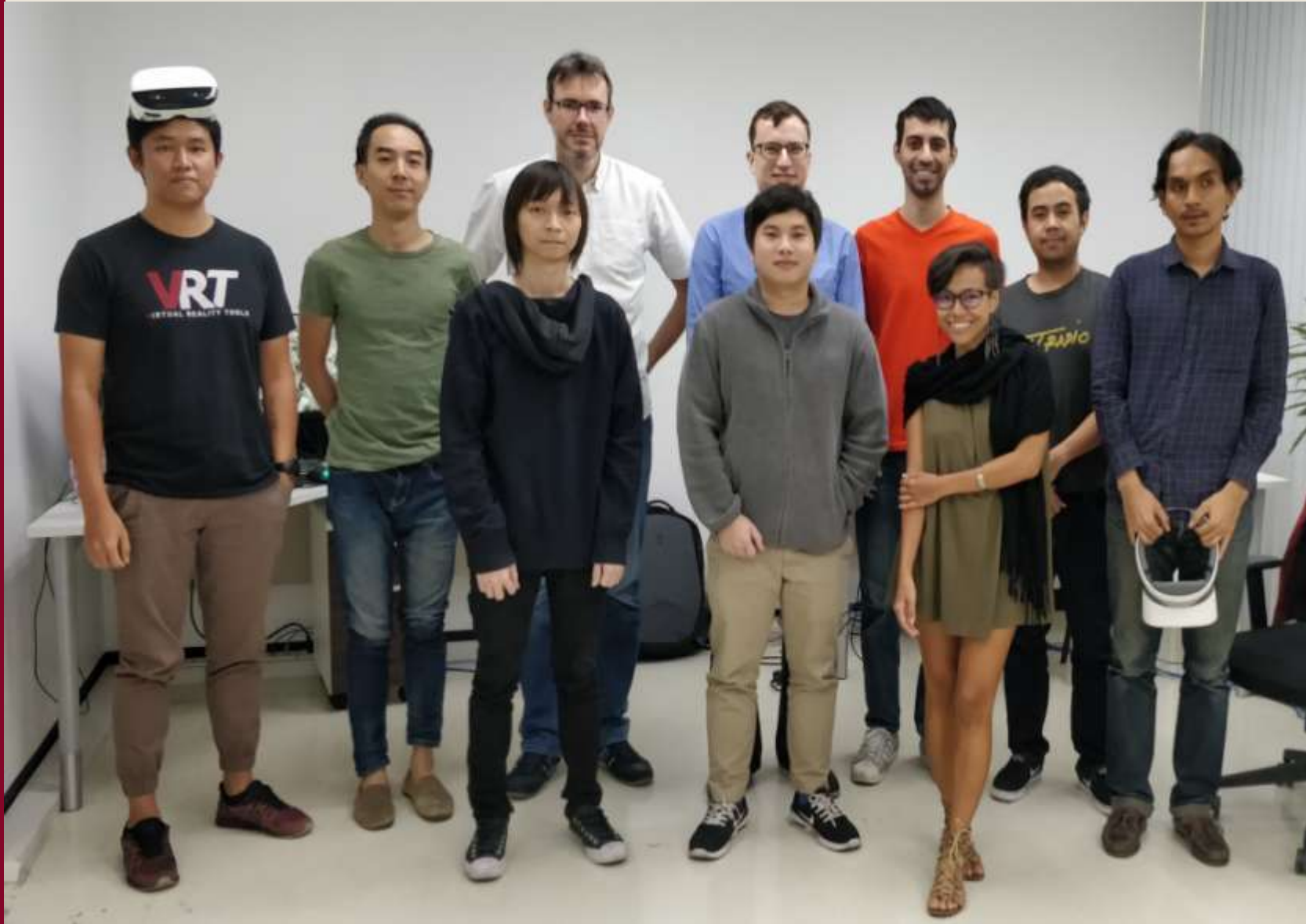
Interactive & immersive VR



First Aid VR



The team





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Questions ?



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Contact

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