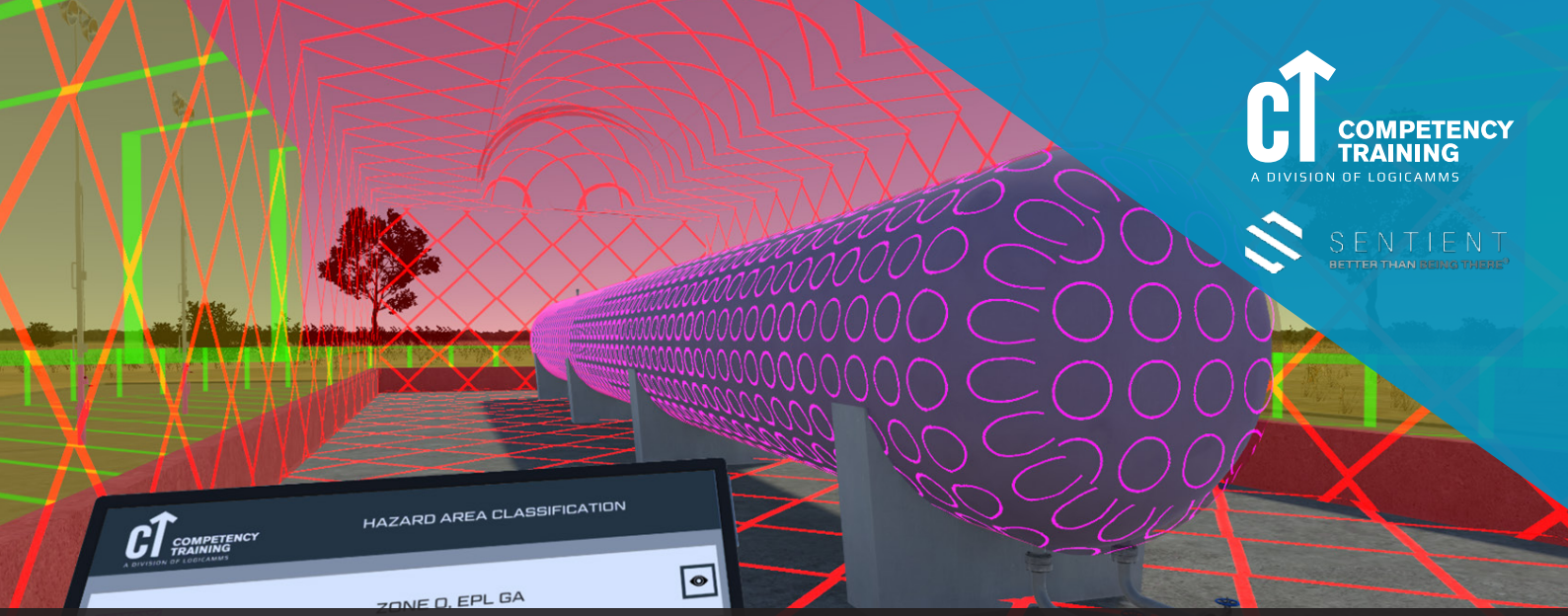

VIRTUAL REALITY ENABLED

Competency Training and Sentient Computing have combined forces to provide a solution to the problem of preparing workforces for the on-site challenges of working in hazardous areas and high voltage facilities before leaving the classroom.

Sentient Computing is a Perth-based software development company which provides powerful and immersive 3D visualisation and automation solutions for our clients in the Mining and Resources industries.

Competency Training is one of Australia's leading Registered Training Organisations. As a provider of holistic site training and enabler of high performance workforces, Competency Training delivers high quality graduates to industry, and supports their career progression from start to finish.

The collaboration between Sentient Computing and Competency Training tailors solutions to ensure workforces are able to execute processes safely when on-site by preparing through simulated environments within the classrooms.

Harness the technology that VR offers and open your team to the advantages provided by VR customised training solutions, delivering workers who are job-ready and compliant.

Why use VR in Classrooms?

Technology has often offered ways to improve learning and understanding. From the use of digital information sources to provide quick access to critical information through to the use of tablets to conduct inspection activities. Virtual Reality (VR) technology has now reached a key point in time that should force all learning centric professionals to ask the question: "Should I be using VR to improve the learning of my teams and employees?" The answer is YES and here are the BIG 3 reasons why.

- **Brain Science** - Providing contextualised learning is critical to enabling the brain to make vital connections to allow for improved learning both in terms of speed of adoption and duration of knowledge retention. Virtual Reality headsets offer an immersive experience that takes learning far beyond simulated contexts or videos of task performance environments.
- **Safety** - We gain experience in certain domains through exposure to a variety of discipline scenarios. However, much of our experience can be gained through the exposure to unfamiliar, infrequent or even dangerous situations. With the immersive nature of VR, these situations can be presented to learners in a much safer environment without loosing the immersive nature of learning from doing.
- **Cost** - The cost of headsets has now made it possible to load a VR headset with scenarios that can enable a user to immediately enter a world were they can be exposed to realistic scenarios for a reasonable cost. The Return On Investment (ROI) for integrating such technologies is now at levels acceptable to businesses to invest in for the purpose of providing a realistic and cost effective program.

Competency Training's focus is on upskilling and qualifying students to the very highest standards. Contact us for more. information.

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