

NPS Score

91



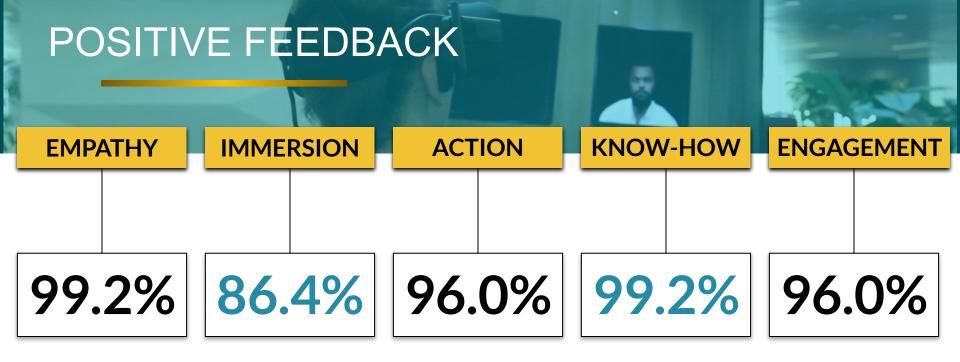
161 Participants

How likely are you to recommend the Equal Reality training experience to a friend or colleague?

9.6

Scale 1-10





I could understand and felt what it is like to be treated disrespectfully in a conversation. While in VR, my attention was focused on the virtual world and not on the real world. I feel prepared to act if I saw this behavior in the workplace.

I know the reporting options available to me.

I was more engaged with the VR content than traditional e-learning.



POSITIVE FEEDBACK

BREAKDOWN

QUI	ESTION	Strongly Disagree	Disagree	Neither	Agree	Strongly Agree	Net Positive
EMF	PATHY	0.80%	0.00%	0.00%	28.00%	71.20%	99.2%
IMN	MERSION	1.60%	7.20%	4.80%	14.40%	72.00%	86.4%
ACT	TION	0.00%	0.81%	3.23%	32.26%	63.71%	96.0%
KNO	OW-HOW	0.00%	0.81%	0.00%	45.16%	54.03%	99.2%
ENC	SAGEMENT	0.00%	0.80%	3.20%	16.00%	80.00%	96.0%



"Awesome. Totally awesome. Compared to some of the ones I've done, it was much better....What I love the most is that you're TOTALLY in someone else's shoes. We talk about it, but you're ACTUALLY in it. You completely lose everything about your skin color, your bias and yourself. So I'm a huge fan."

13 November

"In roleplay, you don't feel you are *IN* that situation, whereas **in this situation you think, this** *IS* me. I feel like I am really THEM."

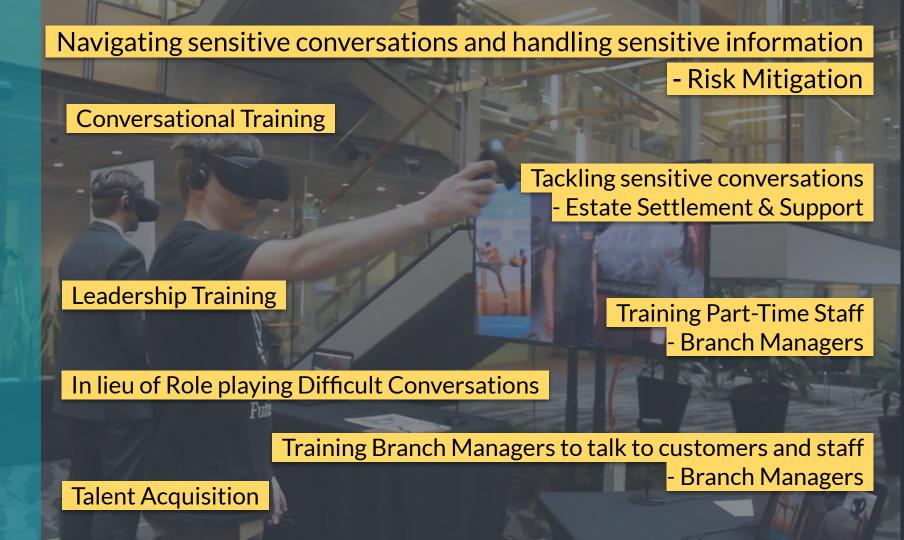
14 November

Excellent! Fantastic! It's more effective and you really feel like you are part of it. It's a really fun way of learning. You totally understand it. Instead of just clicking ahead online, or trying to memorize a lesson, you are actually understanding it in the moment.

19 November

That was so good! It was so much better than reading about a topic - you're right there! This is what e-learning should be.

21 November





Domain

- VR + Facilitated Discussions by mwah.
- 780 Employees over 40 Workshops (1 hr VR, 2 hr Workshop)
- Train-The-Trainer: Equal Reality trained select Domain employees on how to run users through all future VR apps



- RAN invested in multiple VR computers and headsets, deployed across various groups
- Building a suite of VR Training Apps to be installed on all VR computers, readily accessible by anyone at anytime
- Train-The-Trainer: Equal Reality trained select individuals on how to run users through all future VR apps



- VR precedes manger-led meetings
- VR training is rolled out as part of internal workshops
- Building a suite of training apps to be accessible on a centralized VR computer.