

XVR ON SCENE EXPO FEATURE LIST

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XVR ON SCENE EXPO FEATURE LIST

XVR On Scene Expo (XVR Expo) is our newest training tool, developed to facilitate self-led exercises as well as the continuous education (including preparation and post-training refreshers) for large groups of students or staff in a time and location of their choosing. XVR Expo is an extension of XVR On Scene, and On Scene scenarios form the basis on which the Expo scenes will be created.

Below we have listed some of the most important features of XVR Expo.

1 VIEWPOINTS

Viewpoints are what help the participants navigate the Expo scene. You set the starting viewpoint from which the participant enters the scene. All viewpoints are bi-directional, allowing participants to move easily around the scene. As they go from viewpoint to viewpoint, they will learn more about the incident and can complete any tasks or exercises prompted in the scene or in task sheets distributed ahead of time. Viewpoints can be either set up as static virtual images; as short, looping videos; or you can even use your own 360-degree photos.



2 HOTSPOTS

In order to ask the participant questions, provide information, or ask them to perform triage, the builder places hotspots. Hotspots are placed to allow the participant to obtain more information or interact with the Expo scene from a specific viewpoint. Hotspots are simple and intuitive to compose, and builders have different options to implement them.

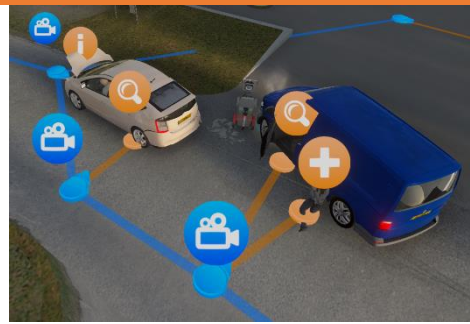
Information hotspots contain important information about the scene and can include both text as well as an image. Question hotspots contain multiple-choice questions, and the builder can set which answer(s) is/are correct, and provide a feedback message the participant receives based on the answer. Finally, a triage hotspot displays a triage card for a casualty (the same models as in XVR On Scene) which the participant must complete. As with question hotspots, it is possible to set the labels to (in)correct and provide a feedback message depending on the answer given.



3 LINKING VIEWPOINTS AND HOTSPOTS

As mentioned above, viewpoints allow participants to navigate the scene, while hotspots provide more information about or interaction with the incident at hand.

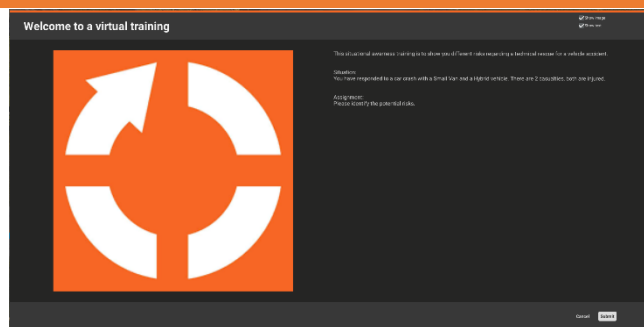
We have made linking viewpoints as flexible as possible, in the sense that we leave it to the instructor to decide what feels like a natural way to navigate the scene. Whether that is a lot of viewpoints to cover small distances at a time, or bridging large gaps to allow for a swift reconnaissance of the scene. Likewise, it is possible to travel “upwards” and “downwards”, for example by placing viewpoints inside stairways (or even in the ceiling/floor).



While viewpoints are made to link to other viewpoints, hotspots can *only* be linked to viewpoints and not to other hotspots. This allows Builders to decide from which viewpoint quizzes, tasks, or information should be visible and accessible.

4 WELCOME POP-UP

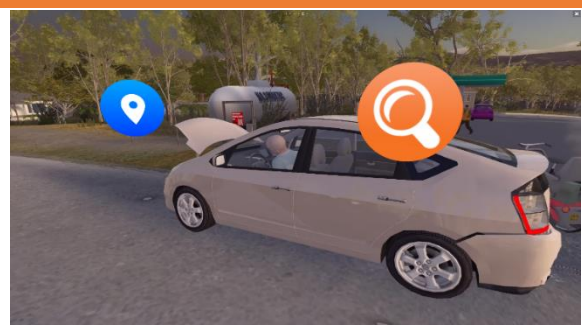
When the participant first opens the Expo scene, the Builder can decide to display a welcome pop-up. This pop-up contains an introduction to the scene and provides general information about what the participant can expect, or is expected, to do in the scene.



Builders can also include other information like a pager message, a briefing, or other background information.

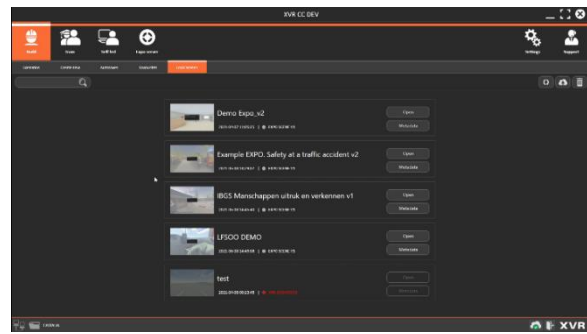
5 EXPORTING SCENES FROM XVR ON SCENE

Before uploading your Expo scenes to the Expo App, you must export them from your XVR On Scene scenario. We offer different export quality levels, which in turn will affect the final file size and visual quality. Regardless, XVR performs some sophisticated optimisations, meaning that the file size remains relatively low considering the size of the image/video that is used in the Expo scene.



6 CONTROL CENTRE INTEGRATION

All XVR Expo content and users can be managed directly in the XVR Control Centre application. You can use the same installers/licence to use XVR Expo as you do for your other XVR product(s) (once XVR Expo has been added to your product list), and you can easily log into the XVR-hosted Expo server from the XVR Control Centre. Expo-related features will only show in your Control Centre if you have XVR Expo in your licence and if you have a valid XVR Expo login.

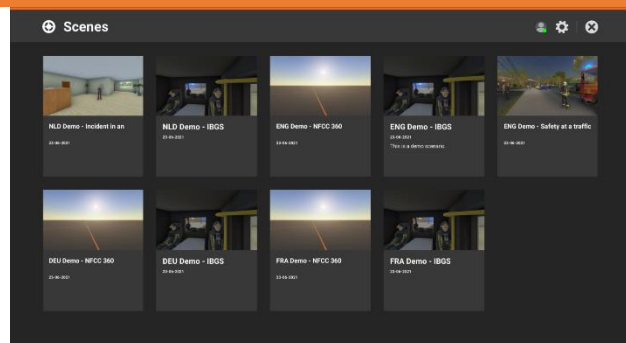


Your organisation will have its own space on the XVR Expo server. Here, you can upload your exported scenes and toggle their visibility, manage who has access to which scenes on a scene-by-scene basis, and re-upload any scenes which have been updated.

From the XVR Control Centre, you can add the users from within your organisation who should have access to XVR Expo, in bulk or one at a time. Login credentials for each user can be distributed automatically by email, along with instructions on how to download and use the Expo App. You will also be able to manage each user's user type (User, Builder, Manager, Administrator), which will determine how much users can see and do in your online Expo environment. Finally, your licence will determine how many users can be active at any time, and you can enable or disable users at will to make sure you do not exceed the number of active users ("seats") permitted by your licence.

7 WINDOWS-BASED EXPO APP

Students will be able to play the Expo scenes in the Windows-based Expo App. The Expo App does not require a full XVR install and therefore does not have the same hardware requirements to run. Furthermore, it can be installed by the students themselves – all they need is an active "seat" as described above. After logging in, students will be able to see all Expo scenes available to them, and the App will help them download the latest version of a given scene to their device and play it.



Currently, the Expo App is Windows-based, but we will add support for Android/iOS in the future.