VR/AR ASSOCIATION

INDUSTRY SECTOR REPORT

ENTERPRISE

2020

Sponsor Details

RE'FLEKT

NAME

RE'FLEKT

WEBSITE

www.re-flekt.com

ABOUT

On-demand access to expert knowledge

RE'FLEKT is an Enterprise AR software company that makes industrial maintenance, operation, and training as easy as using a simple home appliance. RE'FLEKT helps industry leaders leverage Enterprise AR to thrive in the digital era.

Our vision is that anyone operating and maintaining machinery can become an expert instantly. Our mission is to build an open and modular Operating System for Enterprise AR that allows on-demand access to expert knowledge.

Today, we simplify human-machine interaction. Tomorrow, we turn everyone into an expert.

Table of Contents

Foreword - By Co-Chairs of Enterprise Committee

Now Is the Time for Immersive Technologies

As we enter the second half of 2020 (and what, for many, may be the beginning of their 2021 financial year), it's worth taking a moment to consider how much the landscape for immersive technologies has changed in the last six months, due to the global business impact of COVID-19.

Not only have we seen millions working from home, business travel almost completely curtailed, much higher unemployment rates across many sectors and changed working conditions for all front-line workers, but we have also been inspired by the innovative approaches many companies have taken to tackling the challenges created by COVID-19 as they look at strategies for recovery.

The recovery from COVID-19 is unlikely to return us to the world that was. Mobility restrictions have changed the way we communicate, the way we operate, the way we care, the way we experience, the way we learn and the way we work forever.

The impact of the pandemic has accelerated the development and adoption of emerging technologies such as augmented reality (AR), virtual reality (VR), and mixed reality (MR) to help stay us connected and boost productivity in times of social distancing and global lockdown. Businesses are more interested in immersive technologies than ever before as they are looking for innovative ways to be more competitive in post-COVID environment.

We are seeing an increasing demand of XR technologies across industries as they are facing important economic and regulatory challenges where they need to design and deliver their products in a safety, faster and better manner, and immersive technologies can really help them overcome these demands. The future of work is happening right now and there are already many companies who has taken a step forward to lead the new era utilizing the power AR/VR/MR technology.

For instance, GE Hitachi Nuclear Energy, world-leading provider of advanced reactors and nuclear services, is becoming more competitive by introducing large-scale collaborative VR

simulators in their training programmes, improving the capabilities of professionals through intensive training which contributes to the reduction of both costs and risks.

In the healthcare Industry, Biogen International, one of the world's first global biotechnology companies, is enabling memorable customer experiences at congresses through multi-user immersive escape rooms, or Kessler Foundation, a global leader in rehabilitation research, who is transforming neurorehabilitation research by using VR-based systems.

Meanwhile, Porsche Cars North America, recently reported that it had tripled usage of its Augmented Reality-based Tech Live Look platform for dealer service support from February to March of 2020.

This is just a brief overview of the massive potential of immersive technologies to create real value across the economy and society, empowering organizations to help them survive in a rapidly changing world.

It is clear that now is the time for immersive technologies and the VR/AR Association Enterprise Report for 2020 should serve as a stepping stone for all those that are still undecided to take a step forward and lead the new future with the products and technologies featured here. We hope you find it useful!

Thanks,

The VR/AR Enterprise Committee

Geof Wheelwright
Director of Marketing Communications
Atheer, Inc.

David Moreno
Head of Marketing & Business Development
Virtualware

# Foreword – Dirk Schart, CMO & President, RE'FLEKT

Now Is the Time for Immersive Technologies

New technologies often follow a common course, starting with initial hype followed by a longer phase of sideways movement, then finally a breakthrough. We see this development in technologies such as Augmented Reality (AR) and Virtual Reality (VR).

This time last year, many startups that build products in new markets mainly wondered why adoption isn't as fast as expected. Even though there are numerous use cases that demonstrate how AR makes life and work easier, daily use is still lacking. Today, in 2020, the world faces a pandemic crisis and from one day to the next, our daily lives – and thus the way we learn and work– have changed completely. Travel and access restrictions have led to rethinking and thus created the missing element: urgency.

Adoption = Value + Urgency

When taking a look at AR in the enterprise sector and comparing it with Geoffrey Moore's "Crossing the Chasm" construct, it is easy to see that the market is in the middle of the chasm. AR has already left the early adopters and is freeing itself more and more from the ranks of the innovation labs. The first scalable platforms and roll-outs at large companies have begun, and adoption is slowly but surely increasing.
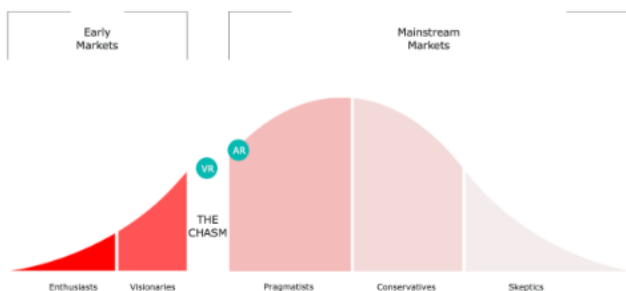
As pragmatic buyers, companies expect a mature software solution that meets the requirements for security, integration and scalability. These factors join value, urgency and user experience as crucial components. While users in labs are already experimenting, pragmatic buyers expect an easy-to-use and "turnkey" application. Before the coronavirus crisis, the lack of urgency was one of the reasons why AR didn't get off the mark. Change cannot be achieved gradually, and the pain was obviously not big enough to replace existing tools.

The Rise of Remote

Due to the crisis companies can no longer fulfill service contracts, in-person training can no longer take place, on-site sales demos and events are canceled. And the solution: remote work and support. Instead of "in-person", we experience a shift to "on-demand." Remote collaboration tools are in the sights of companies from one day to the next, and we see enormous growth. Particularly in the case of conferencing tools such as Zoom, Microsoft Teams and many others. At RE'FLEKT our experience shows that most users do not make a distinction between AR support and traditional conferencing tools yet but enter a classic apple and orange dilemma. After setting up office workers with conferencing software like Microsoft Teams to work from home, businesses turn to the same tools when reducing in-person interaction in their industrial operations. Especially under the time pressure of the current crisis, a remote collaboration tool that other departments are using already seems like an easy solution.

What's next?

Urgency is the trigger for faster adoption of emerging technologies, but without easy operation and good user experience, the growth is quickly over.

Big players now have the potential to change markets and push technologies. Apple completely turned the mobile age upside down in 2007, Microsoft shaped the way we work on computers. Salesforce changed the market for CRM software and paved the

way for the cloud in the late 1990s while the internet bubble was in full swing. It is precisely in these times that there are great opportunities for startups.

In 2020, amidst a global crisis, AR seems to be finding its place in the "augmented workplace" as industrial enterprises switch to remote collaboration and on-demand AR guidance solutions become the new normal. The next two years will be decisive for both AR and VR. How exactly? We will find out very soon.

Dirk Schart
President & CMO
RE'FLEKT

AfterNow

Company Summary

AfterNow is a leader in custom Augmented and Virtual Reality technology for the enterprise. As a Mixed Reality partner with Microsoft since 2016, AfterNow has led the transformation to Spatial Computing. Our latest product is a first of its kind remote presentation tool for the enterprise compatible with HoloLens 1, HoloLens 2 and Oculus Quest.

Contact

Name: Philippe Lewicki

Email: today@afternow.io

Website: www.afternow.io

Size of Company

Employees or FTE equivalent: 10-20

Revenue: 1M - 5M

Type of Company

Internal meetings, high-stake meetings, sales presentations, training classes and education

Customer Types and/or names

Fortune 500 enterprise including Boeing, Anthem, Hershey, T-Mobile, Sprint, Raytheon, BD, Immersion as well as innovative startups like Verses, Tripp and Perceptoscope.

What do you want from the vertical/market/industry?

To allow for wide adoption of AR/VR technologies across the enterprises

Why are you in this industry vertical/sector?

Through custom development work we have created a lot of sales and pitch AR presentations for high stake meetings. Since our product is now working remotely we have an uptick in demand from training and education sectors.

How does your solution address current global situations?

Current events have accelerated the need for remote work technologies, propelling us into the future of work. Working and learning from home is not easy and the transition for education systems and companies comes with significant challenges. AfterNowPrez Remote is an application designed to create stunning 3D presentations for remote high-stakes meetings, collaboration, education, and training sessions - the first of its kind that the XR industry has seen! Afternow prez remote is at the intersection of immersive virtual reality training and remote collaboration. Enabling structured and organized content to be shared in a remote collaboration session.

Amber Waves VR

Company Summary

Experience your data like never before. Amber Waves VR's data analytics and data visualization tools and services enable you to see your data, touch your data, experience your data. Amber Waves VR creates solutions that help you explore your data and create stunning interactive visualizations. Backed by our deep analytical tools, our technology supports a level of data understanding that is unparalleled.

Contact

Name: Richard Senft

Email: rsenft@amberwavesvr.com

Website: www.amberwavesvr.com

Size of Company

Employees or FTE equivalent: 1-5

Revenue: < $100,000

Type of Company

Augmented Reality / Virtual Reality / Mixed Reality (XR) Software

Customer Types and/or names

N/A

What do you want from the vertical/market/industry?

As XR touches and disrupts every medium that has come before it, our goal is to be the go-to solution for data visualization and data analytics to address industry's needs in this emerging new environment.

Why are you in this industry vertical/sector?

Our Visualization-as-a-Service approach enables us to bypass incumbents, overcome cultural resistance to new tech, completely control the customer experience, and capture a greater portion of the economic benefits that we provide.

How does your solution address current global situations?

We develop software and cloud-based services that allow customers to easily convert big datasets into XR experiences, as well as advanced tools for exploring and analyzing big data.

Anansi

Company Summary

Anansi is the UK Software Development and Solutions Provider company specializing in building applications for VR/AR, web and mobile platforms, as well as full-scale digital transformations for a large number of industries.

We develop solutions that deliver value for our clients and their customers.

At the moment we are collaborating with universities and commercial partners on two main products:

- A VR/AR/Mixed reality platform for enterprise
- A Virtual fitting room that uses 3D Body Scanning and AR for Retail Estate

Contact

Name: Yuri Alfano

Email: yuri@anansi.london

Website: www.anansi.london

Size of Company

Employees or FTE equivalent: 1-5

Revenue: N/A

Type of Company

Software, Innovation, IT Services and Consultancy, Imaging data, AI

Customer Types and/or names

Fashion Retails, Luxury, Museums, Government Organizations

What do you want from the vertical/market/industry?

We would like to be recognized as a partner for real innovation.

ANANSI

Why are you in this industry vertical/sector?

We believe we can make a positive impact in these specific sectors and drive innovation.

How does your solution address current global situations?

Imaging data technologies have been perceived as the way to go to create new concept that take into consideration old problems as well as new necessities (COVID distancing, etc.)

AnotheReality

Company Summary

AnotheReality is an interactive spatial company, that helps you maximize business performances, delivering human proof immersive solutions, through a unique combination of technological expertise, human centered design and creativity.

By leveraging our longtime experience in virtual gaming since 2014, we solve enterprises' real business problems, through immersive applications, on the ground of customer/employee engagement, training, dematerialization of marketing and sales processes and augmented human operations.

To ensure the richest demateralization experience, we master the full spectrum of immersive technology and design: Augmented Reality, Virtual Reality, Mixed Reality, Video Streaming and Conferencing, 360° web and videos.

Our board members are speakers at industry events and visiting lecturers at various design academies and business schools such as Politecnico di Milano, SDA Bocconi, NABA.

Contact

Name: Guido D'Arezzo

Email: info@anothereality.io

Website: www.anothereality.io

Size of Company

Employees or FTE equivalent: 10-20

Revenue: N/A

Type of Company

Immersive spatial company: we serve our customers with agile custom development focused on interactive and XR technologies.

Customer Types and/or names

Enterprise customers across different industries - like ENI, IBM, TRENITALIA, MSC, NOKIA, HUGO BOSS, WIDIBA, ASUS, OLIVETTI, PRADA.

What do you want from the vertical/market/industry?

Hardware miniaturization & wearability at a reasonable price: this will drive technology adoption.
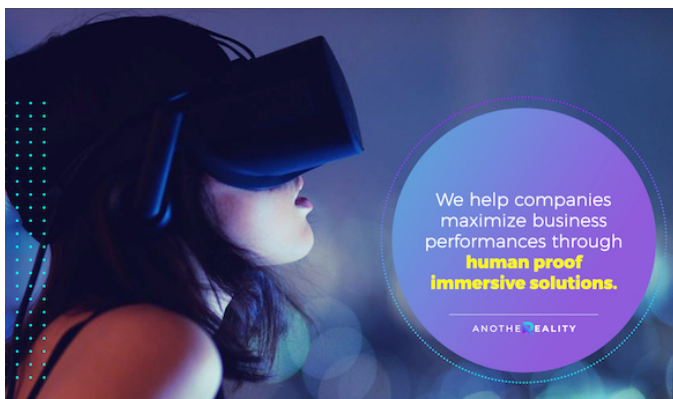
Why are you in this industry vertical/sector?

We believe spatial computing is an IT revolution, and that it will become the next computing platform within 10 years.

How does your solution address current global situations?

We enabled dematerialized experiences mimicking physical people dynamics & emotions in the absence of physical spaces. We allowed the transition from a purely physical process to a new remote-only or hybrid (remote + physical) process. We have worked with our customers, together with our implementation partners, on the following verticals: Virtual Collaborative Spaces for Showrooms and B2B Sales, Virtual Events and Convention centers, Virtual Academies, Digital Twin and Immersive Analytics.

Appville Softwares

Company Summary

Appville Softwares is focused on Innovation and delivering next-generation XR solutions, and smart IOT and Digital Twin solutions to drive enhanced success for its customers and their stake-holders

Contact

Name: Bala

Email: bala@appville.in

Website: www.appville.in

Size of Company

Employees or FTE equivalent: 5-10

Revenue: Euro 60000.00

Type of Company

Software

Customer Types and/or names

Contitech, L&T, Macdue,

What do you want from the vertical/market/industry?

Contacts in industry

Why are you in this industry vertical/sector?

Innovation for future tech

How does your solution address current global situations?

Highly rugged and economical solution

AR For Everyone

Company Summary

AR For Everyone is a mobile phone based Augmented Reality headset, allowing you to develop and deploy training, experiences and content across the massive mobile phone market. Our solutions include hardhats and consumer HMD's as well as a cardboard version.

Contact

Name: Steven Taylor

Email: Steven@arx.studio

Website: www.ar4e.com

Size of Company

Employees or FTE equivalent: 1-5

Revenue: <200K

Type of Company

Hardware, AR experiences

Customer Types and/or names

B2B, B2C, Industrial, marketing

What do you want from the vertical/market/industry?

To help them scale trials and pilots with our low cost solution as we all learn what use cases will actually win in the market.

Why are you in this industry vertical/sector?

To help partners scale the promise of spatial computing

How does your solution address current global situations?

We have the ability to scale head mounted display AR using the mobile phone- alleviating the high cost of integrated AR devices- this will allow your teams to get to work immediately realizing the promise of AR in the workforce. With our viewer you can choose from a number of potential vendor solutions or work with us to de-risk your very own.

ARA: Virtual Heroes Division

Company Summary

Applied Research Associates, Inc. (ARA) is an employee-owned scientific research and engineering company dedicated to producing innovative solutions that tackle critical national problems. At the Virtual Heroes Division of ARA we create immersive, 3D interactive learning solutions and high-fidelity virtual environments. Our goal is to create realistic, detailed training and educational solutions to improve your safety, security, and way of life. We have been working with the Department of Defense community for over fifteen years, developing innovative modeling and simulation applications. Our cutting-edge virtual reality products are currently in use by agencies such as the United States Special Operations Command (USSOCOM).

Contact

Name: Randy Brown

Email: webcontact@virtualheroes.com

Website: www.virtualheroes.com

Size of Company

Employees or FTE equivalent: 100+

Revenue: 340M

Type of Company

Serious Games Software

Customer Types and/or names

- Office of Naval Research (ONR)
- U.S. Army Combat Capabilities Development Command - Soldier Center (CCDC SC) SFC Paul Ray Smith Simulation & Training Technology Center (STTC)
- Collins Aerospace
- SOCOM Joint Acquisition Task Force
- Defense Threat Reduction Agency (DTRA)
- Raytheon
- Amazon

What do you want from the vertical/market/industry?

Some companies in our space are technology experts, while others have expertise in virtual learning but must outsource their technology needs. Our goal has always been to be the best of both worlds, leveraging our in-house subject matter expertise in not only serious games development and deployment but also instructional design, cognitive psychology, and military operations. We have the depth and breadth of knowledge to create effective training applications for customers, to work with high- or low-end budgets and deploy in diverse settings, even resource-constrained environments. All our software is GOTS; the defense industry is moving away from the constraints of proprietary software, and we have always provided interoperable, open software deliverables with no license fees.

Why are you in this industry vertical/sector?

Through the efforts of our impressive team of creative, technical, and artistic talent, we have won numerous awards by establishing ourselves at the nexus of cutting-edge game technologies and world-class production values. From the beginning, our approach to interactive instructional design and experiential learning has focused on simultaneously inspiring and educating across the enterprise. Our highly immersive, dynamic and fun content links learning objectives to measurable performance outcomes.

How does your solution address current global situations?

We pay close attention to evolving end-user needs. Our solutions can be deployed anywhere from a stand-alone application on a handheld device in the field, to a real-time multi-player online experience with hundreds of users. Our remote-learning platform is especially relevant in this time of COVID-19, since many individuals are working and learning from home.

Our After Action Review engine helps facilitate learning, providing feedback to players about performance and storing this data on an LMS to make it available for future training sessions. Our VR applications are enabling military leaders to make important decisions pre-deployment, en route, or during deployment, without having to move and set up bulky hardware. With our Virtual Tactical Assault Kit (VTAK) application, the Tactical Operations Center has gone virtual, with a laptop and VR headset replacing heavy monitors, computers, communication infrastructure, and other equipment.

In this post-COVID world, our VR-based systems can help track and visualize populations and data being generated from specific collection environments.

Ario

Company Summary

Founded in 2016, Ario's mission is to create easy-to-use, knowledge-sharing products that provide information when and where it's needed most. By supplying spatially relevant data, our apps help build a smarter, more digitally connected workforce using augmented reality and make it easy for teams to access, capture and share information in real-time. Using Ario makes teams more confident when they step into complicated work environments, increasing their efficiency and often resulting in upwards of a 35% increase in productivity.

Contact

Name: Kensey

Email: Kensey@ario.com

Website: www.ario.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: Not Disclosed

Type of Company

Software as a service applications

Customer Types and/or names

Manufacturing , Energy and Utilities, Transportation and Logistics, Defense

What do you want from the vertical/market/industry?

We'd like to see an even closer relationship built between humanity and technology. As emerging technologies like Ario's become more mainstream, we hope to see them seamlessly integrated into companies' workflows; this will make it easier than ever for employees to be more efficient and effective in their roles, improving productivity across the organization.

Why are you in this industry vertical/sector?

In our verticals, upwards of a third of the workforce is eligible for retirement and millions of jobs will need to be filled over the next several years. While businesses strategize on how to digitally transform their workforce, their teams are often faced with complicated, high-pressure work environments. Whether the goal is to reduce downtime, increase accuracy on a complicated workflow or quickly onboard a new team member, teams need a solution that makes it easy to access, capture and share proprietary knowledge. That's where Ario comes in.

Citation: https://energycentral.com/news/third-utility-workforce-reaching-retirement-age-soon

How does your solution address current global situations?

Ario offers two apps that help teams share knowledge, improve training processes, decrease errors and boost productivity.

The Ario mobile app uses augmented reality and spatial documentation to provide teams with all the information they need to do their jobs correctly and efficiently. By associating videos, photos, PDFs, quizzes and 3D models with a specific piece of equipment or machinery, teams have the exact resources they need, when and where they need them.

Connect, Ario's communication app powered by augmented reality, empowers collaboration by giving colleagues real-time access to expert advice that exists within their organization. The app provides a suite of placed information points (Pips) for the call recipient to drop into the caller's field of view to guide their work.

Atheer, Inc.

Company Summary

Atheer uses Augmented Reality and AI to empower front-line teams to perform mission-critical work. Founded in 2012, Atheer combines the power of Augmented Reality with machine learning and AI to deliver a secure, flexible, enterprise-grade platform aimed squarely at boosting productivity and speeding recovery.

The new Atheer Front Line OS™ is a suite of AR and AI-powered applications to assist front line teams perform essential work. It's loaded with features and capabilities that enterprise can begin using straight away. No coding is required.

Atheer acts as the middleware that connects front-line workers to all the assistance, expertise, guidance, processes, work instructions, and knowledge of the enterprise they need - across smart glasses and mobile devices.

Atheer is a global company, with teams in Canada, the United States, France and India. The Atheer platform is being used today by leading industrial enterprises to transform the productivity, accuracy, quality, and safety of their front-line teams, providing real, measurable and radical business impact. Customers include Porsche Cars North America, Volkswagen Group UK, Julabo USA, Thales, Anglo American, and the International Air Transport Association (IATA).

Contact

Name: Geof Wheelwright

Email: gwheelwright@atheerair.com

Website: www.atheerair.com

Size of Company

Employees or FTE equivalent: 50-100

Revenue: Private Company

Type of Company

Enterprise Software

Customer Types and/or names

Porsche Cars North America, Volkswagen Group UK, Julabo USA, Thales, Anglo American, International Airlines Group, the International Air Transport Association (IATA).

What do you want from the vertical/market/industry?

We want an on-going partnership with our customers to keep pace with their evolving needs during a transformative time.

Why are you in this industry vertical/sector?

To serve the world's front line teams by providing them with the assistance they need to perform mission critical work.

How does your solution address current global situations?

We are seeing significantly increased usage of our platform across our enterprise customers, who are using it to tackle the challenges of reduced travel, need for social distancing, remote access to work instructions and the requirement by many of our manufacturing customers to meet hugely increased demand (which means reducing downtime).

Augumenta

Company Summary

Augumenta develops intuitive and interactive Augmented Reality applications and tools for enterprises. Our industrial AR solutions help companies improve productivity in manufacturing, maintenance and repair as well as in training.

The Augumenta easy-to-deploy smartglasses apps keep people on the shop-floor and in the field informed and able to react fast while leaving hands free to efficiently complete tasks. Our easy to use remote collaboration tools allow experts and local personnel in different sites to work seamlessly together. All our solutions are device-agnostic and customizable by our customers.

The software company was founded in 2012 and is headquartered in the technology hub of the Nordics: Oulu. With offices also in Taiwan and Japan and over 300 companies engaged with us from all over the world, we are a trusted partner serving our customers globally.

Contact

Name: Eve Lindroth

Email: info@augumenta.com

Website: www.augumenta.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: Software

Type of Company

Manufacturing industry, maintenance, training

Customer Types and/or names

Manufacturing industry, maintenance, training

What do you want from the vertical/market/industry?

We see and hope for digital transformation efforts to speed up and companies to change the ways of working towards more efficient and at the same time more sustainable ways.
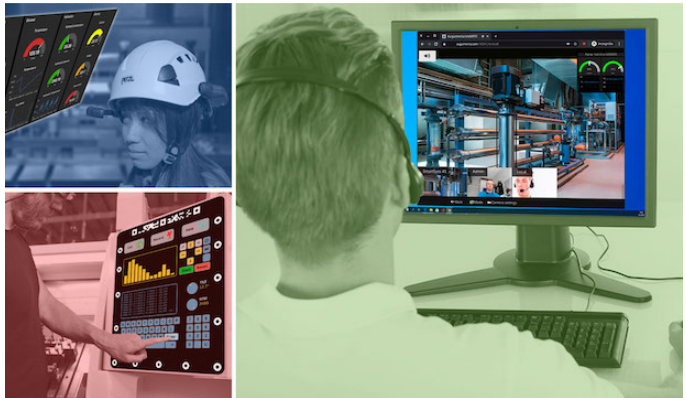
Why are you in this industry vertical/sector?

We focus on Industry 4.0 use cases, industrial companies need to find a way to make their most valuable asset usable: data. We help companies provide their workers with the right data that improves the productivity and safety of people on the shop floor.

How does your solution address current global situations?

Our AR solutions are used for monitoring and controlling machines and providing remote support and guidance for workers. During the current global situation with social distancing and travel restrictions, for example, real-time monitoring of machinery via smartglasses apps enables companies to diversify risks that come along with centralized control rooms. Our virtual control panels are hygienic and perfect for hazmat environments. Also, efficient remote collaboration solutions, like Augumenta SmartEyes, are needed in situations when experts cannot travel but installation, maintenance, advanced worker training projects must be kept ongoing.

Aumenta Solutions

Company Summary

Our Augmented Reality technology provides solutions that increase productivity and efficiency in the fundamental processes of your company.

These solutions enhance the efficiency of your team and processes through virtual training, intuitive access to geolocated information, remote assistance in repairs and maintenance, tools that facilitate the planning and development of products and installations.

Contact

Name: Pere Roset

Email: pere@aumentasolutions.com

Website: www.aumentasolutions.com

Size of Company

Employees or FTE equivalent: 1-5

Revenue: 150000

Type of Company

Integrator, Software

Customer Types and/or names

Seat, Nissan, Epson, Verizon

What do you want from the vertical/market/industry?

Increasing the number of industries to go to AR as a key technology.

Why are you in this industry vertical/sector?

We are working on AR for Industry since 2013, now integrating AR with IoT, BlockChain and Machine Learning. Providing new solutions to unresolved problems on Industry.

How does your solution address current global situations?

Our aplications help companyies to create their own training programs using our step by step AR solution framework.

Avatar Partners

Company Summary

AVATAR Partners - Unity's first worldwide Platinum Reseller and Integrator - is a world leader in heavy-duty, industrial grade XR - AR, MR and Virtual Workforce Collaboration for Aerospace, Construction, Defense, Healthcare and Manufacturing. AVATAR's XR Product and Services portfolio and Partner Channel continues to innovate to increase quality, efficiency, sales and profits throughout the product life cycle and its digital thread. Solutions include Avatar CONNECT - Remote Collaboration for the Virtual Workforce, Advanced MR Maintenance Systems, Training and On-the-Job Performance Aids and MR Scenario Planning that integrate artificial intelligence, sensors and haptics, and SimplifyXR for enterprise XR configuration management, standardization, and deployment.

Contact

Name: Marlo Brooke

Email: mbrooke@avatarpartners.com

Website: www.avatarpartners.com

Size of Company

Employees or FTE equivalent: 40-50

Revenue: $12,000,000

Type of Company

AR, MR and Virtual Workforce Collaboration for Aerospace, Construction, Defense, Healthcare and Manufacturing

Customer Types and/or names

US Air Force, US Navy, Aerospace, Construction, Retail, Manufacturing

What do you want from the vertical/market/industry?

Higher quality, ruggedized, affordable AR hardware with high quality embedded vision science that supports Production XR.

Why are you in this industry vertical/sector?

To enable sustainable, high quality and low cost enterprise-wide XR adoption.

How does your solution address current global situations?

We skip the prototype stage and deliver Production-ready XR that gives immediate ROI.

BeBop Sensors

Company Summary

BeBop Sensors makes smart fabric sensing platforms to help people communicate with technology in innovative ways. We create intuitive, flexible interfaces between humans and machines, changing how people interact with their technology.

Haptic Glove Controllers – BeBop Sensors' Forte Data Gloves® take workplace training to the next level by enabling natural hand interaction and haptic feedback to create the most intuitive and immersive XR training experiences for developing skilled workers.

Smart Fabric & Custom Designed Sensors – A team of R&D engineers, application developers, UI/UX designers, and fabricators are on staff to create custom fabric sensors and haptics to meet specific project or operational needs. The team has scaled proof-of-concept projects to full production programs for Fortune 500 companies.

Contact

Name: BeBop Sensors
Email: kmikalsen@bebopsensors.com
Website: www.bebopsensors.com

Size of Company

Employees or FTE equivalent: 20-30
Revenue: Privately Held - Not Disclosed

Type of Company

Hardware, Software, Sensors, Smart Fabric

Customer Types and/or names

Commercial Enterprises, Simulation & Training, Aerospace & Defense

What do you want from the vertical/market/industry?

We want to be the industry's leading haptic glove controller for Enterprises of all sizes that build cost-efficient, immersive XR training developing skilled workers throughout the organization. We want to change the way instructors design and deliver training to make their students better, more effective employees when they reach the field.

We want to provide precise control over remotely operated devices and robots that allow employees to work smarter, safer, and more productively with an advanced human-machine-interface HMI that fully replicates human touch for both the machine and the human.

Why are you in this industry vertical/sector?

BeBop Sensors has been at the forefront of cutting-edge immersive controllers for Commercial Enterprise and Military training developers for over three years. We are in this market because our haptic glove controllers provide a comfortable, realistic natural motion of the hands with a tactile, haptic experience in VR and AR training that improves immersion and training results.

We believe that haptic engagement of the hands in VR, AR, or MR completes the immersion required to build lasting training that is realistic, and students can learn and apply in the field much more quickly.

Haptic gloves open up a whole world of telerobotic control in dangerous situations to operate robots, machinery, or UxV devices anywhere in the world, safely. Combine haptic gloves with data visualization 3-D light displays and AR-based data visualization tools to manipulate the data with their hands - pull apart, bind together, or reshape data as they work with it in front of them virtualized space.

How does your solution address current global situations?

Today, VR and AR training can offer stunning visual and auditory immersion. However, recreating natural human motion and using hands in a realistic manner using traditional controllers or cameras is lacking.

Controllers use point/click/buttons/joysticks to substitute for grasp, turn, manipulate - that doesn't create real muscle memory beyond basic point-click; users have to unlearn to perform the task in real-life. Body/hand/finger occlusion blocks the camera views of when performing complex tasks and lag in performance. Haptics in most controllers are rudimentary with simple buzz/jolt/clicks; they do not replicate the feel of a surface, interaction with buttons/knobs/tools.

BeBop's Forte haptic glove controllers overcome the limitations of today's controllers and competitive solutions that are typically much bulkier and costlier. They include additional functionality with verbose haptics, open/clean design that is easy to use and deploy in the classroom at a lower cost.

Beebox Studios

Company Summary

Beebox Studios is a startup, incubated by IIT Madras Incubation Cell, Chennai, India, developing advanced visualisation using AR/VR at various stages of product life cycle. Our core expertise lies in creating highly realistic, interactive & immersive 3D solutions for Sales & Marketing, Industry4.0 Data Visualisation, Industrial Training & Education.

We offer a range of 3D interactive services that includes AR Sales & Marketing using Smartphone, Interactive 3D User Manual, Digital Twin for O & M with real time Data Visualisation, Industrial Training for oil & gas, heavy machine, construction industries & different 3D solutions for after sales support.

Our solution using Smartphones & Tablets increase customer empathy & reduce the customer conversion duration. Our Immersive & interactive customised industrial training solutions increases efficiency & knowledge retention time of SOPs & guided workflows.

In Operations & Maintenance, we enable visual debugging and visual feedback system using smartphones that uses IoT data as part of Industry4.0. This drastically reduces the downtime & obviates the need of physical inspection of the site or at the control station.

Also, we create education modules for few STEM subjects & multiple interactive 3D user manuals.

Contact

Name: Prasad Sukumaranunni

Email: prasad.s@beeboxstudios.com

Website: www.beeboxstudios.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: Not disclosed

Type of Company

Software Solutions, Industrial Training, Oil & Gas, Construction & Education

Customer Types and/or names

Caterpillar, Tata Projects, Tata Digital, Toshiba Machines, Asian Paints

What do you want from the vertical/market/industry?

As a service provider, seeking connection to decision makers of OEMs exploring to implement AR/VR Solutions as part of their company. Educate & create awareness on the potential of AR/VR Solutions in Heavy & Complex products for training, visual debugging, sales etc. Also, to showcase our expertise in creating AR Solutions for Pre-Sales, Installation Support, Operations with Digital Twins & IoT Data, After Sales with interactive 3D user manuals etc.

Why are you in this industry vertical/sector?

Sales and Marketing team of High Value complex machinery OEMs are having a problem in showcasing the entire capabilities of their products with the existing marketing practices to their potential customers. It involves more specialised skills than just 3D modeling and programming to address this problem area. By creating customised solution for each client, we are addressing their pain points with adoption of latest technologies like AR/VR/Interactive3D.

How does your solution address current global situations?

Improving productivity

IOT data analysis- Real time visual debugging using a digital twin of a remote machine. SOPs & guided workflow training with reduced dependancy on experienced work force or SMEs

Decrease service resolution time- addressed using smart phone based digital twin, anywhere, anytime. Increase learning retention - as it is visual & interactive with near realtime feedback system.

Our solutions are utilised in different stages of a product life cycle in different industry segments. Oil & Gas, HeavyMachine, Construction & Education industries. Pre-Sales, Sales & Marketing, Installation & implementation, After Sales supports for easy part identification, Interactive 3D user manuals etc.

Bottomline:
Education at all levels, smartmarketing of all products- anywhere, anytime, on any device using AR, VR, Web 3D

BeingVR

Company Summary

BeingVR specialise in VR enhanced blended learning solutions for human skills. We create custom 360 simulations to increase understanding of real life application of these leadership skills and behaviours in the workplace. We lean on storytelling and user interactivity for increased engagement and superior learning retention.

Contact

Name:

Email: info@beingvr.io

Website: www.beingvr.io

Size of Company

Employees or FTE equivalent: 1-5

Revenue: under $1m

Type of Company

Content creation

Customer Types and/or names

Cross-industry. relevant for training all people managers.

What do you want from the vertical/market/industry?

The time is ripe to make the leap into digital education and support the enormous potential to apply emerging technology in this rewarding space.

Why are you in this industry vertical/sector?

BeingVR was founded on a passion to disrupt and innovate the education sector to make learning fun again.

How does your solution address current global situations?

The current global situation sees a change to the way we communicate, connect and learn for ever. Virtual reality forms a vital part of this new solution to train people for often intangible and difficult to understand concepts like collaboration, diversity and inclusion, empathy, emotional intelligence and giving and receiving feedback - skills that directly impact wellbeing, productivity and adjustment to our new norm.

BSD. Bit Space Development Ltd.

Company Summary

Bit Space Development Ltd. is an interactive digital media studio that specializes in creating innovative learning experiences for the classroom and workplace. We work with educators and industry professionals from around the world to develop effective solutions for education and training using cutting edge digital media technologies.

Contact

Name: Kevin Carbotte

Email: kevin@bitspacedevelopment.com

Website: www.bitspacedevelopment.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: $500,000+

Type of Company

VR/AR Solution Provider - Custom tailored software solutions for business needs.

Customer Types and/or names

Our customers are in the Construction, Manufacturing, Aerospace, Transportation, and Education industries.

What do you want from the vertical/market/industry?

Through the years, more and more people have caught on to the benefits of virtual reality and augmented reality technology. We've seen a significant uptick in interest since the Covid-19 Pandemic began, but we're not seeing many companies commit to the investment in this technology yet. We're confident that interest will continue to increase for the foreseeable future and that companies will soon adjust their budgets to accommodate this promising technology.

Why are you in this industry vertical/sector?

Bit Space Development was founded in 2015 when VR development was just getting started. BSD first catered to the Real Estate market, but we quickly discovered that the construction industry had a bigger hunger for this technology for safety training.

How does your solution address current global situations?

N/A

BODYSWAPS

Company Summary

What's Bodyswaps?

BODYSWAPS is a complete soft skills training solution for corporates and education organisations that combines behavioral science, data and immersive VR simulations to create deep and lasting behavioural change.

Our platform offers off-the-shelf training modules designed by domain experts, and tested with global organisations.

How it works

BODYSWAPS simulates realistic workplace scenarios to let learners role-play with virtual characters, explore problematic and challenging situations and learn by observing their own behavior. The platform offers personalised analytics to guide the learner's improvement over time.

Contact

Name: Christophe Mallet

Email: chris@bodyswaps.co

Website: www.bodyswaps.co

Size of Company

Employees or FTE equivalent: 1-5

Revenue: <£500k

Type of Company

Software

Customer Types and/or names

Corporate Training (in-house), Learning Providers, Higher Education. All around soft skills.

What do you want from the vertical/market/industry?

Besides software, the mass B2B adoption of VR for trainign is a tough ask on clients : new hardware, new infrastructure, need to onboard and train staff..etc. Software vendors and Hardware manufacturers need to work hand-in-hand to offer solutions better tailored to B2B deployment, that includes flexible legal frameworks, user-friendly hardware, top-notch technical support and improved distribution infrastuctures.

Why are you in this industry vertical/sector?

Deploying soft skills training at scale is a huge and now mission-critical challenge that current methodologies can't tackle well. Face-to-face training, albeit effective, is too costly and logistically complex to deploy at scale whilst e-learning and virtual classrooms don't allow for the kind of practice necessary to master new behaviors. As a result, VR is uniquely positionned to disrupt that industry by offering solutions that combine the learning performance of f-2-f training with the scalability of digital solutions. With VR, learners can practice anytime, anywhere, safely.

How does your solution address current global situations?

The Covid 19 crisis has put a focus on the need for innovation in education and learning technologies. Organisations are rapidly transforming themselves to ensure they can be fully operational in a remote context. Therefore, upskilling their workforce for this new world of work has become a strategic imperative. Immersive learning, once a very steep adoption curve has been met, will materialise the potential of remote experiential learning delivered at scale. BODYSWAPS opens an era for practicing soft skills safely, anytime, anywhere, which, when programmes are deployed throughout organisations, will truly transform the way we work together.

Cavrnus, Inc.

Company Summary

Cavrnus™ Spaces is the world's easiest and most intuitive spatial virtualization and collaboration platform. Cavrnus enables customers to quickly create and share immersive 3D content for training, design and engineering reviews, planning and selling. Participants share a virtual space populated with multiple sources of 2D and 3D data. Multiple users can join these virtual spaces and interact from any device, including tablets, laptops, desktops, Augmented Reality (AR) devices, Virtual Reality (VR) headsets and from a web browser.

The platform features include multi-user co-presence, space persistence and an import pipeline that supports 30+ 3D file types; making this data available to more people inside and outside of an organization than ever before. Modify and script 3D objects to dream of new immersive solutions in real-time.

The Cavrnus platform can be leveraged in the cloud or deployed completely On-premises in less than 10 minutes.

Use Cavrnus APIs and SDK to automate processes and build custom solutions with your own data and software. Plus, performance and security are built into the core of Cavrnus Spaces.

Contact

Name: N/A

Email: info@cavrn.us

Website: www.cavrn.us

Size of Company

Employees or FTE equivalent: 10-20

Revenue: N/A

Type of Company

Software, Software Platform

Customer Types and/or names

Aerospace, Automotive, Architecture, Engineering, Construction, Design, Education, Live Events, Experiential Marketing, Energy

What do you want from the vertical/market/industry?

Cavrnus is excited to connect and work with customers where we can help accelerate the use of 3D in how they train, operate, plan and sell. We believe in the spatial future and are working with partners everywhere to help make it happen.

Why are you in this industry vertical/sector?

If a company has 3D data of any kind, Cavrnus is the best platform to easily share that data with their employees, partners and customers. While our customers cover a diverse set of verticals, they all share an expertise around creating, manipulating and employing spatial data to generate value.

The Cavrnus platform also delivers the performance, interoperability, reliability and security required by enterprise IT teams. Meeting the highest demands of these customers enables Cavrnus to continuously improve the product for everyone.

How does your solution address current global situations?

Cavrnus has always been built for the future of work by accelerating the ability to replace travel with remote collaboration, reducing the risk to employees and customers with virtual meetings, and enabling the creation of new workflow efficiencies during economic uncertainty.

A multi-national energy-sector company is using Cavrnus™ Spaces and Cavrnus APIs to digitize and automate planning for moving equipment on and off job sites saving valuable time and money. Two nuclear power generators--one in the United States and one in Japan--are using VR to train thousands in how to safely shut-down dangerous equipment, leaning in to spatial learning's vastly better cognitive retention. A Japanese auto-parts supplier employs the video-conferencing tools alongside the spatial tools to conduct engineering design reviews internally and with their customers.

Cleanbox Technology

Company Summary

Cleanbox Technology, Inc. based in the United States is a premium and eco-friendly smart tech hygiene company specializing in the decontamination of HMDs, communication headsets, eyewear, masks and other shared devices.

Cleanbox engineering utilizes UVC light in an LED providing safe hospital-grade decontamination without the need for chemicals, heat or liquids. Cleanbox patented products have been independently lab tested and kill 99.99+% of bacteria, viruses and fungi in 60 seconds, including COVID-19.

Cleanbox provides products for HMDs, earphones, broadcaster headsets, eyewear, respirator masks and small personal electronics and accessories (earbuds, tablets, controllers, mics, phones, keys).

Contact

Name: Amy Hedrick

Email: ahedrick@cleanboxtech.com

Website: www.cleanboxtech.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: 1 million +

Type of Company

Hardware

Customer Types and/or names

Healthcare, entertainment, enterprise, training, education, government, telecom, aviation, automation, manufacturing

What do you want from the vertical/market/industry?

Cleanbox is the first mover in smart-tech, commercial grade XR hygiene and provides modular plug-and-play products for storage, charging and cleaning. Cleanbox's CX products are designed to elevate the commercial use of XR, addressing operational pain points and reducing barriers of entry to broad corporate and consumer adoption of immersive technologies. Other Cleanbox products address separate operational hygiene concerns, including the cleaning of masks, phones, tablets and other devices.

Why are you in this industry vertical/sector?

Cleanbox is used in a variety of industries including healthcare, enterprise, broadcasting and education. The overall growth of the use of VR and AR in enterprise necessitates operational and logistical infrastructure that will support a successful XR deployment. Cleanbox products are hardware agnostic and can be used in any industry or business considering an XR strategy.

How does your solution address current global situations?

Cleanbox's proprietary engineering used across its product lines, has been lab tested in a biohazard level 3 laboratory against SarsCov-2 (COVID-19) and triple validated through additional substitute viral lab testing. Cleanbox's newest product, CleanDefense™ (for the decontamination of 4 respirator masks in a 2 minute cycle), is a direct COVID-19 response initiative: a point-of-use product that can clean 100 masks per hour, reducing potential viral load on a mask throughout the day, and thus minimizing contagion transfer risks.

Cleanbox's CX series of products built specifically for HMDs and other headset based hardware, provide hospital-grade hygiene that eliminates the element of human error found in manual cleaning efforts, and does so in a shorter amount of time, allowing for continued throughput and consistent results.

Deloitte Digital (Canada)

Company Summary

Deloitte Digital Canada focuses on creating projects that help our clients drive their digital transformation through in-house design, delivery and engineering. We firmly believe in the power of digital media and how it can improve the workflows and touchpoints of our clients and everyday lives of their customers.

We are a powerhouse consultancy with more than 5000 employees, providing services for a long list of clients, in a wide range of industries and that may seem like a mammoth when it comes to fast-evolving technologies like Mixed Realities. However this power enables us to act fast and agile whenever we see opportunities in these emerging fields.

We react by creating **nimble teams with hands on design and development skills** as we did for our XR team and work proactively on research and client projects to further our understanding and experience in this space.

We also work closely with our US Digital Reality team and frequently exchange our know-how for various XR projects.

Contact

Name: Mert Ozcan

Email: meozcan@deloitte.ca

Website: www2.deloitte.com/ca/en.html

Size of Company

Employees or FTE equivalent: 100+

Revenue: $1.000.000 +

Type of Company

Digital Consultancy

Customer Types and/or names

Retail, Shipping, Finance, Automotive, Manufacturing, Energy, Healthcare

What do you want from the vertical/market/industry?

Our goal in this space is understanding how XR solutions can improve the efficiency and quality of our widely varied clients and their customers' experience.

With the support of our in-house research teams such as **Doblin®** and **Market Gravity®**, we delve deep into analyzing customers' problems and look at it from various angles including behavioural economics, user experience and market validity.

These foundations will help to **improve the XR industry as a whole** by constantly feeding the customer and market research, revealing the real need and thus the potential of these technologies so all key players in the market can benefit.
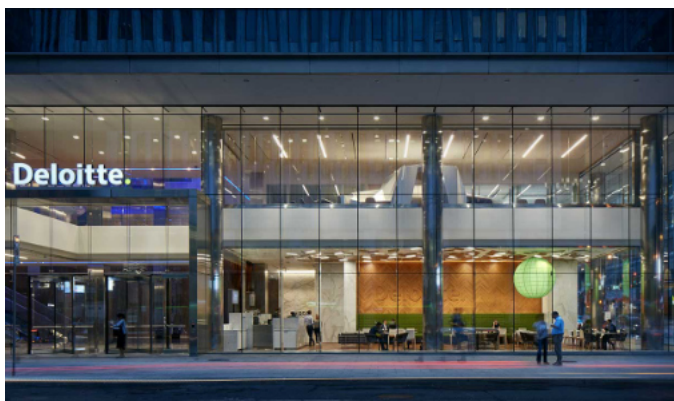
Why are you in this industry vertical/sector?

We strongly believe Mixed Realities will help our clients to succeed in their competitive and challenging environments. Benefits will be especially around increasing awareness for a cause or a service/product; training and learning and working remotely while reinforcing the tangible and collaborative nature of different work environments.

As strong believers of digital technologies, we've been witnessing the **huge cognitive rewards** and **convenience factor** of Mixed Realities with its **immersion, embodied interactions** and **tele-presence**, that are impossible to reach with traditional screen based digital media.

Thus we'll continue to push the boundaries of what can be achieved in this exciting vertical when it's applied to broader industries.

How does your solution address current global situations?

As a big company with many employees, we had to adapt fast to this challenging pandemic times and new work styles. Like many other companies we had to try different things and see which ones work and change our tools and workflows accordingly. Throughout the way, we learned all the upsides and downsides of using these remote working tools that are widely used now, captured by a survey by our Mixed Reality team.

Our findings lead us to create our own internal tool for a collaborative working space, **specifically in VR**. We're targeting the **6 DOF** headsets and will be working on features to implement almost all the qualities one would expect from in-person communication and collaboration.

Our team has also been working on various research projects to see how the new normal – a physical distanced lifestyle - can be improved by using the XR technologies that are hard to achieve by the standard screen based environments, such as in retail, healthcare and manufacturing.

We are hoping to share our findings with the public once we can start user testing on our implementations and have through usability test reports.
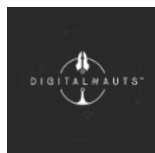
Digitalnauts

Company Summary

Digitalnauts helps companies achieve real business impact by giving them the technology and expertise to strategically implement VR training across their organisation.

Throughout our years of experience working with some of the world's leading organisations, we recognised that for most companies adopting new technologies feels like a leap in the dark. In order to shed light on the unknowns of VR adoption, we developed a structured approach to sustainably implement VR at scale and deliver superior business results.

Our tried and tested Digitology® is an end-to-end VR solution which guides and supports customers' VR adoption through Advisory Services, Content Development and Deployment, Hardware Supply, Maintenance and Support. We believe that there is no one-size-fits-all when it comes to VR adoption, so regardless of a company's industry or experience with VR, we are here to help any company, at any stage of their journey.

Our mission is to make VR training accessible to everyone and pioneer the mainstream adoption of immersive learning.

Contact

Name: Mark Baxter

Email: mark@digitalnauts.co.uk

Website: www.digitalnauts.co.uk

Size of Company

Employees or FTE equivalent: 1-5

Revenue: 290k

Type of Company

End-to-end VR training solutions provider

Customer Types and/or names

We operate across all industrial sectors, but our current customers are predominantly from the pharmaceutical, marine, construction and telecommunications sectors. Some of our clients who trust us for their immersive needs include Stena Line, Openreach, Takeda Pharmaceutical, Construction Scotland Innovation Centre (CSIC), Construction Industry Training Board (CITB), and more.

What do you want from the vertical/market/industry?

We would like to see more mainstream adoption of the VR technology across all industrial sectors. We want to see more companies across different sectors changing their perceptions towards new technology adoption and fully embracing the power of VR to not only transform their workforce but also deliver real impact and align with their strategic objectives. We hope that with more mainstream VR adoption among enterprises, companies will be able to achieve economies of

scale and prices of VR content will come down, allowing smaller companies to also benefit from the technology. Another crucial milestone along the way is that more standardisation is needed across the industry - standards for adoption, for content development, processes and even case study production.

Why are you in this industry vertical/sector?

Getting real practice in many industries can be difficult, expensive and potentially dangerous. That is why industrial sectors, requiring a lot of hands-on tasks are particularly on the look for a training solution which is safe and can be delivered on-demand. These are perfect use cases for using VR training and proving its impact on the business as a whole. We operate in the specific industrial sectors mentioned above because throughout the years we gained experience and a breadth of knowledge. We learned how these sectors operate, their niche needs and challenges. Moreover, we established long-term connections and currently have industry champions in these sectors, which allows us to penetrate further in our already existing markets, create consortia and keep on top of industry updates. Last but not least, our background and expertise in eLearning, serious games, 3D design and software platform development provides our team with the broad skill set needed to operate in such sectors.

How does your solution address current global situations?

Our updated end-to-end solution services allow enterprise customers to train their employees remotely during the COVID-19, ensuring compliance and decreased downtime post-pandemic.

We support the latest mobile VR technologies such as the HTC Focus+ and Oculus Quest for Business and our HoloHub platform provides a universal means for distributing and managing all types of VR training - fast, remotely and on demand.

A recent project, High Voltage Pole training for Openreach, could serve as an excellent example of a program which improves productivity, reduces errors and increases learning retention. It was also fully developed during lock down.

Given recent incidents, it was of utmost importance for Openreach to ensure the well-being of its employees. In response, we created an engaging VR experience, which allows engineers to gain practical safety training remotely and achieve lasting real-world benefits such as fewer accidents and better job performance.

DiSTI Corporation

Company Summary

The DiSTI Corporation is the leading provider of both turn-key and customized 3D virtual maintenance training solutions for:
- Embedded Target Systems
- Desktop
- Mobile
- Virtual Reality
- Augmented Reality

DiSTI software products and professional services have pioneered the advancement virtual maintenance training for Global 500 companies, military organizations, and commercial clientele from around the world.

DiSTI software and solutions are highly adaptable and can be implemented into virtually any industry with a need for virtual, augmented, desktop, or mixed reality training.

Our virtual training development platform, VE Studio combines over 15 years of development tools and patented processes into a single platform, providing users the freedom to focus on creating content, not hand-coding or developing tools themselves. VE Studio virtual training tools and software have been used to redefine the development of virtual, making the development of Unity-based virtual training easier, faster, and more cost-effective than comparable solutions.

Contact

Name: Jessica Haulter

Email: jhaulter@disti.com

Website: www.disti.com

Size of Company

Employees or FTE equivalent: 50-100

Revenue: $15,000,000

Type of Company

Software, Content, Professional Solutions

Customer Types and/or names

Aerospace, Automotive, Commercial, Defense, Industrial, Medical, Power and Energy

What do you want from the vertical/market/industry?

To continue to leverage DiSTI's expertise and software solutions to improve training for clients and organizations worldwide. We are committed to remaining at the forefront of remote collaboration, guided workflows, improving learning retention, and increasing training efficacy.
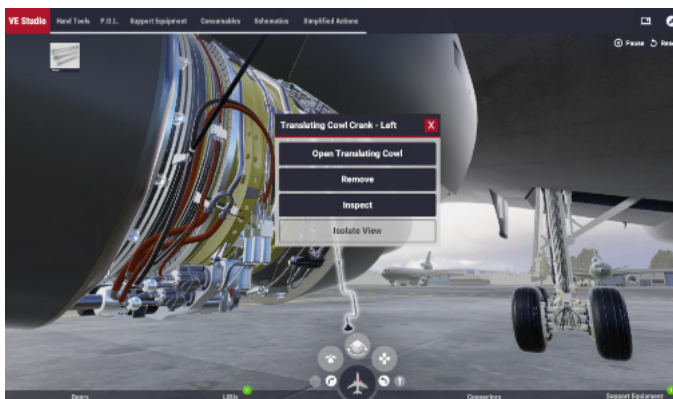
Why are you in this industry vertical/sector?

DiSTI has over 25 years of experience working in these industries, and has provided a wide-array of complex, scalable solutions and virtual training systems for clients.

How does your solution address current global situations?

DiSTI offers School House, a Managed Virtual Training Solution. With deployments in the Aerospace, Defense, Automotive, Industrial, and Medical industries, School HouseTM enables virtual training with real-time 3D rendering through a standard internet browser.

School House is primarily an Application Streaming Service optimized for graphically intensive 3D applications. This approach doesn't require any locally installed applications and because content is rendered in the cloud, the local computer does not need to contain high-end graphics rendering hardware. This also means that the Windows applications are accessible on Mac, Linux, Chromebooks and Windows without any software modification or installation.

DiSTI's School HouseTM allows organizations the freedom to host nearly any training content, utilize the LMS of their choice, and deploy it quickly and to scale.

Edith Cowan University - Simulation and Immersive Digital Technology Group

Company Summary

The Simulation and Immersive Digital Technology Group is comprised of a multidisciplinary early and mid-career researcher team who investigate the use of immersive technology, such as virtual reality, for real world simulation and educational needs. Spanning three ECU schools, this unique collaborative team bring together skills which cover health sciences research, simulation education, serious game theory, game design, animation and biomechanics.

Through use of the industry standard 18 camera ECU motion capture studio, high fidelity, human focussed virtual simulations can be produced and evaluated which are difficult to replicate in real-world conditions. Scenarios range from mass trauma and disaster triage, violence and aggression de-escalation, procedural management and enforcement of Occupational Health and Safety regulations and drug and alcohol education.

Formative and evaluative research contribute to the evidence base informing best practices for applied immersive simulation and education. Real world engagement and impact is recognised through consultation with industry partners and end-users, and the implementation of the immersive simulation experiences which are developed for bespoke industry needs.

Contact

Name: Dr. Brennen Mills

Email: b.mills@ecu.edu.au

Website: www.ecu.edu.au/schools/medical-and-health-sciences/our-facilities/ecu-health-simulation-centre/simulation-and-immersive-digital-technology-research

Size of Company

Employees or FTE equivalent: 5-10

Revenue: Medium-large

Type of Company

Edith Cowan University specialised in higher education and research. The multidisciplinary Immersive Technology Team within the University specialises in developing immersive content for education and training purposes across all facets of health and healthcare.

Customer Types and/or names

Education and training in the health sciences; Disaster and emergency management; dealing with violent patients; drug and alcohol education; occupational health and safety training; military research and development applications for training.

What do you want from the vertical/market/industry?

This group has a unique blend of academic and technical expertise that ensures best-evidence/practice is utilised throughout the development process, and upon

implementation through rigorous evaluation. This group is looking for medium-large scale projects with partners interested in developing engaging content that can be demonstrated to make a difference to end users through ongoing evaluation of

Why are you in this industry vertical/sector?

The Edith Cowan University Immersive Technology group leverages expertise from a range of individuals from both the Immersive Tech industry, as well as motion capture/biomechanics, health education and training, simulation-based learning, research methods and through University links and partnerships can access academic and industry expertise across all facets of education and training.

How does your solution address current global situations?

N/A

emteq Emteq

Company Summary

Emteq uses biosensing, wearable technology to measure and interpret emotional responses in Virtual Reality. Their technology, emteqVR™ is the only commercially available VR system that enables multi-modal sensing using facial EMG (electrical muscle activity) as well as integrated heart rate/heart rate variability and contextual activity monitoring. It offers the most ecologically valid insights, plus contextual recording and interpretation of the measured responses. Emteq is focused on helping individuals improve their wellbeing, with a specific focus on Mental Health. Emteq has collaborated with leading universities including Harvard and Cambridge and has secured over £3M in research awards for their patented wearable solutions. They are actively seeking further opportunities within academic, clinical and market research as well as for optimising education and training.

Contact

Name: Graeme Cox

Email: Graeme@emteq.net

Website: www.emteq.net

Size of Company

Employees or FTE equivalent: 20-30

Revenue: £1 - 20M

Type of Company

Integrated VR for Health Tech

Customer Types and/or names

Clinical Psychologists, Academic & Market Researchers

What do you want from the vertical/market/industry?

The understanding that objective measurement is a requirement for the successful implementation of remote therapies & training.

Why are you in this industry vertical/sector?

To use a combination of expertise in medicine and AI technology to help people improve their lives.

How does your solution address current global situations?

Emteq's biometric insights in VR are used to provide objective measurement of emotion/stress response to stimuli. We can only manage what we can measure, and whether the VR simulation is for healthcare (e.g. P-TSD therapy) or training (e.g. presentation skills), remote, self-guided learning interventions demand objective feedback to drive behavioural change. In the physical absence of a trainer or therapist, emotion response measurement and AI is the key enabler – and is the core of emteq's platform.

Enduvo

Company Summary

Enduvo empowers everyone to create and share meaningful experiences that enrich people's lives. Our powerfully simple, immersive content platform gives people a much better way to communicate, collaborate and share knowledge. Enduvo lets anyone rapidly create, distribute and consume rich, interactive virtual experiences. Military, government, healthcare, industrial and education organizations use Enduvo to reduce development costs, speed delivery time and boost the impact of their content.

Contact

Name: Tim Quinn

Email: tim.quinn@enduvo.com

Website: www.enduvo.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: Undisclosed - we are a private company.

Type of Company

Software - sectors = government, military, healthcare, oil & gas, aerospace, medical

Customer Types and/or names

Enterprises across all sectors find value in the Enduvo platform. Organizations are using our platform to share knowledge, create training and collaborate about safety practices, maintenance, customer support, medical procedures and operational processes.

What do you want from the vertical/market/industry?

We hope to expand our customer base, build new partnerships and collaborate across the industry to help companies achieve their business objectives. We also look forward to collaborating across the industry to build out an ecosystem of thought leaders that highlight the benefits of immersive content.

Why are you in this industry vertical/sector?

We want to support organizations that are seeking ways to more effectively share knowledge and that are looking to interactive immersive experiences to achieve this goal. However, creating and sharing immersive content has been expensive, time-consuming and out of reach for most. By eliminating these obstacles, we unlock the value and impact people can have on each other, their work and the world at large.

How does your solution address current global situations?

Organizations are at an inflection point, accelerated by the current world crisis. It is essential that people have access to technologies that facilitate collaboration and knowledge sharing regardless of their location or socio-economic status. Studies show immersive experiences are more engaging and drive greater understanding. Given the affordability, accessibility and ease of using our platform, we are seeing increased interest in our solution.

Ententee

Company Summary

Ententee is a Czech software development company delivering exceptionally smart solutions to innovative enterprises & ingenous Startups in the US, Germany, Switzerland, United Kingdom and the Czech Republic for the last 15 years.

Our expertise is mainly based on: innovative user interfaces (AR/VR), applied AI algorithms, new & interactive media, automation & robotics, e-learning & ed-tech and the healthcare ecosystem: interoperability, EMR systems, patient engagement, population health, digital health and medical devices.

Contact

Name: Jan Miksatko

Email: info@ententee.com

Website: www.ententee.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: $2000000

Type of Company

Information Technology and Services

- Healthcare
- Manufacturing
- Automatization & robotics
- IT
- Retail
- Transportation & logistics
- e-Learning & ed-tech

Customer Types and/or names

- IT Consulting
- Hospitals
- Healthcare vendors
- Incubators
- Startups
- Investment groups
- Insurance companies
- Transportation/Trucking/Railroad

What do you want from the vertical/market/industry?

With our expertise, we want to contribute mainly to the transformations of the healthcare area by delivering innovative IT solutions which simplify, digitalize, automate processes and systems. We also aim to support innovation in a wide range of sectors by bringing and sharing our capabilities.

Why are you in this industry vertical/sector?

We aim to deliver innovative IT solutions to any industry with out cutting-edge technology and consulting expertise. However, our major expertise and focus is in the healthcare sector, where we support the transformation and digitalization of a wide variety of areas among it, in order to automate, simplify and improve processes behind patient care.

How does your solution address current global situations?

Our approach aims to simplify/improve/automate processes in the healthcare sector in order to deliver better patient care, which is nowadays required to ease the crisis impact. Some of the fields we cover to improve the healthcare area are: hospital integration systems, patient records, remote monitoring, interoperability, etc.

ESI Group

Company Summary

ESI Group is a leading innovator in Virtual Prototyping software and services. Specialist in material physics, ESI has developed a unique proficiency in helping industrial manufacturers replace physical prototypes by virtual prototypes, allowing them to virtually manufacture, assemble, test and pre-certify their future products. The ESI Virtual Reality solution, IC.IDO (pronounced eye see, I do), has been used by leading manufacturing enterprises for decades to provide an experiential environment for performing virtual build or virtual assembly process validations, immersive product packaging and space claim evaluations, and interactive service or maintenance process assessments.

Coupled with the latest technologies, Virtual Prototyping is now anchored in the wider concept of the Product Performance Lifecycle™, which addresses the operational performance of a product during its entire lifecycle, from launch to disposal.

ESI solutions help world-leading OEM's and innovative companies in making sure that their products will pass certification tests - before any physical prototype is built - and that new products are competitive in their market space.

Contact

Name: Eric Kam

Email: eric.kam@esi-group.com

Website: www.virtualreality.esi-group.com

Size of Company

Employees or FTE equivalent: 100+

Revenue: 120 M€

Type of Company

Software (enterprise engineering & computer aided engineering solutions)

Customer Types and/or names

Automotive, Aerospace, Heavy Industry, Ground Transportation OEMs

What do you want from the vertical/market/industry?

To assure that products are engineered to achieve requirements for performance, manufacturing feasibility, serviceability, durability, and safety
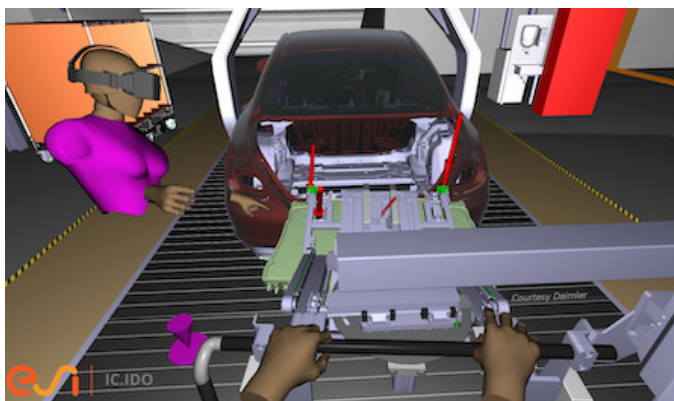
Why are you in this industry vertical/sector?

It is where we started, with first full car crash simulation in 1980's and grew to other verticals.

How does your solution address current global situations?

We provide a collaborative virtual workspace where engineering teams can experience for themselves their proposed product designs in the context of manufacturing assembly, human operation, or service maintenance processes. Either co-located or at-a-distance teams can integrate large CAD datasets into fully interactive virtual pilot, or prototype, environments and conduct physically reliable virtual build and virtual maintenance reviews.

EXO Insights Corp

Company Summary

EXO Insights helps global energy companies drive the full performance potential of their workforce in high-risk, mission-critical environments where safety and precision are top priorities, using advanced AR/VR systems. EXO Insights measures the "how" of work, allowing workers and training leaders to improve their knowledge and work capacity.

Our EXO Biometrics solution transforms and builds on existing industrial safety and training standards to move organizations past traditional training methods, building worker capacity for informed and accurate decision-making in high stress situations, while increasing behavioral awareness and improving judgement.

The EXO Analytics engine consolidates trainee's knowledge and behavioral data to provide organizations with actionable insights to address industrial safety and productivity, while improving operational efficiency to minimize the risk of revenue threatening events and operative downtime due to critical errors.

Contact

Name: Fernando

Email: fernando@exoinsights.com

Website: www.exoinsights.com

Size of Company

Employees or FTE equivalent: 10-20
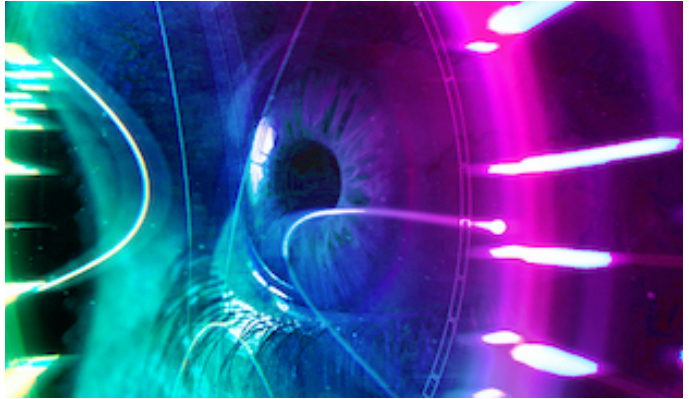
Revenue: 3,500,000

Type of Company

System Integrator

Customer Types and/or names

Confidential

What do you want from the vertical/market/industry?

Keep great momentum

Why are you in this industry vertical/sector?

Energy and Aerospace

How does your solution address current global situations?

Preparing the workforce to learn more efficiently

FactualVR, Inc.

Company Summary

Our mission focus is on creating a proprietary HyperTunnel™ SaaS enabled platform that delivers a real time, sensory immersive maintenance and training commercial applications for industries such as the utilities, oil and gas, advanced manufacturing, law enforcement and the military.

The company has continued to develop it's HyperTunnel™ platform under a U.S. Department of Energy SBIR Phase II award for Advanced Grid Technologies. This mixed reality remote collaboration system will enable technicians in the field to collaborate with remotely located supervisors and experts in a synchronized shared immersive virtual environment providing guidance and instruction.

FactualVR is committed to defining and capturing the market for remote collaboration while making the adoption of AR/VR capabilities more widely accessible across industries. The goal is to evolve the technology into an innovative widely adopted platform which will eventually become the preferred standard for remote collaboration of distributed workforces. This would support everyday procedures in commercial enterprises deeply engrained into the end-to-end operations and complex training processes.

Contact

Name: Eduardo Neeter

Email: eneeter@factualvr.com

Website: www.factualvr.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: Private company

Type of Company

Software

Customer Types and/or names

Electric Utilities, Oil and Gas, Advanced Manufacturing, Military Applications

What do you want from the vertical/market/industry?

The hope is that HyperTunnel™ will be adopted by the industry because it provides significant benefits which include:

-Commercial: Leverage supervisors or other experts across multiple remote sites
-Technical: Improved quality and efficiency of repairs and upgrades
-Economic: Cost savings from eliminating co-location requirement and reduced risk
-Societal: Faster response during outages
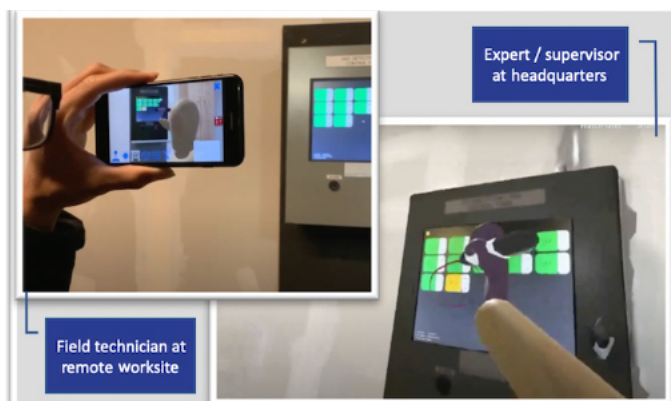
Why are you in this industry vertical/sector?

FactualVR received a U.S. Department of Energy SBIR Phase II award for Advanced Grid Technologies, so the utility sector was our initial focus. We have also seen a great deal of interest for our HyperTunnel™ platform from the Oil and Gas industry and the U.S. Department of Defense.

How does your solution address current global situations?

Currently, field support teams, including experienced supervisory personnel, are physically distributed in locations needing repair and/or upgrades. Training is also accomplished by bringing field personnel into a central location for expert personnel to train. This approach limits the execution efficiency of the number of personnel available to be trained, especially given the constraints of the current global situation with Covid-19.

HyperTunnel™ enables field technicians to summon an expert for side-by-side guidance and supervision through a shared immersive virtual environment. This leverages the expertise of supervisory personnel that will remain safely in a central location overseeing multiple field technicians operating as a remote workforce.

The demand for this technology has never been greater as we continue to navigate Covid-19 for the foreseeable future. Our platform allows enterprises to continue to train their workforces anytime any place 24/7.

First Forward Future Lab | 3F-Lab

Company Summary

We are an Italian SME founded in Milan in 2013 by a group of professionals from different sectors (university research, neuroscience, marketing, and consumer behavior) and with over 20 years of experience in the field of new technologies and serious games.

We have been operating in Europe since 2017, and we aim to further internationalize in the near future.

We create closed, interactive, and multilingual digital platforms for training, research, and business.

In particular, we develop 3D|VR|AR platforms for remote advanced professional training, mainly focused on soft skills development and for the growth of the online business.

We have developed solutions particularly for players from the pharmaceutical, medical, and health world, however, we are also expanding our business scope to other sectors, such as high-quality industry and craftsmanship, and the fashion industry.

We are members of The VR/AR Association since 2019.

Contact

Name: Laura Iacovone

Email: laura.iacovone@3f-lab.com

Website: www.3f-lab.com/en/home

Size of Company

Employees or FTE equivalent: 1-5

Revenue: <5 millions

Type of Company

Immersive Technologies, Business and Training Solutions, Counseling

Customer Types and/or names

Big Pharmacy Companies, Management & Business Schools, Luxury Goods Companies (jewelry, high-quality furnishings)

What do you want from the vertical/market/industry?

New technologies can create value only if we can measure the data generated by their use. Our platforms are run by AI algorithms that measure every action performed by users and provide qualitative and quantitative feedback in real-time. Our solutions also generate behavioral profiles and insights based on cluster analysis, which allows companies to measure the ROI of training. Therefore, we want this sector to be increasingly focused on data and measurements-driven projects.

We need companies to be aware of the potential of these technologies, the

benefits, and the positive and proven impact they have on professional training processes.

We hope that immersive solutions will become more and more essential assets for the development and improvement of business and life quality.

Why are you in this industry vertical/sector?

We passionately operate in this sector because we believe in the potential of immersive technologies in improving people's quality of life and the levels of effectiveness and efficiency of processes in organizations and businesses. Moreover, the specific skills acquired during over 25 years of experience in the pharmaceutical and health sector, allowed us to develop algorithms and protocols that can make a difference because they incorporate the specific sector dynamics and know-how.

We believe that technology creates value only if it includes and integrates mechanisms, processes, and dynamics specific to a professional field.
Every year from 2017 to 2019, we have received prizes and awards at the Aboutpharma Digital Awards, the main event on the digitalization of the pharmaceutical industry in Italy.

How does your solution address current global situations?

Our advanced training solutions are innovating remote professional training methods. They offer many benefits both to enterprises and final users: the learning process is more effective because the User is an active protagonist inside a realistic context. The interactivity and realism activate the mirror-neurons, allowing the transfer of the skills acquired during the simulation into reality.

Thanks to proprietary AI algorithms, our platforms provide performance feedback that allows user self-evaluation. They are tools allowing companies to centralize training monitoring and make investments in professional training more efficient. The centralization of the training activity control enables the company to monitor each employee's training, as well as the ROI of the training activity.

Foundry 45

Company Summary

Foundry 45 puts VR to work by creating virtual reality training experiences for enterprise partners. We work closely with clients to create immersive virtual environments that drive positive business outcomes. With backgrounds focused in science and engineering, we are a perfect fit for translating process-based procedures into interactive training initiatives for our clients. Since 2015, we've delivered 100s of VR training programs for Fortune 100 clients.

Contact

Name: Westley Heagy

Email: westley.heagy@foundry45.com

Website: www.foundry45.com

Size of Company

Employees or FTE equivalent: 30-40

Revenue: Privately Held

Type of Company

Virtual Reality, Training, Enterprise, Software, Content

Customer Types and/or names

Delta Air Lines, Chevron, AT&T, Weather Channel, U.S. Bank, Coca-Cola, John Deere

What do you want from the vertical/market/industry?

Upskilling/reskilling is a hot topic today. Now, more than ever, organizations should be investing in VR training. We help organizations unlock the power of VR to achieve their business goals. Through our proven methodology and three-step process, we can help enterprise companies deploy, manage, and scale VR training across the organization—improving retention, reducing speed-to-competency, and lowering costs associated with equipment downtime and travel.

Why are you in this industry vertical/sector?

Foundry 45 has deep expertise in creating scalable, effective procedural training solutions that focus on the learning objectives and the needs of trainees. Our innovative process and approach are rooted in the importance of integrating VR solutions into a holistic, manageable training initiative. We're passionate about using leading-edge technologies to create process training outcomes that affect positive behavior change and improve trainee performance.

How does your solution address current global situations?

In a world that is always on, taking down equipment or stopping production to provide hands-on training is not always a safe or viable approach. That's where we come in. We use our deep expertise in creating scalable, effective procedural training solutions that focus on the learning objectives and needs of trainees.

Through our innovative process and methodology, we take a holistic approach to developing immersive and interactive VR training environments that engage and improve performance. Since everything is virtual, trainees can learn in a fail-safe environment, enhancing training efficacy while increasing productivity and efficiency. The goal is to create real-world scenarios without the associated risks and costs.

Working in collaboration with our clients, our objective is to enable them to reach their business goals with VR training. And we have the client relationships and references to back that up.

Fraunhofer Singapore

Company Summary

Fraunhofer Singapore is a cutting-edge applied research centre that solves real-world problems with interactive digital media technology.

As the first Asian affiliate of Fraunhofer, Europe's largest applied research organisation geared towards people's needs, we steer digitalisation with advanced innovations in science and engineering across Europe and Asia. We offer novel solutions in Virtual and Augmented Reality, Medical Computing, Visual Analytics, Visual Haptics, Neuroscience Marketing, and Human-Computer Interaction.

Since the Singaporean government's launch of the Smart Nation initiative, Fraunhofer Singapore has developed many technologies impacting smart manufacturing and Industry 4.0, Services 4.0, experiential learning and industrial training, healthcare, intelligent living, urban mobility, aviation, energy, science and engineering, as well as maritime. Fraunhofer Singapore is the product of a two-decade-long partnership between Nanyang Technological University Singapore (NTU) and Fraunhofer-Gesellschaft.

Contact

Name: Benjamin Tan

Email: info@fraunhofer.sg

Website: www.fraunhofer.sg

Size of Company

Employees or FTE equivalent: 40-50

Revenue: 5 million

Type of Company

Software, Smart Solutions, Advanced Manufacturing, Maritime, Aviation, Medical

Customer Types and/or names

GreatEarth, SMRT, LKC School of Medicine, Singapore Polytechnic, TUMAsia

What do you want from the vertical/market/industry?

New collaborations
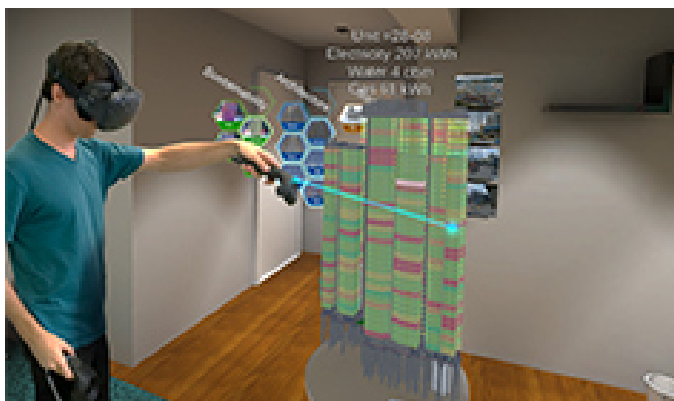
Why are you in this industry vertical/sector?

Fraunhofer Singapore solves real-world problems with cutting-edge interactive digital visualisation.

How does your solution address current global situations?

VR and AR provides business continuity by overcoming the challenges of COVID-19 social distancing, as training may take place anywhere, anytime. Singapore Polytechnic uses our VR for Firefighting training to ensure the safety of their trainees, and Our AR for Maintenance provides remote assistance, guided workflows and improves productivity by reducing errors for employees in multinational corporations.

From The Future

Company Summary

From the Future creates next generation Virtual Reality training. We use the power of virtual reality to improve safety and performance. Our platform is designed to improve the quality of learning and solve today's content creation and delivery issues.

We design for high levels of focused interaction and immersion and are able to deliver to a classroom full of 20 or more people at a time as well as support group training in the same VR world.

Our proprietary VR training classroom system, Hololab^{tm}, supports multiple headset manufacturers. Our VR training platform allows a trainer to manage 20 or more trainees and individually assign VR headsets and content. Our VR Hololab can manage multiple trainees across different locations in VR training scenarios. The system also includes VR analytics, cloud integration, classroom management, LMS integration, and employee authentication.

Virtual Training Solutions for Improving the Human Condition.

Contact

Name: Mark Talkington

Email: mtalkington@ftfstudios.com

Website: www.ftfvr.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: $1,200,000

Type of Company

Software

Customer Types and/or names

Heavy Industry, Oil & Gas, Construction, Air&Space

What do you want from the vertical/market/industry?

Improve training to lower costs and increase safety

Why are you in this industry vertical/sector?

To increase the quality of learning and reduce training errors.

How does your solution address current global situations?

Our platform provides remote training and collaboration guided by instructors while improving a range of cognitive skill sets.

Gemba by The Leadership Network

Company Summary

Reducing waste, breaking silos and developing a culture of enterprise excellence, used to be desirable for multinational organisations - now it's essential.

Developed by leading executive education company The Leadership Network®, Gemba enhances learning and team collaboration to help enterprises upskill global teams to meet these demands at a fraction of the time and cost of classroom training.

Now you can join the world's most innovative and forward thinking businesses in rolling-out compelling learning at scale, tracking improvement and coaching global teams through change – all in stunning real time virtual reality.

Visit www.thegemba.com to join the virtual learning revolution :

- Delivering off-the shelf VR learning programmes to over 200,000 people worldwide
- Providing Fortune 2000 companies with a first class solution to enhance virtual meetings
- Taking the virtual learning experience to a whole new level with VR Masterclasses
- Helping multinational organisations slash their carbon footprint and international travel budgets
- Delivering customised and cost-effective AR/VR learning solutions to Fortune 2000 companies

Contact

Name: Karolina Komarnicka

Email: karolina@theleadershipnetwork.com

Website: www.theleadershipnetwork.com/vr-learning

Size of Company

Employees or FTE equivalent: 50-100

Revenue: £3.5 - £5m

Type of Company

Training provider

Customer Types and/or names

Multinational organisations across the Industrial manufacturing, Automotive, Healthcare, Life Sciences, FMCG and Technology sectors

What do you want from the vertical/market/industry?

From multinational organisations we always want faster, bolder and more agile decision making. Learning new ways is no longer an option - it's the only way to preserve and build for the future. That means back to the classroom for every industry professional. And, with Gemba, classrooms can be accessed anytime, from any location, without travelling.

From the market, of course we welcome better infrastructure, improved hardware, more software providers and continuously, relentless innovation – everywhere.

Why are you in this industry vertical/sector?

In 2013, Nathan Robinson and Victor Lewis founded The Leadership Network® on the hard truth that most leaders at the sharp end of business know too well; there is no additional secret apart from quality execution of the right strategy.

Since then, we developed a unique Masterclass training format and established strong partnerships with companies like Toyota, BMW, Nike, Philips to help senior industry professionals from non-competing sectors do things better, smarter, faster and cheaper.

Through our Masterclasses, we have provided the template to meet the developing demands of the digital era to over 3,000 delegates from world leading companies.

After years of customer feedback, one theme kept recurring; how can our members take back what they have learnt at a Masterclass and disseminate it across their organisation? To address this major challenge, we assembled a world class team and worked closely with our partners to map out exactly how best practice training can be translated into an interactive virtual reality experience. From inception to completion the process has taken over three years and a major investment, but the result has been described as 'stunning' and 'transformational'.

How does your solution address current global situations?

Gemba is the world's only VR enterprise training solution that is developed and delivered by an award winning executive education company.

Gemba combines state of the art multi user software + accredited off-the-shelf learning content + guidance and support from world leading experts.

Implementing Gemba helps businesses immediately reduce unsustainable business travel – contributes to the reduction of carbon footprints – and helps businesses learn how to innovate, adapt and eliminate wasteful practices from the global supply chain.

And, if there were ever a time that multinational organisations needed a culture of learning and improvement, it is now.

Gemba Systems

Company Summary

In lean manufacturing lingo, "Gemba" is the shop floor, the place where the work happens, and the place where value is created (sometimes also referred to as the "place of truth"!). Gemba Systems' mission is to empower people on the shop floor with smarter technologies that support and enable better processes, resulting in higher productivity, better quality, and improved morale.

Contact

Name: Alain Decartes

Email: alain@gemba.systems

Website: www.gemba.systems

Size of Company

Employees or FTE equivalent: 1-5

Revenue: N/A

Type of Company

Software and Consultance.

Customer Types and/or names

Manufacturing, MRO, Warehouse, ...

What do you want from the vertical/market/industry?

Clear strategy in industry 4.0 solution implementation for their operations.

Why are you in this industry vertical/sector?

To empower People through Smarter Technologies: To join the coveted realm of smart industry and dramatically increase productivity and competitiveness through step change improvements in uptime, quality, and performance, companies must connect their equipment, processes and people via the Industrial Internet of Things (IIoT) and empower them through a suite of advanced technology-enabled capabilities such as scheduling optimization, manufacturing intelligence, location tracking, digital work instructions, and remote technical assistance.

How does your solution address current global situations?

In order to create more value, companies need to reduce waste, reduce variation, and improve their responsiveness and agility. To achieve this, they need well-trained people, performing well-defined and controlled processes, assisted by capable, fit-for-use, and reliable technology. Gemba Systems Inc. supports manufacturing companies in the digitalization of their operations, especially focused on improving their manufacturing execution systems. We help companies navigate the complex and fast-evolving landscape of smart manufacturing and the Industrial Internet of Things. We offer guidance, tools, and hands-on support in the selection and implementation of those industry 4.0 solutions that will best support our clients' most critical business processes, and the people who perform them.

GlassUp

Company Summary

GlassUp makes thermal glasses, that display to the user the temperature of things, like in the movie Predator.

Contact

Name: Francesco Giartosio

Email: francesco@glassup.net

Website: www.glassup.com

Size of Company

Employees or FTE equivalent: 1-5

Revenue: 80000

Type of Company

Hardware

Customer Types and/or names

FCA, CNH, Bucci, Dana, SBB, Philip Morris, Huawei

What do you want from the vertical/market/industry?

We have a complete product but we need the money to produce it, or a partnership.

Why are you in this industry vertical/sector?

Because it's fun to produce something so special

How does your solution address current global situations?

Our thermal glasses serve to detect leaks, overheatings, dangers, product quality, preys, game players, etc. In the current global situation they are particularly useful to control the body temperature of people in a crowd.

Gronstedt Group

Company Summary

Gronstedt Group is a digital training company innovating the future at the intersection of gaming, virtual reality and corporate learning.

Our team of seasoned serious game development pros develop state-of-the-art immersive learning for leading Fortune 50 clients. Our Walmart Sims-style mobile management game has half-a-million downloads on the app stores. "Spark City" is revolutionizing the way the world's largest employer attracts and develops a new generation of managers who have spent more time playing games than they have in the classroom. We help pharma leader Pfizer minimize travel with a multi-player virtual reality "flight simulation" where pharmacist instructors interact remotely with students in a virtual reality lab. Novartis employees learn life-saving lab skills, DaVita associates hone their customer service skills, and AAA students learn driver-safety in our high-fidelity VR sims.

The Gronstedt Group has been thought and practice leaders in the industry for 23 years. We help clients boosts performance and drive business results through digital transformation of the learning function in the age of social distancing.

Contact

Name: Anders Gronstedt
Email: anders@gronstedtgroup.com
Website: www.gronstedtgroup.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: $3 million

Type of Company

Custom developer of learning simulations for enterprise clients

Customer Types and/or names

Walmart, Pfizer, Novartis, DaVita, HP, Microsoft, KPMG, Intuit, Google, Kimberly-Clark, AAA, Department of Transportation

What do you want from the vertical/market/industry?

Fast-tracking immersive learning transformation.

Why are you in this industry vertical/sector?

We're been industry leaders for over two decades in using immersive learning to re-skill employees and driving company-wide transformation for enterprise clients.

How does your solution address current global situations?

Walmart associates by the hundreds of thousands are learning management skills by playing our "Spark City" learning game on their phones and iPads (you can go to your mobile app store and try it for yourself). Meanwhile Novartis lab workers rehearse life-saving cancer treatments in our virtual reality "flight simulator." Pfizer will be using VR to conduct training for clinical trials instead of flying instructors and students to classroom sessions. Pharmacists can strap on the Oculus Quest headset and step into a virtual lab where they can interact remotely with peers and instructors while practicing compounding medication. We are usher in a new generation of simulation-driven training programs where students learn by doing, progressing at their own pace, multiplying reps and sets of practice and building muscle memory with our think-forward clients.

HoloForge Interactive

Company Summary

HoloForge is part of Asobo Studio, the biggest French independent video games studio. Thanks to a unique partnership with Microsoft on the very early stage of the HoloLens technology, HoloForge is a pioneer and one of the most experienced studios in the world on Mixed Reality. The mission of HoloForge is to make Mixed Reality accessible to everyone by creating professional solutions that meet all the high level norms of video games quality.

Contact

Name: B. Gambet

Email: contact-holoforge@asobostudio.com

Website: www.holoforge.io/fr

Size of Company

Employees or FTE equivalent: 10-20

Revenue: 1M €

Type of Company

Mixed Reality software developers

Customer Types and/or names

Industry (Framatome, Naval Group, Safran, ...)

Health (Nomadeec)

Construction (Vinci, Pichet)

Culture (Musée des Plans-Reliefs, Museum of History and Industry, ...)

Entertainement (Microsoft)

What do you want from the vertical/market/industry?

We want the professionals to understand that the future of work will have less flat screens and more smart glasses. While the hardware is not yet accessible to everyone, they should get prepared today with devices such as HoloLens, Magic Leap or nReal if they want to take some precious market shares when the next technological revolution will kick in.

Why are you in this industry vertical/sector?

As Mixed Reality pioneers, we develop universal solutions that can be applied to every sector: health, industry, construction, culture.

How does your solution address current global situations?

Our solutions redefined the bounds between people, places and systems. Being able to teleport someone in your space, or to share your space in 3d real-time to someone else remotely, is the perfect answer to the global current situation. When we will live in a world where smart glasses are as widely deployed as mobile phones (somewhere in the decade), we will be able to counter a pandemic in no time with a minimum impact on our economy.

Hoppin' World

Company Summary

Hoppin' is a Multi-User VR SaaS solution that allows businesses, organizations and experience providers to teleport their sales prospects and clients/users directly into their real-world location/experience using 360° videos (pre-recorded or live). With an Oculus Go, marketers and sales teams can hop in the VR app and literally meet their prospects as avatars and give them in-(virtual)-person guided tours of any location of their choice without either party needing to be physically present in that location.

This can be used to give guided tours (ie. museums, art galleries, zoos, aquariums, theme parks); to sell to anyone around the world (ie. commercial real estate agents selling hotels without having to fly in the investors), to survey existing facilities (ie. manufacturing plants, mining locations, oil rigs, etc.), and for training (ie. remote live training of a specific engine room on a specific type of cargo ship). There are countless use cases and new ones showing up everyday.

Contact

Name: Joaquim

Email: joaquim@hoppin.world

Website: www.hoppin.world/business

Size of Company

Employees or FTE equivalent: 5-10

Revenue: 30000

Type of Company

VR SaaS Solution for;

- Tourism - Guided Tours
- Entertainment - Guided Tours
- Manufacturing - Walkthroughs
- Commercial RE - Sales
- Luxury Items, Auctions & Experiences - Sales
- Energy & Mining - Training & Sales
- Pharmaceuticals - Collaboration
- Education - Teaching Tours

Customer Types and/or names

Event Companies like EWS Events, Sports Companies like Okkulo, Tourism Boards like Tourisme Rougemont, Automotive companies like Panoramic VR. Others include High Ticket Item Sellers (Art, Yachts and Private Jets), Commercial Real Estate Brokers and Smart Manufacturing Plants.

What do you want from the vertical/market/industry?

For them to demo our application. Over 80% of the qualified companies who have tried our application have showed interest and said this can be useful in their future processes.

Why are you in this industry vertical/sector?

We are focussing on all the sectors that can immediately benefit from being able to remotely meet with their stakeholders directly in any location.

How does your solution address current global situations?

Our solution gives every enterprise the ability to teleport people into real world places without either the hosts or the attendees needing to be present on site. This is crucial in location-focussed or experience-focused sales, training programs and guided tours of any type. It opens up the opportunity to reduce unnecessary travel, saving time and money all the while having a smaller carbon footprint, and increasing collaboration and productivity. Used properly, it could quickly become a core part of their business process given the current global lockdown.

IBM

Company Summary

IBM is a leading cloud platform and cognitive solutions company. Restlessly reinventing since 1911, we are the largest technology and consulting employer in the world, with more than 350,000 employees serving clients in 170 countries. With Watson, the AI platform for business, powered by data, we are building industry-based solutions to real-world problems.

Contact

Name: Sinem Guven Kaya

Email: sguven@us.ibm.com

Website: www.ibm.com

Size of Company

Employees or FTE equivalent: 100+

Revenue: Over $78B

Type of Company

Cloud, Software, Services

Customer Types and/or names

B2B, B2C, Large Enterprise, SMB

What do you want from the vertical/market/industry?

We hope to see the high quality, high precision 6-DOF tracked AR head-worn displays become more affordable. This would enable us to offer immersive AR solutions to our clients at the same scale as we do with mobile phone-based AR solutions today.

Reduce repair time by as much as 50%

Augmented Reality technology from IBM
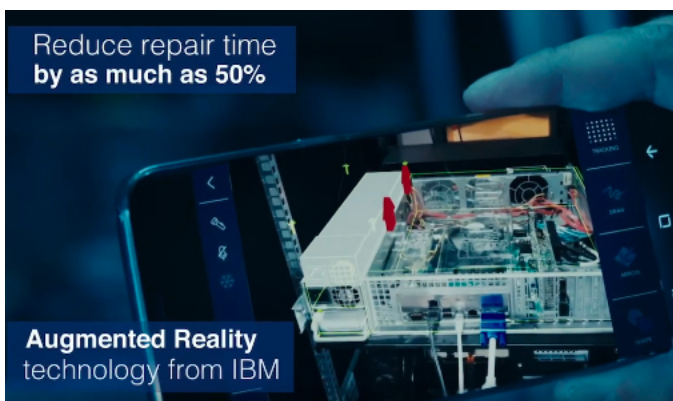
Why are you in this industry vertical/sector?

As the world-leader in technical support services, we continue to provide the latest technology and innovation to our clients to address their IT support needs. We believe Augmented Reality is a key enabler of next generation technical support as it helps us scale our expertise to effectively support our clients' ever-growing IT portfolios.

How does your solution address current global situations?

IBM Augmented Remote Assist is a two-way collaboration application for remote visual guidance. It is a highly scalable technology that can be used in any remote guidance scenario without requiring previous knowledge of the context. It is also highly practical as it runs on everyday mobile devices such as smart phones and tablets.

In the context of technical support, IBM Augmented Remote Assist enables remote support technicians to provide AR-driven visual guidance to field technicians and clients when resolving complex IT problems. This helps reduce time to resolution, and increases first time fix rates. IBM Augmented Remote Assist has been in use by 19000 IBM support specialists across the globe since 2017 serving hundreds of IBM clients. IBM Augmented Remote Assist is also available in the Apple App Store and the Google Play Store to enable our clients to solve their IT problems through AR. This approach not only cuts down wait times for our clients, but also significantly decreases the number of field trips for our technicians, which is especially valuable in the COVID environment.

ICwhatUC Inc.

Company Summary

ICwhatUC is an amazingly simple way for field, and customer service teams to deliver instant remote service. ICwhatUC is 100% browser based, no app or login is required by your customers.

All calls feature augmented reality markup, are recorded, organized and securely accessible so they can be used for training, workflow, sharing and team review. No data is ever stored on a device, all data is secured in your dedicated workspace, so you can easily and confidently comply with your privacy obligations.

Contact

Name: G. Salazar

Email: gsalazar@icwhatuc.com

Website: www.icwhatuc.com

Size of Company

Employees or FTE equivalent: 1-5
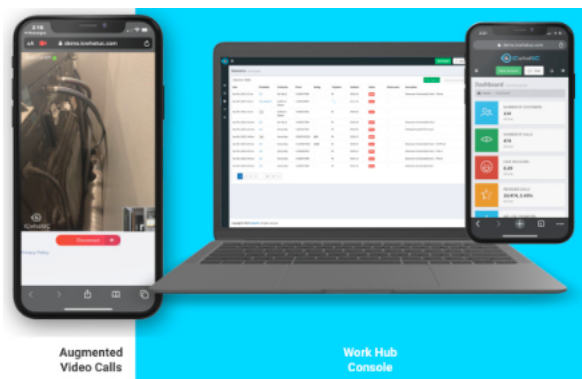
Revenue: 100,000

Type of Company

Software

Customer Types and/or names

Atco Group, Brookfield Properties, Bravo Safety Target, AltaGas, FortisAB, Enbridge, Alberta New Home Warranty, BC New Home Warranty, PrepnSell, SuperSave, etc.

What do you want from the vertical/market/industry?

Customer, Investor, technology Introductions, mentorship

Why are you in this industry vertical/sector?

The utilities & construction industry is quite traditional in its approach to digitization, there is a significant amount of value we can deliver.

How does your solution address current global situations?

ICwhatUC enables your teams to activate their sales, field and customer service teams with personal, confidential, and remote interactions, eliminating frustration and excess costs of traditional service, establishing contactless interaction channels, and creating a new standard for mobile service that is efficient and customers enjoy.

ICwhatUC is 100% browser based, no app or login is required by your customers, so it can be used for all of your customers or 3rd parties with zero application footprint.

All calls feature augmented reality markup, are recorded, organized and securely accessible so they can be used for training, workflow, sharing and team review. No data is ever stored on a device, all data is secured in a dedicated workspace, so you can easily and confidently comply with privacy obligations. ICwhatUC serves as your permanent corporate memory for the work your teams perform.

Igloo Vision

Shared VR Environments

Company Summary

Igloo Vision is the Shared VR company. We design, develop and deliver immersive 360° domes, cylinders, immersive workspaces and all of the enabling technologies. Stepping inside an Igloo immersive space is a bit like stepping inside a giant VR headset. And, because groups of up to 750 people can get inside, it's always a shared experience.

In our 10+ year history, we've worked on several hundred assignments for many of the world's biggest brands, delivering from our bases in the UK, USA, Canada and Australia. Clients use us for four main applications:

Simulation - Immerse your teams in any scenario- ideal for training, education and familiarisation.

Visualisation - Bring your designs to life-with a fully-immersive, highly- engaging, surprisingly-affordable visualisation platform.

Collaboration - Make meetings more productive - enable project teams to see, share, discuss, and update all of their data and documents.

Experiences - Engage, inspire and entertain- use wraparound sound and vision to create unforgettable events and experiences.

Contact

Name: Jake Rowland

Email: jake@igloovision.com

Website: www.igloovision.com

Size of Company

Employees or FTE equivalent: 50-100

Revenue: N/A

Type of Company

Hardware - structures, projectors, media players

Software - Igloo software suite, with integrations

Delivery and set-up of events and installations

Customer Types and/or names

Architecture, engineering & construction, Education, Utilities, Oil & gas, Healthcare, Consulting, Events, Military

Accenture, Microsoft, NTT, AECOM, Segro, Skanska, WarnerMedia, Automobili Pininfarina, Ford, Uber, Telstra, Cushman & Wakefield, Beacon Capital Partners, Dell, Crowe, SAP, Lanes Group plc, Siemens, BP, Sky, Michigan State University, University of Brighton, Deakin University, University of Adelaide, Loughborough University, Mid Sweden University, Hyundai America, Adidas, and more.

What do you want from the vertical/market/industry?

We envisage a time when companies all over the world have an Igloo immersive workspace as part of their offices. We can turn any existing room into an immersive workspace, that can be used by anyone, since our technology is deliberately designed to be user-friendly, without the need for specialist AV knowledge.

We want to help facilitate the changes that are coming in terms of remote work and collaboration.

Why are you in this industry vertical/sector?

While events are where we started, and have always been an important part of our business, more-and-more enterprise clients are finding that Igloo Shared VR can offer key benefits for their businesses. They're using it to work faster, smarter, and safer. Our technology allows clients to set free their tools and data, into an immersive space that groups can get inside. Data is no longer confined to a single desktop screen - it can be expanded to all the walls around you.

Because our software integrates, out-of-the-box, with a wide range of business tools, any business can find benefits. For example, we integrate BIM tools such as Revizto, Autodesk Tools, or simulation tools such as Kairos3D or XVR, or your web-based tools such as Google Suite and Office 365, or CRMs like Salesforce.

How does your solution address current global situations?

Before the coronavirus hit, we had already been working on video conferencing solutions with our Igloo systems. Since then, we have accelerated the development so that standard tools such as Zoom, Microsoft Teams, Google Meet, and more, can be used with ease in Igloo Shared VR. Remotely-based colleagues can be seen more easily across the four walls of a conference room, rather than confined to a screen. Plus, collaboration tools such as Microsoft Whiteboard can be shown at the same time, allowing colleagues to contribute remotely alongside colleagues in the conference room.

This can easily be adapted for use cases such as virtual seminars, or lectures, or virtual/ hybrid events that allow people from all over the world to be brought into a shared space. In a world where business travel was already coming under scrutiny, we can offer solutions that reduce the travel needed by participants.

Immerse

Company Summary

Immerse is the technology company behind the industry-leading virtual reality platform, Immerse VEP. Built for enterprise from the ground up, the platform helps companies create, scale and deploy VR training and maximise their ROI.

Virtual Reality is enhancing human performance in ways that were once unthinkable. Today, it is transforming the way we learn, explore and interact. As a frontrunner in training and education, we recognised this potential early and focused on developing an open platform to help companies increase their ROI.

We are uniquely positioned in that we've invested time in understanding the needs of large enterprises. As a result, we've developed a true open platform. A platform which answers the nuances and challenges of deploying and scaling VR training, and which helps maximise employee performance.

Contact

Name: James Watson

Email: james.watson@immerse.io

Website: www.immerse.io

Size of Company

Employees or FTE equivalent: 40-50

Revenue: N/A

Type of Company

Software, Content

Customer Types and/or names

Shell, DHL, BP, QinetiQ, Facebook, GE Healthcare

What do you want from the vertical/market/industry?

Increased understanding of the enterprise benefits of VR
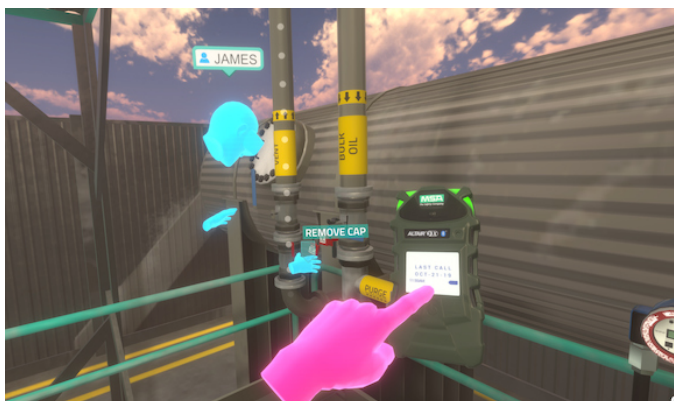
Why are you in this industry vertical/sector?

To enable companies to get the maximum value and impact from VR training.

How does your solution address current global situations?

As a result of the global lockdown we have had to rely on technology more than ever before. This has led to an increased openness to using new technology, and an appetite to look at different ways of working and training. Our Virtual Enterprise Platform (VEP) gives companies the opportunity to get the maximum value from VR training, enabling them to evolve their training to fit with increased employee expectations and demands.

IMMY Inc.

Company Summary

IMMY Inc. Troy, Michigan, USA. IMMY's revolutionary "Mirror Optic" 3D AR/VR glasses can be worn for 8 hours a day without eyestrain, eye fatigue or nausea. IMMY has solved the Vergence/Accommodation Conflict (VAC) which is the problem that has held the industry back from realizing its potential. IMMY's patented Mirror Based Optic produces volumetric imaging and does not use lenses or waveguides, the only "lens" is your own eye. Images are in focus at any distance because we use mirrors to produce our images. IMMY's glasses have the largest AR field of view in the industry, 62 degrees, and can be used indoor and outdoor. IMMY's AR/VR glasses are ideal for Enterprise, Entertainment, Medical, Military and Educational applications.

Contact

Name: Doug Magyari

Email: doug@immyinc.com

Website: www.immyinc.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: Less than 1MM

Type of Company

Hardware

Customer Types and/or names

Enterprise, Military, Medical, Educational and Entertainment

What do you want from the vertical/market/industry?

We want to help each market sector reach its potential with a safe and comfortable AR/VR headset.

Why are you in this industry vertical/sector?

To create safe, amazing user experiences for everyone.

How does your solution address current global situations?

We are working with industry partners to help them obtain the right hardware for the right application. The "one shoe fits all" approach that many hardware companies are using is not a good answer. It's time for the tail to stop wagging the dog. IMMY is helping companies build the right hardware to match the application, this includes the processors, UI's, sensors, power requirements, cleanability and more. We believe the best way to a successful program and a real ROI is by working directly with industry to get the product designed properly for their application. This approach controls cost and durability and other real-world issues.

Infinadeck

Company Summary

Infinadeck is the only true omnidirectional treadmill in the industry. Infinadeck fully realizes the virtual reality experience by allowing users to naturally walk in any direction, allowing true and full immersion within the VR environment.

Contact

Name: Kenneth C. Bossung, CEO

Email: kbossung@infinadeck.com

Website: www.infinadeck.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: N/A

Type of Company

Hardware and software

Customer Types and/or names

Health care, military, enterprise training, universities, gaming, fitness, LBE

What do you want from the vertical/market/industry?

Expanded client base and partnerships

Why are you in this industry vertical/sector?

Our device applies in all these verticals

How does your solution address current global situations?

The Infinadeck omnidirectional treadmill is applicable in every market. VR is growing rapidly with the current uncertainties in the world and adding true natural walking to VR/AR is becoming an increasing need.

iQ3Connect

Company Summary

iQ3Connect provides a virtual reality collaboration platform that empowers individuals and teams anywhere in the world to meet, work, interact and train together with complex 3D data in secure 3D workspaces. Users are applying iQ3Connect to meet digital transformation initiatives in the product development life cycle to bring products faster to market in an environmentally sustainable way. Our users are using iQ3Connect solutions to efficiently manage all touchpoints and interactions for their Employees, Customers and Suppliers. VR/AR/XR collaboration provides the next generation of productivity and efficiency gains over traditional communication tools, and is an integral part of any digital transformation initiative. Founded in 2017, our team includes a deep bench of successful industrial software professionals from ANSYS, Oracle, ESI, and MIT. iQ3Connect was born out of the research and startup ecosystem at MIT.

Contact

Name: Ali Merchant

Email: sales@iq3connect.com

Website: www.iq3connect.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: $1M+

Type of Company

B2B SaaS

Customer Types and/or names

Energy, aerospace, automotive, semiconductor, industrial machinery, construction

What do you want from the vertical/market/industry?

A better understanding of the AR & VR applications. The application space is large and no one technology, or software provider will address all use cases.

Why are you in this industry vertical/sector?

Technology and domain expertise of the founding team make us perfectly suited to understand the challenges and how best to apply VR to overcome them. We believe VR/AR will have meaningful business impact in enterprise applications. Our endeavor is to bring a solution that eliminates the performance, scalability, and cost barriers, so that VR solutions can be used by Anyone, Anywhere and at Anytime as an integral part of the core productivity tools.

How does your solution address current global situations?

Companies today have distributed teams who need to come together for critical design reviews or training requirements on a regular basis. In the present situation, and the foreseeable future, the ability to meet face to face is not going to be possible. The current document level collaboration and screen sharing solutions are not sufficient to make the right decisions, especially for workflows involving complex 3D product data, creating bottlenecks within product development, manufacturing, and training for a growing remote workforce. Immersive collaboration is the right approach, but needs to be scalable, easy to use, and well-integrated into the business process for true enterprise adoption. iQ3Connect meets those requirements and is accelerating the adoption of VR at our enterprise customers for their complex product engineering and training needs.

Jorjin Technologies Inc.

Company Summary

Jorjin Technologies Inc. was founded in 1998 in Taipei, Taiwan, originally as a manufacturer of System-on-Module (SoM) and System in Package (SiP). Its core expertise in miniaturized electronic circuitry led Jorjin to focus on two fast growing sectors: IoT and AR. For the past 6 years, the company has been at the forefront of the development in Asia of Smartglasses and of other sensing technologies which are critical to deliver a meaningful AR experience to the user, particularly in a Professional environment: Imaging, Inertial Measurement Unit (IMU), Time of Flight (ToF), mmWave radar, etc... Jorjin has fully embraced the concept of smart spaces and is working diligently to provide total solutions aiming at satisfying the use cases of its customers in this field. The company is also collaborating with OEMs worldwide by providing them with subassemblies optimized for AR applications, such as SoMs based on AR-optimized low-power Application Processors, WIFI/BT modules, Display units and AR Hardware & Software Design Kits (HDK & SDK).

Contact

Name: N/A

Email: sales@jorjin.com

Website: www.jorjin.com

Size of Company

Employees or FTE equivalent: 50-100

Revenue: USD 20M

Type of Company

Hardware and Software. Jorjin is developing and manufacturing full Smartglasses, both monocular and binocular models. Our initial core competencies are wireless electronics, computing, imaging and other sensing technologies. We believe that one-size-fits-all doesn't apply well to the smartglasses industry. So we design our products with modularity in mind, so that we can easily create derivatives depending on the requirements of our customers.

Customer Types and/or names

Some of our customers can simply be AR end-users, for business applications or for entertainment. But we are also very much willing to collaborate with OEMs worldwide who are looking for custom AR solutions, i.e. such companies active in Healthcare or in Manufacturing and needing AR functionality as part of their product offering.

What do you want from the vertical/market/industry?

Wide adoption of AR technology in the Professional Environment

Why are you in this industry vertical/sector?

Jorjin believes that Augmented Reality and Smart Spaces are paradigm shifts which will become essential in the near future. Furthermore, this revolution will require the adoption of technologies for which we have invested for several years already: Wireless communication, advanced sensors, Edge computing, Artificial Intelligence, modular smartglasses, etc...

How does your solution address current global situations?

Years before the havoc caused by Covid-19, Jorjin has been investing heavily in solutions for remote support. These are smartglasses specially designed for being associated with a 2-way audio/video, cloud-based, communication system in order for an on-site technician to communicate seamlessly and hands-free with a remote expert. Those solutions, which are available now, can be applied to remote maintenance, thus allowing experts, located in a factory or a design center, to avoid dangerous travels during the epidemy if a complex maintenance is needed far away. They can also be used by healthcare workers located in secluded areas and needing to get an easy interaction with doctors based in a far-away hospital when a patient requires attention from a specialist.

Kognitiv Spark

Company Summary

Kognitiv Spark is a software company focused on the secure and reliable delivery of mixed reality remote worker support solutions. Its flagship platform, RemoteSpark, is currently in use by organizations such as the Royal Canadian Navy, Royal Canadian Air Force, the Canadian Department of Fisheries and Oceans, the Electric Power Research Institute and many more across industrial verticals. When a remote technician encounters a problem that they are unable to diagnose or solve, RemoteSpark enables the worker to dawn a Microsoft HoloLens and establish a secure (end-to-end encrypted), low-bandwidth call with a subject matter expert. The two parties can communicate in real time and the expert can leverage a variety of mixed reality features to assist in coaching the remote technician through the task. Some features include:

- Photo capture with mark-up annotations
- Microsoft office and PDF file transfer (documents appear as spatially aware holograms).
- Transfer of multi-step, animated holograms (or IoT enabled digital twins) of relevant systems to intuitively communicate a step-by-step process.

Reduce equipment downtime, eliminate costly expert travel and facilitate knowledge transfer. RemoteSpark connects our workforce, where every in the world they are.

Contact

Name: Sean

Email: sean@kognitivspark.com

Website: www.kognitivspark.com

Size of Company

Employees or FTE equivalent: 20-30

Revenue: N/A

Type of Company

Software

Customer Types and/or names

Aerospace and Defence (Royal Canadian Navy, Royal Canadian Air Force, Canadian Army, Valcom, others), Manufacturing (Rogers Electric and Machine, OMAX, others), Nuclear (Undisclosed), Energy and Utilities (Electric Power Research Institute, others), Industrial Engineering and Mining (Stantec, LookNorth, Arctic UAV, SmartIce, BHP, Hatch, others), Oil & Gas (Surepoint Group, Suncor Energy, others)

What do you want from the vertical/market/industry?

What Kognitiv Spark hopes to see from the AR/MR market is an increased understanding that spatial computing devices are not one-function technologies, rather, the future of computing. Purchasing a HoloLens and only using RemoteSpark is like buying a laptop and only using Outlook.

These devices are multi-functional platforms and the app market is developed enough now in 2020 to have multiple industrial-focused MR/AR apps contribute to the same workflow. A world exists in which a team of power-grid field techs meet with their supervisor via spatial, leverage vGIS during the work day and establish a RemoteSpark call when they encounter a barrier. Spatial Computing systems are not one trick ponies. They are the future of how humans interact with data.

Why are you in this industry vertical/sector?

Remote worker support has benefits that reach far beyond the scope of any one sector. RemoteSpark is uniquely equipped to serve many sectors for a couple of reasons:

1) The core benefits of RemoteSpark (reduced equipment downtime, reduced travel, increased speed to delivery of service, and facilitated knowledge transfer) are capabilities that speak to the bottom lines of many organizations, whether in the form of immediate cost reduction or increased efficiencies and learning that can be translated to cost reduction down-stream.

2) RemoteSpark is able to function reliably in full mixed reality in low-bandwidth environments (256kbps). It's build to use in the field, not the boardroom. Many clients use it in low-connectivity areas by leveraging LTE connection generated from a mobile hot spot.

3) It passes even the most rigorous of security audits. RemoteSpark is also network agnostic. It can operate in the cloud or on premise, complying with an organization's data governance policies.

How does your solution address current global situations?

RemoteSpark has experienced significant uptick in inbound inquiries and adoption since the onset of COVID19. The system allows essential workers to access support digitally, despite geographical separations between them and the subject matter experts they need to complete their work and solve problems. This system ensures that expert resources can work effectively from isolation, eliminating the need for them to travel to support a repair, which in turn eliminates the need for the remote technician and the expert resource to come into human-to-human contact. This technology also allows organizations to maintain operational tempo and delivery of services while ensuring the workers are safe, connected and efficient.

Lenovo

Company Summary

Lenovo is a Fortune Global 500 company with 50,000+ employees and $43B in global sales in 160 + countries.

Contact

Name: Mattney Beck

Email: mbeck@lenovo.com

Website: www.lenovo.com

Size of Company

Employees or FTE equivalent: 100+

Revenue: $43B

Type of Company

Personal computers, tablet computers, smartphones, workstations, servers, electronic storage devices, software, and enterprise solutions

Customer Types and/or names

Global Fortune 500, Large Enterprise, Public Sector, SMB, Consumer

What do you want from the vertical/market/industry?

The ThinkReality Platform is designed as a horizontal solution that can provide benefits to many different enterprise industries. With our A6 headset, and many other great AR headsets in the ecosystem, we expect to see the ThinkReality Platform used across any industries.

Why are you in this industry vertical/sector?

Lenovo's Think Reality Platform allows enterprises to easily build, deploy and manage custom AR and VR Software Applications across multiple operating systems, cloud services, and AR and VR hardware devices. The device and cloud agnostic solution will allow enterprises to be more efficient, and more quickly bring to market new applications. Device management and application provisioning allows for more flexibility and control over deployments across a global ecosystem with a diverse workforce.

How does your solution address current global situations?

ThinkReality is conceived for today's world and the future. You can connect existing AR and VR devices and add advanced new devices as they become available. The platform allows you to develop and deploy apps and content remotely throughout the enterprise while managing devices and applications from a single interface.

ThinkReality is built for collaboration across multiple disciplines with dashboards for visibility of all deployments. Work with third-party tools and applications for fast time-to-value and use pre-existing platform tools for rapid app and content creation.

Get the same global support for AR/VR development that has made Lenovo a $40B world leader in the technology marketplace.

ThinkReality delivers smarter technology wherever you are on the journey. You have continuous access to the latest upgrades and new development and a clear path from Lenovo for future product/solution development and enhancement.

Loom.ai

Company Summary

Loom.ai empowers virtual communication through continuous digital avatar presence across text, video conferencing, and XR.

Contact

Name: N/A

Email: partners@loomai.com

Website: www.loomai.com

Size of Company

Employees or FTE equivalent: 20-30

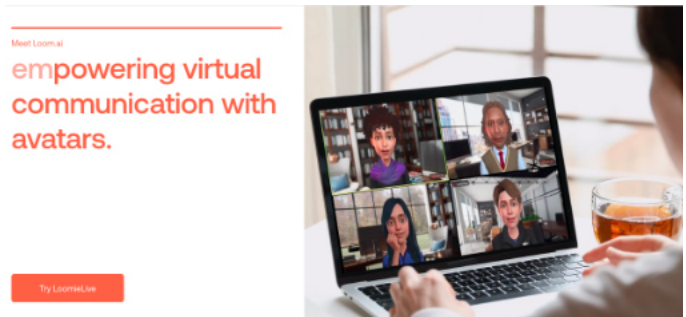Revenue: Not publicized information

Type of Company

Software and underlying SDKs

Customer Types and/or names

Samsung, VMWare, Verizon

What do you want from the vertical/market/industry?

We're looking for enterprise customers who'd like to improve the health and productivity of their remote work-force.

Why are you in this industry vertical/sector?

Loom.ai's deep learning algorithms enable virtual presence across digital communication mediums. In particular, LoomieLive allows remote workers to communicate on video conferencing with reduced "Zoom fatigue", improved personal/environmental privacy, and improved productivity - by using audio to drive a real-time personalized avatar.

How does your solution address current global situations?

LoomieLive allows the presence of video, and the privacy of audio. It allows remote workers to drive their digital personas (3D avatar) via their voice, allowing them the comfort of looking away from the screen, take notes, pace around, etc. By removing the cognitive overload associated with video conferencing, employees can be more relaxed and productive.

meetingRoom

Company Summary

MeetingRoom is a young company based in Dublin & London that has built a virtual meeting room service.

Our mission is to improve collaboration and participation among teams working remotely.

We provide virtual-space as a service, using virtual meeting rooms to allow true digital transformation capabilities for the enterprise.

We reduce friction when introducing this new form of collaboration and mobility to large organisations, from ideation stage to end deployment and further rollout.

Contact

Name: Jonny

Email: info@meetingroom.io

Website: www.meetingroom.io

Size of Company

Employees or FTE equivalent: 1-5
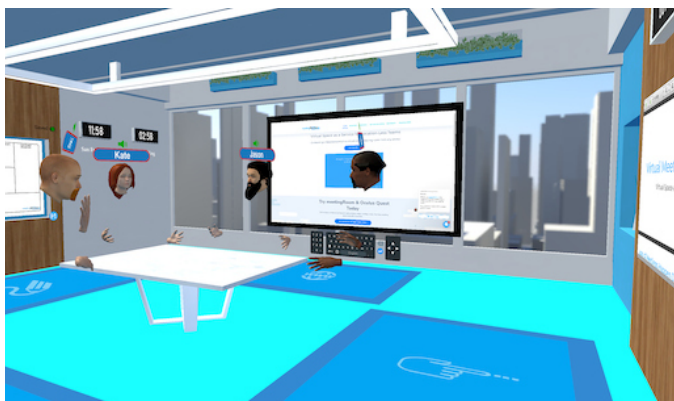
Revenue: >1 million euros

Type of Company

Software

Customer Types and/or names

Large-enterprise: energy, software, management consultancy, financial services, pharmaceutical

What do you want from the vertical/market/industry?

Look forward to introducing the next generation of virtual collaboration with more Global 2000 companies in 2020.

Why are you in this industry vertical/sector?

Frustration with the problem of small group collaboration. The team is experienced in the industry with a previous exit in the space to Cisco.

How does your solution address current global situations?

The platform provides virtual meeting rooms you can rent. Our task-orientated virtual meeting rooms are filled with useful virtual tools, for the specific use case you are solving including remote site visits, design workshops and strategy sessions.

These rooms provide flexibility for companies to expand the usage of virtual meeting rooms in their daily processes.

- Improve Productivity
- Increased Responsiveness
- Enhanced Team Working
- Support Remote Working
- Reduced Travel Costs
- Reduced Absenteeism
- Decrease Issue Resolution
- Improved Training

MeetinVR

Company Summary

We are creating a brand new universe optimized for business meetings in distributed teams. MeetinVR is one of the leading startups working with enterprise VR collaboration.

Our tool is designed and developed to help businesses improve the quality and effectiveness of their remote meetings. MeetinVR enables activities that are impossible or very hard to do remotely such as to present and review products, brainstorm, sketch, mind-map, prototype, and have team-building activities. What's more, businesses can eliminate unnecessary travel, reduce their environmental footprint, and reach their Sustainable Development Goals.

Contact

Name: Tomas

Email: tomas@meetinvr.com

Website: www.meetinvr.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: Confidential

Type of Company

Enterprise-oriented SaaS

Customer Types and/or names

We are working with a number of Fortune 500 companies in IT, Healthcare, Automotive, Engineering, Banking, Insurance, FMCG, and the largest global consultancies. For more specific references, please contact us.

What do you want from the vertical/market/industry?

Further diffusion of VR technology for Enterprise collaboration. Our clients are moving from pilots to a larger deployment, headsets are getting cheaper and more powerful, and remote work more common. Therefore believe that the tipping point has been reached and we expect nothing but exponential growth.

Why are you in this industry vertical/sector?

We are not focusing on a specific vertical. Its a generic meeting tool

How does your solution address current global situations?

Our solution helps companies to work remotely so we directly impact the quality of team collaboration, cohesion, and engagement during remote meetings. The current global situation forced many to look for tools enabling remote collaboration, therefore the demand for solutions like ours increased.

Mirari

Company Summary

Mirari has over 20 years of industry experience developing 2D and 3D CGI (Computer Generated Images), using DCC (Digital Content Creation) software and Real-Time gaming platforms such as Unity and Unreal Engine.
We are an agile partner that continues to push the envelope of Visualization, Extended Reality (XR) and Digital Twins.

Our Research and Development team manage and support LTU's Centrepolis Accelerator's Prototype, 3D Printing and Extended Reality (XR) Labs.

Contact

Name: David Pollock

Email: david@mirari.us

Website: www.mirari.us

Size of Company

Employees or FTE equivalent: 5-10

Revenue: $500,000

Type of Company

Automotive, Manufacturing, Agriculture, Transportation, Aviation and more

Customer Types and/or names

Ford, Heaven Hill, Centrepolis, Cirrus Aviation

What do you want from the vertical/market/industry?

We want to help the industry push the boundaries of XR adoption and deployment.

Why are you in this industry vertical/sector?

We assist companies with the development, utilization and adoption in all areas of XR - AR/VR/MR.

How does your solution address current global situations?

We specialize in Remote Assistance and Remote Operations as well as training and workflow which are now more essential than ever.

Modest Tree

Company Summary

Modest Tree is an award-winning modeling, training, and simulation company that uses leading-edge software to provide 3D immersive content for customized training and client engagement solutions. Recognized as leaders in training innovation, we work with OEMs, airlines, and defence clients to accelerate learning and facilitate remote collaboration and sales using immersive technologies. Our innovative, award-winning software is already used internationally, and it is the first of its kind to enable simultaneous, remote, platform-agnostic collaboration within each 3D virtual environment. Our dedication to developing innovative content solutions empowers us to improve content accessibility and disrupt geographic barriers to enable remote, collaborative, multi-platform engagement.

Contact

Name: N/A

Email: lbohnert@modesttree.com

Website: www.modesttree.com

Size of Company

Employees or FTE equivalent: 30-40

Revenue: Prefer not to disclose

Type of Company

Software, Custom Software Solutions/Immersive Training Software, Immersive Sales Software, Remote Meeting Platform, Distance Learning Application

Customer Types and/or names

A few examples of our customers include: Original Equipment Manufacturers (RENK AG, GE Healthcare, MAN Energy Solutions); Government (Canadian Department of National Defence); Airlines (Jazz Aviation LP)

What do you want from the vertical/market/industry?

We hope to become thought leaders in immersive technology and the industry standard for high-quality, remote training, sales, and marketing solutions. In doing so, we hope to give our clients a leading edge in their industries so they can help to advance the potential for immersive technolog

Why are you in this industry vertical/sector?

Modest Tree was founded on the realization that technological innovations could resolve a significant gap in enterprise operations, and in resolving that gap, that it could significantly benefit enterprise. The company began developing software solutions that leveraged advanced immersive technologies to fulfill enterprise initiatives and optimize enterprise-level training and sales operations. Today, Modest Tree continues to lead the industry with the most innovative and disruptive technologies and ideas.

How does your solution address current global situations?

Modest Tree offers a number of solutions that are playing a critical role in the current state of the global market by enabling enterprises to continue operations despite remote working conditions:

Our newest solution, Distantly, is designed by enterprise for enterprise to allow businesses to facilitate interactive and collaborative B2B sales meetings, client engagement, and virtual events in a secure, comprehensive, and integrated virtual event hosting platform.

Leaf provides a secure, end-to-end encrypted communications platform for remote data sharing and internal or external communications.

Modest3D Xplorer allows users to rapidly build and deploy advanced, interactive, remote operational and maintenance training solutions and remote support in a secure 3D virtual learning environment that facilitates different levels of immersion across all device platforms (PC, VR, mobile). It is currently the platform of choice for the Canadian Department of National Defence.
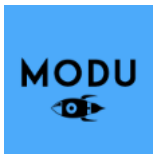
Modu XR

Company Summary

We build XR apps for enterprise. Led by Sky Nite, author of two books about VR/AR and experienced developer, we have helped companies build useful XR apps from crane inspector training to online retail and beyond.

Contact

Name: Sky

Email: sky@moduxr.com

Website: www.moduxr.com

Size of Company

Employees or FTE equivalent: 1-5

Revenue: 80000

Type of Company

XR Software development

Customer Types and/or names

Triple Phase Training, Agora VR, Kinotech

What do you want from the vertical/market/industry?

Partners who have problems well suited to XR use, so we can provide a lot of value.

Why are you in this industry vertical/sector?

XR can help businesses save costs and increase performance. As XR experts, we want to help businesses thrive with the use of XR.

How does your solution address current global situations?

We work entirely remotely, and leverage Git to make this workflow seemless. Each customer is different, but one example is Triple Phase Training using VR to train crane inspectors to better-recognize faulty machinery.

MondoDX

Company Summary

Born with the mission of promoting digital culture as a means for transformation and improvement of people and business realities. We provide from custom to enterprise-ready AR/VR softwares, all aimed at solving the innovation and digital transformation challenges of the new economy.

Here we're presenting NDESTRY, our solution for Maintenance and Inspection for the Industry 4.0 powered by Augmented Reality. A solution to all kinds of digital maturity level and that could progress as you master the solution.

Contact

Name: Danilo

Email: danilo@mondodx.com

Website: www.mondodx.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: USD 250k/year

Type of Company

Software

Customer Types and/or names

Kimberly-Clark, Ball Corporation, CBA, Motorola and others

What do you want from the vertical/market/industry?

To evolve, being more agile, efficient and using less space and less human resources. To be part of this new industrial revolution that could start a new page for the mankind.

Why are you in this industry vertical/sector?

Background in Automation Engineer with years in IT consultancy firms, always look to maximise productivity in the industrial sector.

How does your solution address current global situations?

Our solution gather and distribute knowledge around workers, avoiding the need to always be physically present with each other, decrease the human error and improve first-time fix rates using videos, images and augmented reality. We auto-analyse idle times in checklists, showing where optimisation is needed and comparing the real work done in the shop-floor with the plans and methods. We deliver remote collaboration among operators using the solution.

ONE Digital Consulting

Company Summary

ONE Digital Consulting is a global Hi-Tech company founder by a team of entrepreneurs with more than 25 years of experience in the "New Advanced Technologies" world. We help our clients imagine, design, build and operate innovative XR experience with the "Best in Class" consulting services and solutions, for the Smart Society of the future.

Our mission is to provide support in the definition and assessment of future digital Smart Education and Smart Cities scenarios and subsequent innovation paths. Our XR Services and Solutions for the enterprise can reduce cost, increase productivity and improve customer value. With our global network of selected partners (HP, Vuze, Pico), further development and technology implementation can be successfully provided.

ONE has been finalist of the "Siemens Next47" Startup program, and shortlisted for "Top 10 Government Tech Startups" in Europe 2020.

Contact

Name: Carlos Ochoa

Email: madrid@onedigitalconsulting.eu

Website: www.onedigitalconsulting.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: 1

Type of Company

Consultancy, Content Development, XR Software, and Training Services

Customer Types and/or names

Enterprises, Industrial Companies, Governments, Training Institutions, NGO...(HP , Siemens , Mº Education UAE , Local Governments, European Union...)

What do you want from the vertical/market/industry?

Our Technology Vision for 2025: The "I" Experience.

We have been creating immersive experiences for many years, that now can be shared in Collaborative Platforms into a new dimension and interactive context. This is a revolutionary way of living and feeling new experiences beyond your imagination, as you never imagined before. Where the senses interact with your brain and transport you to a new visionary world. Our "Magical and Mystery Tour around Cultural Heritage" experience, has been shortlisted by iLRN organization as one of the Top References worldwide.

The future of Immersive Reality will probably have to deal with these technologies and others to come.

Why are you in this industry vertical/sector?

We believe XR technologies will transform the way Smart Citizens will collaborate in Future of Work.

Immersive Learning: "SmartEducationLabs" is changing the paradigm of future education and training, providing high value to the new Learning Ecosystem.

Virtual Events: "Virtual Fair" transporting customers to another world to showcase innovative products and letting them try it Virtually.

Smart Tourism: "MySmartDestinations" in tough times for tourism, imagination and innovation are a must. Improvement of service quality, high-value brand identity, employee loyalty and providing a highly profitable result for the corporation.

We provide a complete immersive services platform, with high value channels for your Smart Hotel. Information, communication and entertainment services can easily be accessible from your room or at home.

How does your solution address current global situations?

First of all, in ONE we are already working with collaborative tools with universities, educational centers and institutions. This allow us, to be in permanent contact with customers and users and to track in real time the evolution of the projects and training sessions.

In the other hand, we have been involved in many virtual education sessions and virtual events, promoting XR technology all around the world.

In ONE we want to guarantee our customers know how to safely use XR devices and other XRlab artifacts in a clean and safe environment. We developed a methodology based in best practices for hygiene/cleaning XR devices.

Finally, in ONE we are working with Top Companies developing a low cost "New Immersive Platform", to integrate all our VR apps into a working training space, without any potential risk with full XR functionality, interactivity and total immersive perception.

OVA inc.

Company Summary

OVA is a trusted partner for software development when it comes to Extended Reality (XR) technology for many companies in various industries and our experience acquired over the past 7 years has allowed us to be well prepared and knowledgeable when it comes to evaluating and developing XR solutions. The technological contribution brought by our organization to any project relies both on technical expertise and proper consulting in order to provide the best ROI for your project.

With our very own creation/deployment platform named StellarX, every subject matter expert can now be an XR specialist with our compelling UX and visual scripting tools. This way, anybody can then either create, modify or deploy their very own simulations without the need to have any experience in programming.

Contact

Name: Félix Leblanc

Email: fleblanc@ova.ai

Website: www.ova.ai

Size of Company

Employees or FTE equivalent: 20-30

Revenue: 1.5M$ CAD

Type of Company

Software Developper/Software Vendor

Customer Types and/or names

Bombardier, Hydro-Québec, Royal Canadian Navy, Quebec's metallurgy council.

What do you want from the vertical/market/industry?

We're looking to change the way people look at XR technology into something accessible and user-friendly, and not a super techy and complicated tool for training purposes. Just like internet was a revolution early 2000, and later changed training with e-learning, we know that V-Learning is the next big shift.

Why are you in this industry vertical/sector?

Those industries necessitate very specific and extensive training, sometimes expensive and possibly risky in some cases. Through Extended Realities, we are able to provide to thses industries a proper Return on Investment by both saving time, money and possible injuries occured during training, as well as increasing operationnal effectiveness through the use or Augmented Reality on the factory floor for instance.

How does your solution address current global situations?

With StellarX, we've built this platform to fix a certain problem when it comes to both the creation of these simulations, and the deployments at the client's locations. In fact, StellarX gives the tools to the subject matter experts to adapt the simulations we've created for them, and not being tied or ressource-less when it comes to modifiy some simulations because of equipment change or any other reason. In addition to the building tools, we've release a military-approved, high security networking solution to allow teams to collaborate, share files and much more, opening the classroom capacity to a few hundreds of people at the same time.

OverIT

Company Summary

We streamline Field Service Management operations through state-of-the-art products to increase productivity, efficiency, collaboration and safety of industry-leading companies. Recognized as "Leaders" and "Visionaries" by the major IT consulting firms, we serve the Energy & Utility, Oil & Gas, Industrial Manufacturing and Transportation industries with specific product templates. The know-how gained in over 20 years of concrete and operational experience, has enabled us to help hundreds of multinational companies transforming their processes, thus leading us to herald a new Field Service Management era, where tasks debriefing is now totally hands-free. By relying on innovative technologies such as Augmented Reality and Artificial Intelligence to optimize activities, over 100,000 of our clients' resources are improving operational performance and customer satisfaction, while reducing costs.

Contact

Name: Francesco Benvenuto

Email: francesco.benvenuto@overit.it

Website: www.overit.us

Size of Company

Employees or FTE equivalent: 100+

Revenue: N/A

Type of Company

OverIT is a software product company. With our two products, Geocall and SPACE1, we provide state-of-the-art Field Service Management powered by AR and AI for wide range of use cases and industries, such as Transportation, Energy & Utilities, Industrial Manufacturing and Oil & Gas.

Customer Types and/or names

Industry-leading companies worldwide, relying on heavy assets and equipment, as well as appointment-centric use cases.

What do you want from the vertical/market/industry?

We transform the way activities are performed connecting users, supporting hands-free maintenance operations, reshaping training, presentation, scheduling activities and taking knowledge management to a whole new level of efficiency. Our ultimate goal is boosting quality, accuracy, safety and productivity standards, while driving continuous improvement across our clients' organization.

Why are you in this industry vertical/sector?

Most of the companies operating in our most targeted industries have a critical number of linear, complex and risk-sensitive assets to maintain and inspect, as well as multiple resources to train, manage and schedule on a daily basis. Furthermore, nowadays' global scenario, characterized by restricted access to showrooms, to on-site inspections and to face-to-face training and meetings, provides companies worldwide with further challenges to face and with the need to find an effective way to adapt their business operations. Leveraging our twenty-year experience and the know-how acquired in several business fields, we aim at supporting industry-leading companies by providing groundbreaking AI- and AR-driven tools, specifically designed for broadening collaboration and delivering service excellence in any kind of situation, even in all those environments where bandwidth and network connectivity are most challenged.

How does your solution address current global situations?

SPACE1 Augmented Collaboration provides our customers with a fully collaborative solution and with a wide set of application areas, such as:

- Extended Maintenance: leveraging AR-driven remote collaboration between multiple users and step-by-step digital work instructions;
- Extended Training: leveraging hands-free operativity, resolution procedures and advanced Mixed and Virtual Reality features, thus engaging users in a virtual training and providing a realistic, immersive 3D environment for them to gain a complete understanding of any equipment or procedure.
- Extended Presentation: providing organizations with engaging AR tools to present products, services, facilities or production sites.

A key role in our SPACE1 product is played by knowledge management, which, thanks to Artificial Intelligence, allows companies to reduce the skills' gap by capturing, enhancing and sharing expertise within the organization. In this way, any kind of task can be troubleshooted easier than ever.

PIXO VR

Company Summary

The PIXO VR team of AAA-game designers, award-winning artists, and pioneering XR engineers have been innovating Virtual Reality Training experiences for enterprise since 2016. We work with customers in high-impact industries such as construction, manufacturing, energy production & distribution, and public safety. Our fully immersive and interactive experiences offer photo-realistic environments, behavior-changing story narratives, and first-to-market features like Multi-user Functionality, Scenario Randomization, and Real-time Reporting & Analytics. Headquartered in Royal Oak, Michigan, our mission is to revolutionize the performance improvement industry and empower people to do their best work. www.pixovr.com

Contact

Name: Marco Maceri

Email: marco.maceri@pixovr.com

Website: www.pixovr.com

Size of Company

Employees or FTE equivalent: 20-30

Revenue: We've achieved 150% revenue growth in 2020 vs. '19

Type of Company

SaaS-based Extended Reality software solutions company

Customer Types and/or names

Bosch USA (Manufacturing), Intel (Software), Ford (Automotive), Barton Malow (Construction), GTI (Energy)

What do you want from the vertical/market/industry?

We want to make it possible for public and private sector organizations to realize VR, AR, and MR's full potential by making it easy to deploy, use, and manage — at scale.

Why are you in this industry vertical/sector?

PIXO VR is passionate about the power of Extended Reality as an emerging technology to unlock human potential and empower teams to do their best work. By delivering more meaningful experiences, we believe we can improve people's lives — and the world.

How does your solution address current global situations?

Our VR Training and XR distribution solutions have helped organizations continue their important work even in this time of profound social and economic disruption. By incorporating VR and XR technology into existing training and other programs, we allow businesses and public sector agencies to learn, practice, and collaborate remotely — all within the safety of a virtual environment, providing the advantages of real-world training without real-world cost and risk. As a form of experiential learning, our VR Training improves learning retention, reduces human error, and creates greater efficiency and productivity, allowing companies to simulate scenarios that would be too difficult, dangerous, or expensive to conduct "in real life". Better still, with our multi-user functionality, we make it possible for up to dozens of team members in locations all around the world to communicate and interact as if they were in the same room at the same time.

PLNAR

Company Summary

Plnar is a leader in unlocking the power of digital photos with technology. Since its launch in 2017, our original augmented reality dimensioning app has been downloaded more than 400,000 times and helped users create thousands of projects. Today, PLNAR gives insurance companies and contractors alike the power to generate fully realized 2D- and 3D-models of interior spaces all with the snap of photos using their smartphones. PLNAR gives digital photos the power to automate a million tasks and help people work smarter, faster and with more purpose.

Contact

Name: Andy Greff

Email: andy@plnar.ai

Website: www.plnar.ai

Size of Company

Employees or FTE equivalent: 10-20

Revenue: >$1M

Type of Company

InsurTech

Customer Types and/or names

Insurance Carriers, Service Providers to the Insurance Industry and Independent Adjusting Companies

What do you want from the vertical/market/industry?

The market landscape for insurance continues to undergo major shifts and the speed of change is not slowing down. Largely due to rapid digital transformation, what was once thought of as a "Meet the Jetsons" fantasy, is now a reality. Augmented reality (AR) software is no longer relegated to expensive video game headsets—instead, we can use AR applications as a guide to simplify complex instructions and to improve workflows and processes. With advanced computer vision, we can train computers to see what our human eyes would see, capturing more nuance and context than ever before. These kinds of technology applications, and others, continue to change our behavior and expectations around information access and how easy certain tasks should be.

With the speed with which technology changes, many industries struggle to keep up. The insurance industry is historically conservative and slow to make sweeping changes, which has caused a serious lag in technology adoption. As non-traditional tech disrupters enter the insurance field, insurers absolutely need to take a careful, critical look at how they build relationships with their customers and whether or not their current user journeys, experiences and processes cultivate a high level of satisfaction. The claims process is burdened with changing consumer expectations and inefficiencies and insurers know there is significant room to transform the claims experience to boost profits, improve customer satisfaction and stay competitive.

Our belief is PLNAR technology, powered by guided augmented reality, artificial intelligence and computer vision, will allow insurance carriers to scale their claims management processes based on the simplicity or complexity of claims so they can spend more time servicing customers and building relationships.

Why are you in this industry vertical/sector?

Huge inefficiencies and huge market

How does your solution address current global situations?

In the past few years, insurance carriers started shifting from analog, in-office workflows to virtual claims management, but COVID-19 has made those shifts top-priority and vital to everyday operations now that customers and adjusters alike face social distancing guidelines and imperatives to avoid in-person contact and address shortage in available adjuster workforce. PLNAR enables continuity of business in uncertain times while:

- Providing excellent customer service leading to outstanding customer satisfaction
- Reducing loss adjustment expense (LAE) and improve loss cost management
- Shortening cycle times by creating repeatable processes

Even before the challenges brought on by COVID-19, PLNAR helped revolutionize virtual insurance virtual interior property claims by allowing claimants to use their smart phone app to take photos that generate 3D models with all measurements and context so carries can reduce claim cycles from days to minutes.

Program-Ace

Company Summary

Adhering to our customer-first philosophy, we develop innovative solutions, featuring Augmented Reality, Virtual Reality, and Mixed Reality solutions, including Web-based AR and VR apps. Our solutions not only contribute to the success of our clients' businesses but also give them a competitive market advantage.

Contact

Name: Oleg Fonarov

Email: rfp@program-ace.com

Website: www.program-ace.com

Size of Company

Employees or FTE equivalent: 100+

Revenue: N/A

Type of Company

Type of company: software development service provider

Industries: Automotive, Manufacturing, Energy & Utilities, Healthcare, Education, Media & Entertainment, Marketing & Advertising, Retail and etc.

Customer Types and/or names

Automotive, Machinery, Manufacturing and Engineering Enterprises, as well as Education, Entertainment & Gaming.

What do you want from the vertical/market/industry?

As a company that is a big fan of the technologies, we hope to see increased AR/VR adoption across various industries. There are so many ingenious concepts that can be transformed into reality with the technology, but they need to be financially appealing first and foremost.

Thus, if more companies were to take risks and select AR/VR platforms for their software, it would be beneficial for everyone. AR providers would have more opportunities to apply their expertise, businesses could do more to set themselves apart from competitors, and end-users would be able to enjoy technological innovations.

We expect the AR/VR market to undergo ample growth in the next several years and put great faith in the technology. We will continue investing and contributing to it in the foreseeable future.
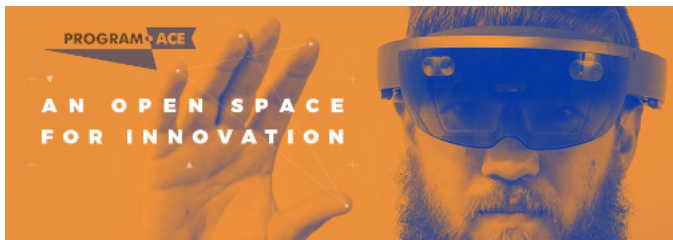
Why are you in this industry vertical/sector?

Program-Ace started out as a design studio over 20 years ago. As time went on and our expertise grew, we began to branch out into new directions, including VR, AR, and MR. Thankfully, because solutions of this kind require not only code but also substantial art design, we managed to easily set a foothold in the new market.

From the earliest VR/AR projects, we had a feeling that there is great potential in such work, and it turned out to be right. Furthermore, our extensive work in the game development industry helped us add an impressive level of immersion to the AR and VR experiences we built for businesses around the world.

It brings us great joy to stand at the forefront of innovations and harness the power of VR/AR for purposes no one could have imagined just 10 years ago. The visual and interactive potential of the technology exceeds real-life physical limitations, so much of what we build seems out of this world. It is quite a fulfilling experience.

How does your solution address current global situations?

As an example of our contributions to the industry and overall situation, we can bring up a virtual training SaaS platform that we are currently developing. This will be a one-size-fits-all solution based on AR technology, allowing Mechanical & Industrial Engineering, Manufacturing, Machinery,

Automotive companies to create training solutions relevant to their line of business. They will be able to create AR training/digital operations with animations, prerequisites, actions for machines/tools/production lines to encourage remote learning.
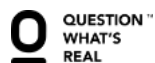
Question What's Real

Company Summary

"Questions whats Real" or QWR is an evolutionary startup, founded by a young hustler and visionary Suraj Ravi. QWR as the name suggests is built to question the status quo, disruptive and create world-class Immersive tech products at affordable costs thus driving scalable adoption.

QWR proved that its possible to bootstrap an immersive Deep-tech company out of India. This upstart from the hearts of Mumbai has been covertly solving the biggest problems in the immersive industry. Adoption. Suraj believes in a contrasting approach to solving this problem in the industry & went from 0 to 1, bootstrapped.
QWR built a suite of hardware and software solutions that have taken on contracts versus big global tech giants. Our goal is simply to build another disruptive tech unicorn from India. Are you ready to "Question What's Real"?

QWR is looking to disintegrate the existing hardware and software roadmap for immersive tech and give it a different kind of spin. It believes the main reason adoption has not been democratized is because the right market, product & platform fit is yet to be discovered.

The first line of QWR's product range includes:
"AURL" - First step towards smart fashion
"VRone." - Cinematic 4K VR, for all.
"LiteX" - Ultra Modular Head-up Display

Contact

Name: Sanan

Email: info@questionwhatsreal.com

Website: www.questionwhatsreal.com

Size of Company

Employees or FTE equivalent: 50-100

Revenue: N/A

Type of Company

Ecosystem/Platform (Hardware, Software)

Customer Types and/or names

Humans (how many humans? 6,05,728)

What do you want from the vertical/market/industry?

Open, unbiased and non traditional problem solving

Why are you in this industry vertical/sector?

Because it excites us

How does your solution address current global situations?

We have taken a simplified approach towards solving the adoption of head-worn devices. Our suite of hardware and software solutions allows humans to pick the level of interaction they are comfortable with, rather than been given a shopping mall of features that confuse you to perform a task you were previously performing using a "printed manual". We are far away from understanding the actual impact that a head-worn device can have versus the printed manual to the digital screen curve. But believe strongly that, different people, would perform different tasks differently & they'd use tools provided to them, at their discretion and at their level of comfort. So a fragmented hardware ecosystem might just be the answer to adoption. And that is QWR's approach.

▦ RE'FLEKT **RE'FLEKT**

Company Summary

RE'FLEKT is a Munich based technology company that enables any business or industry to create their own in-house Augmented and Mixed Reality applications. By making AR and VR affordable and scalable for business, RE'FLEKT's groundbreaking human-centered platforms empower anyone to simply infuse their industry knowledge into customized AR and MR solutions. With clients including Audi, BASF, BMW, Bosch, Eon, Hyperloop, Hyundai, Leybold, Porsche, Seepex and Thyssen Krupp, the international team delivers technology solutions to a variety of leading global markets. Since its founding in 2012, RE'FLEKT has grown to a team of over 60 employees in Munich and San Francisco and is recommended by leading analysts including ABI Research and Gartner (Gartner Cool Vendor).

Contact

Name: RE'FLEKT

Email: re-flekt@re-flekt.com

Website: www.re-flekt.com

Size of Company

Employees or FTE equivalent: 50-100

Revenue: N/A

Type of Company

Technology - Enterprise Augmented Reality

Customer Types and/or names

Automotive, Energy, Manufacturing, Medical Devices, Pharmaceuticals, Production

What do you want from the vertical/market/industry?

Today, we simplify human-machine interaction. Tomorrow, we turn everyone into an expert.

Why are you in this industry vertical/sector?

Our vision is that anyone operating and maintaining machinery can become an expert instantly. Our mission is to build an open and modular Operating System for Enterprise AR that allows on-demand access to expert knowledge.

How does your solution address current global situations?

The Enterprise AR Suite from RE'FLEKT provides a powerful content creation platform (REFLEKT ONE) and a remote expert solution (REFLEKT Remote) to empower workers with flexible and customizable smart instructions on mobile devices and smart glasses - for increased efficiency and reduced errors. The content creation platform integrates into existing enterprise software and enables companies to easily convert existing CAD data and media content into Mixed Reality applications for maintenance, training and operations. The Remote Expert tool connects workers to immediate Augmented Reality support with dedicated experts in one simple click. Both solutions allow enterprises to easily implement remote collaboration at scale across their global operations, helping them tackle current challenges such as travel restrictions and social distancing regulations.

Sector 5 Digital

Company Summary

Sector 5 Digital is an award-winning studio that leverages a unique blend of master creative, strategic insight and ludicrous technology to create brilliant brand experiences for our enterprise clients. One of S5D's core values is to dream the impossible and then make it happen. Our goal is to create next level content like you've never seen before, and you may never have thought possible.

Marketing budgets go farther with us as we always look at how we can reuse assets from previous projects and across departments. We create digital assets using a "build once, deploy often" strategy and leverage our 25+ years of industry experience to meet our clients' objectives and maximize their ROI.

We stay on the bleeding edge of technology to keep our clients on the leading edge. Being recognized as one of the leading enterprise immersive content creators allows us to get access to the industry's best technology before it has been released to the general public. We are also "tech geeks" - our team continually researches technology that may be years away from hitting the mainstream. In fact, we have had to invent some of the tech to pull off these amazing experiences for our clients.

Contact

Name: Jeff Meisner

Email: Jeff.Meisner@sector5digital.com

Website: www.sector5digital.com

Size of Company

Employees or FTE equivalent: 20-30

Revenue: < $10 MM

Type of Company

Enterprise Content

Customer Types and/or names

- Customers include: aviation, aerospace, defense, medical, healthcare, specialty chemicals, HVAC, technology, industrial, entertainment, architecture, auto parts

- Typically focused on: training, education, simulation, facility tours, product demonstrations, meetings & presentations, events, conferences, tradeshows, prototype design, marketing

What do you want from the vertical/market/industry?

To provide enterprise organizations with the ability to deliver content-rich immersive experiences virtually that allow remote collaboration with their clients.

Why are you in this industry vertical/sector?

Our customers have the need to show things that are challenging to visualize. This could be due to the product having a long development lead time so there's nothing to photograph before they need to start marketing, or simply due to the nature of the product or service being hard to show and communicate. S5D has excelled in visualizing the impossible - from a digital cadaver to future aircraft and holograms, S5D takes the client's vision and makes it a reality.

How does your solution address current global situations?

Current events have made it difficult to conduct business that relies on face-to-face communication. Video conferences and webinars address only part of this issue. Our new S5D RUSH platform offers universal flexibility that is easy to use, works everywhere and requires no installation. Imagine if you had the ability to walk around a virtual setting and experience products first-hand, just as you would in the real world. Virtual environments provide the freedom to go beyond and show content from perspectives that would typically be difficult or costly to see. Free yourself from the confines of a slide deck or traditional video and tap into the potential of next-generation storytelling! https://sector5digital.com/news/s5d-rush/

Sentient Computing

Company Summary

We are a Perth-based software development company which specialises in providing powerful and immersive VR Training, 3D Visualisations, Process Control and Automation Solutions for our clients in the Mining and Resources industries.

We take pride in our innovation and creativity, with a small, passionate and experienced team of engineers, developers and artists.

Contact

Name: Scott Dumaresq

Email: info@sencom.com.au

Website: www.sencom.com.au

Size of Company

Employees or FTE equivalent: 20-30

Revenue: $3 million

Type of Company

e-Learning and software development, Mining, Oil and Gas

Customer Types and/or names

BHP/Rio Tinto/Woodside/Shell

What do you want from the vertical/market/industry?

A increase in the use and awareness of the benefits of VR and AR

Why are you in this industry vertical/sector?

Based in a state that is strong in these industries

How does your solution address current global situations?

N/A

Sentireal Ltd

Company Summary

Sentireal® was established in 2013 and is based in Belfast, Northern Ireland. At Sentireal, we specialise in the creation of software applications using Augmented and Virtual Reality technologies, combined with Artificial Intelligence, to deliver personal immersive learning.

Our software provides immersive training using smartphones, tablets and augmented reality/virtual reality headsets. We witness how users become immersed in their virtual environments, and the engaging delivery leads to increased retention levels. Learning experiences are accessible to a wider audience, and the content is scalable to include many new environments and scenarios.

Sentireal operates primarily in medical and healthcare markets, but has additional customer bases in markets comprising tourism, construction, education, safety training and manufacturing. We strive to work in partnership with new and existing clients, producing bespoke applications to meet their needs.
Since inception, we have witnessed a huge rise in the use of immersive technology, at both enterprise and consumer level, and we aim to capitalise on this growth. Our company has grown steadily, and we have exciting expansion plans in place.

Contact

Name: Nuala Trainor

Email: nuala.trainor@sentireal.com

Website: www.sentireal.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: £150,000-£200,000

Type of Company

Software applications

Customer Types and/or names

Health Authorities, Education Authorities, Tourism, Construction and Manufacturing.

What do you want from the vertical/market/industry?

We continue to witness an increase in the use of immersive technology as companies realise the benefits to be derived from immersive training - namely increased engagement and higher retention rates, as well as increased scalability and accessibility. We hope to see continued acceptance of immersive hardware and software products in all areas, as consumer and enterprise reluctance fades, and immersive training becomes the new norm.

Why are you in this industry vertical/sector?

Our primary focus is the provision of immersive training applications in medical and healthcare sectors, and we have worked with local and national organisations in this field. Our success in this area has allowed us to target other safety critical industries, and to venture into manufacturing and construction. These market verticals are perfectly suited to benefit from the 'risk free' training provided by our immersive applications.

How does your solution address current global situations?

Our software training applications provide Personal Immersive Learning experiences, which can be downloaded and delivered remotely to a variety of devices, negating the need for 'on site' training.

The use of XR immersive technologies in our applications provides higher engagement, leading to increased retention rates. The ability to try and retry as necessary promotes enhanced learning, leading to a reduction in errors, and increased productivity. This is especially significant for safety critical industries we operate in.

We blend these XR technologies with Artificial Intelligence to produce individual learning experiences, tailored to the need of individual learners.
Our software has the capability to monitor individual performance, and report progress back to training managers, reducing the time and cost of assessment overheads.

Signiant

Company Summary

Signiant intelligent file transfer products are relied upon by media companies of all sizes to move petabytes of data every day around the globe with speed, reliability and security. While file acceleration remains central to Signiant, its SaaS platform has evolved to include media-specific intelligence that solve challenges Beyond Fast File Movement. Thanks to its leadership in file acceleration, its commitment to storage independence and its continued innovation in cloud-native SaaS, Signiant enterprise software connects the global media supply chain.

Contact

Name: N/A for printing

Email: info@signiant.com

Website: www.signiant.com

Size of Company

Employees or FTE equivalent: 100+

Revenue: We are a private company and don't disclose this

Type of Company

Software

Customer Types and/or names

Signiant software is used by more than 25,000 media and entertainment companies of all sizes from every country in the world. Many of our customers are listed here:

https://www.signiant.com/who-we-work-with/customers/

What do you want from the vertical/market/industry?

As live sports begin to come back and movies and television go back into production, we're excited to see the Media & Entertainment world get back to work while making sure to do so safely. We're proud that Signiant software plays an important role in helping the industry work remotely during these unusual and challenging times.

Why are you in this industry vertical/sector?

Media & Entertainment is our core market and always has been. Our team has years of experience in this industry and our platform is a perfect fit for the challenges faced by M&E companies: massive file sizes, complex global workflows and security risks. These challenges are exactly where are platform provides unique value.

How does your solution address current global situations?

Signiant has been fortunate in that its Media Shuttle product is widely used for remote work and remote collaboration. Shuttle is unique in the market in the way it enables remote access to large media assets from any storage but all managed from the cloud - even when assets are in on-prem storage. This hybrid SaaS approach was instrumental in helping Media & Entertainment companies from around the world scramble to set-up remote work environments during the pandemic. Media Shuttle is the industry standard for people to securely access and share large files from any storage, anywhere, fast.

Square Comp

Company Summary

We offer our own proprietary Smartphone based Virtual Reality Headset & tailor made VR Content to Manufacturing Companies for the technical training of their blue collar workforce. We help these companies reduce their existing training related costs to more than 50% and leads to the up skilling and re skilling of their front line & assembly workers in a time effective manner.

Contact

Name: Srinivasan Yagnanarayanan

Email: srinivasan@grahasvr.com

Website: www.grahasvr.com

Size of Company

Employees or FTE equivalent: 1-5

Revenue: Early Stage

Type of Company

Smartphone based VR Headset - Hardware & VR Content Creation - Software.

Customer Types and/or names

Manufacturing & Industrial Companies.

What do you want from the vertical/market/industry?

Generally there is a perception that Industrial side of the globe is not much prone to digital transformation and technology adoption. But, COVID19 has ushered in an era of digital transformation and remote working. We are developing solutions towards enabling these distributed workforce a holistic approach for these Manufacturing bases. We intend to work hand in hand with them towards realizing this goal.

Why are you in this industry vertical/sector?

Over the past few years technology has disrupted a lot of domains across sectors. But one such domain which has remained largely unaffected is the learning and development in the Industrial space. With Virtual Reality we have enormous potential to change the face of training and other R&D related activities in the Manufacturing space. We are here to make spatial computing mainstream in the traditional Manufacturing Sector.

How does your solution address current global situations?

We offer VR based training modules on the Smartphone platform. Our VR Headset is compatible with any smartphone irrespective of the make, model, form factor and OS type. We also tailor make the VR Content specific to our client's requirements. This helps our clients towards the up skilling and re skilling of their workforce and engage them in other employee engagement activities without the hassle of any other advanced hardware requirements at the end of their employees. As our VR Headset is universally compatible, it becomes more easier for the companies to roll out their projects and other re skilling work without any hassle and other additional hardware requirements like a high end standalone VR Headset or other high end PC based VR devices.

![start beyond] # Start Beyond

Company Summary

Start Beyond delivers spatial learning solutions that accelerate knowledge retention, inspire & enrich teams, and drive better learner outcomes.

The combination of interactive cinematic realism with our market-leading software products; delivers powerful learning solutions.

Our suite of learning solutions enables HR and L&D teams to deliver scaleable spatial learning programs, that accelerate knowledge retention, improve soft skills and increase productivity.

Our content studio leverages our knowledge of interactive storytelling, instructional design & user experience; to deliver compelling immersive learning solutions that captivate, motivate and educate.

Contact

Name: Kain Tietzel

Email: kain@startbeyond.co

Website: www.startbeyond.co

Size of Company

Employees or FTE equivalent: 5-10

Revenue: $2M+

Type of Company

End-to-end immersive content and software production for VR & AR headsets, smart devices and desktop.

- Advanced capture: 360° video, Photogrammetry & Volumetric
- 3D modelling and animation
- UX, UI and Motion design
- Software development (Unity & Unreal Engine)

Customer Types and/or names

- Enterprise Training (Lion, Westpac, St John Ambulance)
- Tertiary Education (TAFE, UTS, University of Newcastle)
- Secondary Education (ANSTO, Sydney Opera House)
- Sales & Marketing (Qantas, Samsung, Telstra, Pernod Ricard, News Ltd)
- Medical (Social Wise VR, Sony Foundation)

What do you want from the vertical/market/industry?

We want to enable companies to deliver scaleable immersive learning programs, that accelerate knowledge retention, improve soft skills and increase productivity.

Why are you in this industry vertical/sector?

Our vision is of a world where spatial computing transports imaginations and moves people to see the world differently, improve productivity and learning, and enhance the enjoyment of life.

How does your solution address current global situations?

We offer companies the ability to deliver purposeful and impactful immersive training, sales & marketing presentations and social collaboration services to remote workers across VR, smartphone and desktop devices. This includes the setup, installation and delivery of VR hardware, personalised one-to-one onboarding and hygienic cleaning as part of a full end-to-end service.

- Deliver exceptional quality immersive learning to remote audiences
- Employees can be trained 4x faster
- Training remembered 4x longer
- Highly cinematic and believable training simulations
- Actionable data and insights

ST Engineering Antycip

Company Summary

Since 1996, ST Engineering Antycip, formerly known as Antycip Simulation has supported customers across the globe, in defence, academia, commerce and industry, to become better at what they do. As an expert provider of simulation, analysis, modelling, display and virtual reality solutions, ST Engineering Antycip combines its in-house technical expertise with an unrivalled range of products from software and hardware providers. ST Engineering Antycip is a subsidiary of ST Engineering's electronics sector. For more information visit steantycip.com

Contact

Name: Audrey Zarlenga

Email: audrey.zarlenga@steantycip.com

Website: www.steantycip.com/

Size of Company

Employees or FTE equivalent: 40-50

Revenue: N/A

Type of Company

Integrator, Hardware, software, content, visual displays

Customer Types and/or names

Academia, commerce, industry, defence, automotive

What do you want from the vertical/market/industry?

We want for VR to be seen as an enterprise solution that is broader than just headsets, but comprises of many visual displays such as VR Caves, powerwalls, curved screens, motion platforms, etc.

Why are you in this industry vertical/sector?

To help customers see the future and to show them the art of possible

How does your solution address current global situations?

Working remotely with Virtual Reality:

With the recent democratization and availability of VR technology, many companies are racing to adapt VR to the workplace. If it may be too late to develop new remote work policies, businesses can still make the experience productive for their employees by giving them the right equipment to collaborate on their projects.

Working with ST Engineering Antycip & TechViz, companies can set-up a shared VR workspace for employees to ensure you keep your competitiveness.

VR for Product Development:

The pandemic has led to a massive lockdown. VR technologies can fill the gap and make possible to accelerate the normal development cycle.
By gathering people around a virtual model, it is possible to better explain technical challenges, approve design proposals, iterate and make decisions, enhancing team work.

Techviz VR software enables teams to work simultaneously in the same VR environment, with any 3D application (Solidworks, Catia...) & on any VR display system.

TalentQuest

Company Summary

Experience custom learning transformation with TalentQuest. Award winning. Innovative. Highly engaging content. Exciting technology!

At TalentQuest, we help organizations deliver world-class learning experiences that maximize the potential of each employee and support the overall growth of the business. Our Custom Learning Solutions feature:

IMMERSIVE LEARNING

Increase competency and reduce costs with custom, high-value training applications that provide realistic training simulations using innovative technologies such as 3D, virtual reality (VR), augmented reality (AR), gamification, and more – with individual, multi-player or multi-location modes.

eLEARNING

Interactive learning with a modern web-based interface, video, animation, gamification, and interactive exercises, we create compelling learning experiences with content designed to help you acquire the skills you need and drive business success.

BLENDED LEARNING

Our blended learning solutions incorporate relevant content shared through the most effective training delivery methods, ensuring the material is successfully absorbed, retained, and implemented by learners.

LEADERSHIP LIBRARY

Micro-learning video-based courses designed to impart critical leadership skills, techniques, and approaches.

Contact

Name: N/A

Email: lets-talk@talentquest.com

Website: www.TalentQuestImmersive.com

Size of Company

Employees or FTE equivalent: 100-200

Revenue: Confidential

Type of Company

Custom Learning Solutions and Content Development across a variety of industries.

Customer Types and/or names

TalentQuest client names can be provided upon request.

What do you want from the vertical/market/industry?

TalentQuest offers best in class technologies and assists our clients in evaluating the right technology for the proper use case ensuring powerful and engaging experiences.

Why are you in this industry vertical/sector?

At TalentQuest, we currently service all industries including airlines, transportation, food services, and more.

How does your solution address current global situations?

TalentQuest's immersive learning solutions are scalable across global organizations, easily distributable and extremely cost effective. Our solutions enable employees from around the world to complete necessary hands-on training and assessments from wherever they are.

Travancore Analytics

Company Summary

We build software products for startups and custom solutions for enterprise clients. Our expertise includes IoT, AR/VR, GIS, and Healthcare. We have successfully delivered over 100 engagements since our inception in 2007. Our diverse client base includes Silicon Valley Fortune 100 technology giant, Japanese conglomerates, to early stage venture funded startups like Zonehaven.

Contact

Name: Supriyo Sanyal

Email: supriyo.sanyal@teamta.net

Website: www.travancoreanalytics.com

Size of Company

Employees or FTE equivalent: 100+

Revenue: Under $10M

Type of Company

Software development

Customer Types and/or names

Software product companies & Enterprise training

What do you want from the vertical/market/industry?

Ability to showcase some of our Proof-of-Concept case studies and help clients get started to gather early insights.

Why are you in this industry vertical/sector?

We help companies leverage AR VR and learning solutions to improve learning outcomes while reducing costs.

How does your solution address current global situations?

Our solutions are customized to client requirements.

For example, one of our clients deployed a Hybrid Training Solution to impart MRO training for their technicians. This supplements classroom training sessions with Simulated ARVR training.

The VR training module was developed to deliver on the key aspects as identified by the instructors. These were identified as Understand Engine functioning, Build knowledge of parts & Dismantling practice.

This approach reduces the need to visit the Engine room in person, minimizing security considerations, reduce costs & also address the recent health considerations.

UL

Company Summary

UL helps create a better world by applying science to solve safety, security and sustainability challenges. We empower trust by enabling the safe adoption of innovative new products and technologies. Everyone at UL shares a passion to make the world a safer place. All of our work, from independent research and helping with standards development, to testing and certification, to providing analytical and digital solutions, helps improve global well-being. Businesses, industries, governments, regulatory authorities and the public put their trust in us so they can make smarter decisions.

Contact

Name: Ibrahim Jilani

Email: consumertechinfo@ul.com

Website: www.ul.com

Size of Company

Employees or FTE equivalent: 100+

Revenue: N/A

Type of Company

Testing, certification and inspection for hardware and software.

Customer Types and/or names

UL works with technology brands and their component manufacturers in industries including: gaming, audio, visual, information technology, smart phones, virtual training, healthcare, smart home technology, industry 4.0, and cybersecurity.

What do you want from the vertical/market/industry?

UL is always looking for input from industry to learn new ways that we can help you address challenges in launching new products or gaining global market access. We want input from product designers, brands, and manufacturers to help us shape the new services that we can provide to make your businesses function more smoothly and cost-effectively.

Why are you in this industry vertical/sector?

UL is working with industry, retail and government experts to develop testing plans and standards for AR/VR devices to give brands confidence that their consumers will experience the performance, safety and seamless connectivity that their brands promise. UL is a leading global expert in hardware technologies that comprise AR/VR devices, including EMC, wireless radio technology, charging devices, audio and visual technology, printed circuit boards and interoperability.

How does your solution address current global situations?

UL's global testing, certification and verification services can help you feel comfortable in the safety and performance of the components your company sources to protect your brand from recalls and poor reviews. UL is a leader in electrical and battery safety, interoperability between connected devices and wireless technology, including 5G, which helps you launch AR/VR devices efficiently taking advantage of the latest technology and optimizes user experiences.

Ultraleap

Company Summary

Ultraleap's world-leading hand tracking and unique unrivalled mid-air haptic technologies allow you engage with the digital world naturally, and without touching surfaces. No touchscreens. No controllers. No keypads. From enhancing 2D screens to developing fully immersive 3D experiences, Ultraleap powers natural, safe and effortless digital interaction in the increasingly connected world.

Ultraleap is the single brand formed after Ultrahaptics acquired Leap Motion in 2019. Ultraleap now employs more than 150 people across UK, US, Europe and Asia. It has become the first to offer the full vertical stack of software and hardware to enable spatial computing for the automotive, out of home, industrial, XR, entertainment and enterprise medical device sectors.

Contact

Name: Faye Lockier

Email: faye.lockier@ultraleap.com

Website: www.ultraleap.com

Size of Company

Employees or FTE equivalent: 100+

Revenue: N/A

Type of Company

Hand tracking and mid-air haptic technologies (hardware & software) for enterprise (research, design, training and simulation), entertainment and gaming.

Customer Types and/or names

Varjo, The Void, Triotech, Pimax, VRingeers, R3DT

What do you want from the vertical/market/industry?

Ultraleap would like to work with the industry ecosystem and continue to remove boundaries between the physical and digital worlds.

Why are you in this industry vertical/sector?

To power natural, effortless and safe human-machine interaction.

How does your solution address current global situations?

Ultraleap's technologies allow users to interact with digital content without having to wear controllers or use keyboards and touch screens. In remote working settings, Ultraleap's hand tracking and mid-air haptics technologies provide the human element in virtual settings.

uptale. **Uptale**

Company Summary

Uptale is an Enterprise Solution which enables companies to improve the learning efficiency of their employees thanks to Immersive Learning.

With AI and robotics conquering the workplace, large organizations face a workforce upskill & reskill urgency. Workers need more efficient ways to learn and adapt.
Virtual Reality is the best technology to digitize human skills & know-how, and distribute them at scale.

We have built a complete platform for experts to generate efficient digital Learning experiences of their physical and emotional aptitudes, measuring the impact with feedback & analytics, and improving continuously.
Along with premium services, Uptale provides a Cloud platform to create, deliver and track training experiences in 360° and Virtual Reality at scale.

Contact

Name: Camille
Email: camille@uptale.io
Website: www.uptale.io

Size of Company

Employees or FTE equivalent: 10-20

Revenue: 1 million euros

Type of Company

Software SaaS (Immersive Learning Platform)

Customer Types and/or names

Automotive: PSA group
Manufacturing: Alstom, Schneider Electric, Danone, Solvay
Energy: Air Liquide
HR services: Randstad

What do you want from the vertical/market/industry?

We hope that companies will understand how workforce transformation in industry sector is an important challenge and that they're services such as our platform that can help them answer needs and move towards digital transformation at scale.

Why are you in this industry vertical/sector?

In our fast paced environment, companies have to continuously improve their employees' skills agility to remain competitive. Organizations have a need to swiftly upskill and reskill their workforce, utilize intelligent solutions for the agile factory and supply chain, and train remote and onsite global teams.

Virtual reality (VR) training is proven to be the most efficient way to improve hard and soft skills: it accelerates the onboarding time by 200%, while reducing training cost by 50%. However, many enterprises still perceive virtual reality as expensive and complicated.

How does your solution address current global situations?

Since COVID-19, manufacturing and the supply chain of medical, CPG and other goods, are handling issues that we have never seen before. Organizations have a need to swiftly upskill and reskill their workforce, utilize intelligent solutions for the agile factory and supply chain, and train remote and onsite global team.

At Uptale, we have been amazed by the many initiatives our customers have implemented to safely restart their activities. We are proud to support companies and schools with the creation of innovative immersive training, such as:
- Re-starting plants after COVID-19
- Carrying out hands-on chemistry lab work at distance
- Digitizing in 360 to reduce the need to travel
- Lauching safety awareness campaign before returning to work

Over 100 enterprises, including Alstom, Schneider Electric, and PSA, have trained over 100k employees worldwide. Uptale customers are seeing up to 90% improvement in memory retention, and manufacturers gain improved operator productivity by 15%.

Varjo Technologies

Company Summary

Varjo Technologies is a Helsinki, Finland-based company with North American headquarters in Arlington, VA. Our industry-leading, enterprise-grade VR and XR HMDs enable high-precision R&D, training and design applications by merging the real and digital worlds seamlessly together in unmatched visual fidelity. And, our powerful integrated stereo eye tracking system features accuracy below one degree of visual angle, giving trainers and other professionals access to extremely precise eye data, now easily exportable from Varjo Base for analysis.

Contact

Name: Cassie Syfrett

Email: cassie.syfrett@varjo.com

Website: www.varjo.com/blog/introducing-a-dimensional-interface-varjo-

Size of Company

Employees or FTE equivalent: 100+

Revenue: SME

Type of Company

Human eye resolution VR and XR HMDs for Enterprise Use in Training, Design and Research

Customer Types and/or names

Volvo, Boeing, USAF, Siemens, Fortum

What do you want from the vertical/market/industry?

We provide pixel-perfect VR/XR/AR products to enterprise customers in research, design, training and simulation.

Why are you in this industry vertical/sector?

Varjo was founded by a team of industry professionals with decades of experience and a vision of seamlessly merging the virtual and real worlds – first for professionals and ultimately for everyone.

Our products allow professionals to design and modify 3D models, train in realistic environments, and create limitless research scenarios – all with the pixel-perfect clarity that only Varjo can deliver. Our products feature human-eye resolution, the world's most accurate integrated eye tracking and broad software compatibility (e.g. Unreal, Unity, VRED, Autodesk, Prepar3d) to serve the most demanding enterprise applications.

And, with Varjo Workspace - a new dimensional interface that bridges the 2D user experience of current computers to the new 3D world - we are bringing this vision to life.

How does your solution address current global situations?

Varjo is working in several ways to address the current global conditions.

First, to ensure our customers know how to safely use our devices, we added best practices for hygiene/cleaning Varjo products to our user manual and website. We also offer a hygienic cushion face mask that easily clips in/out of the headset for cleaning.

To more directly address the collaborative challenges posed, Varjo has partnered up with MeetinVR. Together, we are providing a bundle offer of the most advanced virtual collaboration tool and unmatched visual fidelity. https://varjo.com/product-updates/meetinvr/

Finally, Varjo's Workspace, included with every XR-1, enables users to review and edit 3D models in real time using existing CAD and visualization tools. This function replaces the need for shared CAD caves, streamlines the design review process, and enables remote work for even the most detailed of designs.

Learn more: https://varjo.com/blog/introducing-a-dimensional-interface-varjo-workspace/
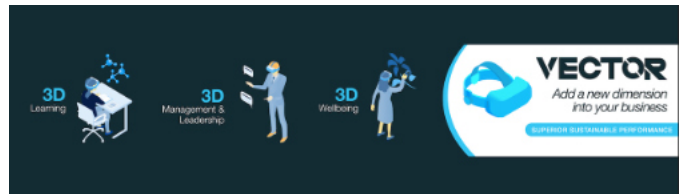
VECTOR BUSINESS APPS

Company Summary

We have developed 2D and 3D apps that helps companies to generate Superior & Sustainable Performance

Contact

Name: Gabriel Munteanu

Email: elgabriel@vector-app.com

Website: www.vector-app.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: Start Up - accelerating stage (speed to market)

Type of Company

SAAS

Customer Types and/or names

Alcon, Solo Training, Kasper Development

What do you want from the vertical/market/industry?

Partners to open up the access to Ultra Smart Digitalization

Why are you in this industry vertical/sector?

We generate Superior and Sustainable Performance to B2B market

How does your solution address current global situations?

We address 3 main areas Learning & Development / Wellbeing and Management in the 3rd dimension

VIM**AI** **VimAI**

Company Summary

VimAI revolutionizes the way we see and interact with the world. Our core technology is visual positioning to enable ubiquitous AR. A key part of that is a persistent 3D digital copy of the real world (AR Cloud) to enable sharing of the AR experiences across multiple users
and devices.

Contact

Name: Ismo Olkkonen

Email: ismo.olkkonen@vim.ai

Website: www.vim.ai

Size of Company

Employees or FTE equivalent: 1-5

Revenue: 250 k€

Type of Company

Software

Customer Types and/or names

Energy, process industries, hospitals, shopping malls, airports, museums, real estate management

What do you want from the vertical/market/industry?

Willingness to trial the capabilities of ubiquitous AR.

Distance to 蕃茄酱 :   44 m
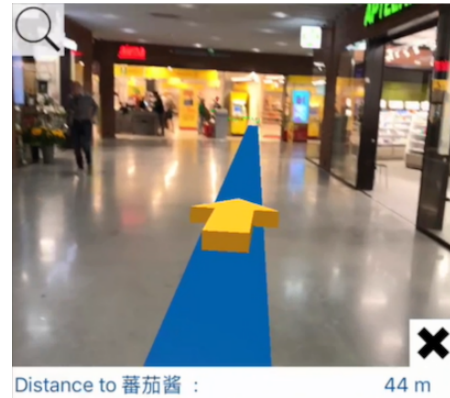
Why are you in this industry vertical/sector?

These sectors have or operate big buildings.

How does your solution address current global situations?

N/A

VirtualSpeech

Company Summary

VirtualSpeech is an award-winning VR education platform for soft skills training, providing off-the-shelf or customised courses that combine e-learning with VR training.

As the world's first platform to combine the two learning methods into one course, VirtualSpeech specialise in soft skills training such as public speaking, sales, media training and leadership. Once in VR, learners receive instant AI-powered feedback on their performance and managers' can monitor their progress through a custom-built admin dashboard.

VirtualSpeech has helped over 300,000 users across 125+ countries to improve their skills and confidence through VR and has won multiple industry awards, including the Learning Performance Institute's 'Start-Up Learning Provider of the Year' and a German Design Award for App Design. Clients include major Universities and multi-nationals such as Vodafone, Accenture, Imperial College Business School and Ross School of Business. VirtualSpeech courses have also been featured in The New York Times, Forbes and the Wall Street Journal for their market-leading learning methodology.

Contact

Name: Sophie Thompson

Email: sophie@virtualspeech.com

Website: www.virtualspeech.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: < $1million

Type of Company

Software, Content, Training, Soft Skills Training

Customer Types and/or names

Cross-industry including telecommunications, consulting, FMCG, banking and higher education. Clients include Vodafone, Accenture, Warwick Business School and Ross School of Business.

What do you want from the vertical/market/industry?

We want to accelerate adoption of VR soft skills training so that learners can have the most useful and enjoyable learning experience as possible, while reducing costs of training for the companies they work for.

Why are you in this industry vertical/sector?

To revolutionise the training industry so that learners have fun, effective, and measurable ways to improve their soft skills. With our unique blend of eLearning and VR training, professionals can effectively develop key business skills and their managers can easily track ROI with instant feedback and reporting.

How does your solution address current global situations?

Our off-the-shelf VR soft skills training courses enable learning professionals to quickly deploy remote learning at scale. They can learn through experience even while working from home, with 95% of our users saying that practicing with our VR training helped them prepare better for the real-world situation.

We also provide collaborative training environments so that employees and students can continue live training sessions with a facilitator in VR, from anywhere in the world.

Virtualware

Company Summary

With more than 15 years of expertise, Virtualware has helped hundreds of corporations, universities and government institutions breakthrough to the next level, utilizing the power of immersive technologies to improve training efficiency, speed up design process and increase customer engagement.

Virtualware's portfolio includes several success stories with the world's top players in the industry, health and entertainment sector including: General Electric Hitachi, Biogen International, Jaguar Land Rover, Alstom, Petronas, Suez, Guardian Glass, Kessler Foundation, King's College London.

In 2019, Virtualware won the VR Enterprise Solution of the Year Award with "VIROO: Virtualware Immersive Room" at the VR Awards, the centre of recognition and celebration of outstanding achievement in Virtual Reality. VIROO provides extreme value, through cost effective large-scale multi-user free-roam VR experiences, that deliver professional precision and the reliability demanded by the world's top enterprises.

Virtualware recently created and launched their "VR is Now" campaign (http://vrisnow.com/) that shows how medium to large companies, institutions and governments are currently using Virtual Reality technology to solve a multitude of challenges that concern us today.

Contact

Name: David Moreno

Email: dmoreno@virtualwareco.com

Website: www.virtualwareco.com

Size of Company

Employees or FTE equivalent: 50-100

Revenue: 5M€

Type of Company

Hardware, Software, Content and Services

Customer Types and/or names

General Electric Hitachi, Biogen International, Jaguar Land Rover, Alstom, Petronas, Suez, Guardian Glass, Kessler Foundation, King's College London.

What do you want from the vertical/market/industry?

We expect immersive technologies, specially VR, will be part of companies' day to day basis.

Why are you in this industry vertical/sector?

Help corporations, universities and government institutions solve the challenges that concern them today, utilizing the power of immersive technologies.

How does your solution address current global situations?

VIROO transforms any physical room into a virtual reality workspace. A new game-changing approach which can leverage everything from workforce training, product design process to customer engagement. It positively impacts businesses by reducing overall investments and operational expenses, while increasing competitiveness and opening up a new creative world of opportunities for talent development.

visionLib VisionLib — by Visometry GmbH

Company Summary

Visometry is a German technology startup and Fraunhofer spin-off with focus on Augmented Reality- (AR) and Object Tracking technologies. With its VisionLib Tracking Engine, Visometry offers core technologies and AR-services for a variety of use cases, such as AR-Assistance in Maintenance/Repair/Overhaul, AR-enhanced Quality Control & Inspection, Training, Communications and Marketing.

VisionLib is used worldwide by mixed reality agencies and industrial customers alike, which create their own AR-experiences to be distributed in App-Stores, their AR-platforms or inhouse solutions.

Besides enabling industry's essential AR cases through its SDKs, Visometry offers solutions in the context of Industry 4.0 and Digital Twin applications and helps customers with integration. With its background, the team has been active in mobile computing and computer vision since 15+ years, and combines latest research and device developments with practical experience from application.

Contact

Name: Jens Keil

Email: jens.keil@visometry.com

Website: www.visionlib.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: N/A

Type of Company

Computer Vision Software Solutions for Industrial Augmented Reality

Customer Types and/or names

Bosch, Daimler, Porsche, VW, BMW, Dassault, Siemens, Thyssen-Krupp, Merck, Re-Flekt

What do you want from the vertical/market/industry?

Become a client/partner and implement VisionLib SDKs and APIs in your app or platform. Or become early adopter and profit from, or shape & adapt the innovative ARO services to your specific case, while it is developed. Or become user and gain from innovative solutions to supplement or extend your current services.

Why are you in this industry vertical/sector?

By combining CAD and 3D data with image processing, VisionLib's object tracking has become an essential key technology for industrial AR-Apps and -platforms. As such, it is ideal for enterprise use-cases, especially in the Automotive, Aviation and Engineering sectors, where placing virtual information precisely at physical objects is essential.

How does your solution address current global situations?

Model Tracking is one of the essential enabling technologies for AR as it registers position and orientation of the captured objects in real-time and without scene preparation (e.g. markers or feature maps). It enables to scale deployment and usage, because tracking remains stable in changing illumination and dynamic surroundings. Using VisionLib, industries can use 3D/CAD data and create tracking configurations all on their own without preparing or knowing about environments in advance. And with unique features like »Multi-Object-Tracking« (simultaneous tracking of independently moving objects) or »State-Detection« (computer-vision recognition of actual configurations of assembled structures), VisionLib is about to add ›Assistive-Vision‹ to AR: it enables AR- and tracking-based Quality Inspection on a new level.

Imagine an AR-assisted maintenance procedure, where the vision system checks whether or not a hood is open, a screw installed, or machine parts assembled – with its novel ARO solutions, industries can benefit from these technologies without the need of programming: VisionLib ARO offers turn key solutions as desktop and mobile apps, which enable to setup and configure AR-enhanced inspection tasks in minutes – code-less, with only a couple of clicks needed.

VividQ

Company Summary

VividQ is a deep tech software company with world-leading expertise in 3D holography. Its patented software powers holographic display in Augmented Reality smart-glasses, Automotive Head-Up Displays and consumer electronics.

The company was founded in 2017 by a team of expert engineers, mathematicians and computer scientists from the Universities of Cambridge, Oxford and St Andrews, who solved key technology barriers in the adoption of holographic display.

VividQ's software brings real-time Computer Generated Holography (CGH) to everyday applications. VividQ collaborates with leading technology companies to create the most realistic, immersive and sensational experiences.

Contact

Name: Aleksandra Pedraszewska

Email: info@vivid-q.com

Website: www.vivid-q.com

Size of Company

Employees or FTE equivalent: 20-30

Revenue: Scaleup, pre-Series A

Type of Company

3D Holographic Software

Customer Types and/or names

Automotive OEMs, HMD hardware manufacturers, Consumer Electronic companies

What do you want from the vertical/market/industry?

Holography has long been considered the pinnacle of display technology. VividQ's aim is to reshape the future of display technology and to enable the mass adoption of computer-generated holography (CGH) in everyday devices. Today, pioneering hardware manufacturers and OEMs use VividQ's software to develop holographic devices, establishing VividQ as a new standard of display technology.
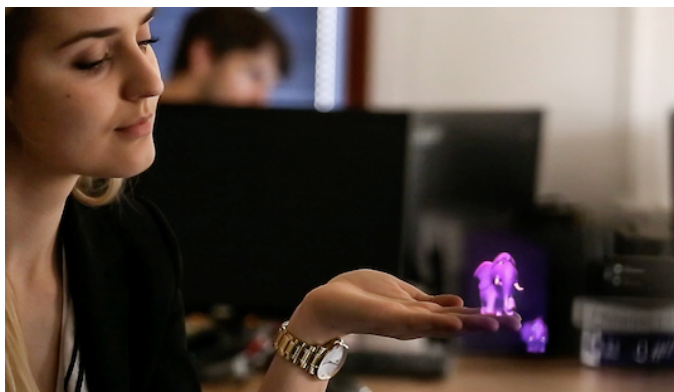
Why are you in this industry vertical/sector?

VividQ's 3D holographic software provides the next generation of digital display for Augmented Reality smart glasses, Head-Up Displays and consumer electronics. As a deep tech company, VividQ develops patented low-level algorithmic solutions for computer-generated holography (CGH). Main applications of VividQ's software and firmware can be found in AR/VR, but have the potential to disrupt the entire digital display industry.

CGH displays achieve unparalleled realism by preserving all visual qualities of 3D scenes. Traditionally, every frame of a holographic projection required tremendous computing power, hindering commercialisation of this technology. Today however, VividQ's algorithms have solved this hurdle and allow manufacturers of consumer electronics to harness the power of holography for the first time.

How does your solution address current global situations?

VividQ produces 'proof of concept' devices to demonstrate our software capability and drive the uptake of holographic display across different industries. Demonstrator devices, developed in-house and in collaboration with partner organisations, exhibit important features of holographic systems, such as optimised optics allowing for miniaturisation of holographic AR/MR devices, and enhanced ergonomics. The key end market for VividQ solutions are OEMs integrating holographic hardware - including mixed reality headsets, automotive Head-Up Displays and consumer electronics manufacturers.

VNTANA

Company Summary

Our software creates 3D assets that are ready to plug into immersive web, augmented reality and virtual reality experiences proven to more than double conversion rates. Our patented platform expedites asset optimization and conversion – reducing the manual labor for processing, creating, and managing 3D assets by up to 95%.

Contact

Name: Ruben

Email: ruben@vntana.com

Website: www.vntana.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: $5,000,000

Type of Company

Software

Customer Types and/or names

E-commerce

What do you want from the vertical/market/industry?

To bring 3D technology to the forefront of e-tailers and provide thought leadership to those unfamiliar with the space.

Original — 102mb / 224,982 Polygon Count

Optimized — 752kb / 2,751 Polygon Count

Why are you in this industry vertical/sector?

Our software can benefit this vertical the most by taking their 2D product images and provide 3D assets which are proven to double conversion and increase retention.

How does your solution address current global situations?

The VNTANA experience of digitally bringing 3D products to life is the next best thing, and safest alternative to shopping in person during the pandemic. Pre-pandemic, studies also showed that brick and mortar traffic was in a sustained decline so many more business are pivoting to e-commerce strategies.

VR Concept

Company Summary

VR Concept is a vendor of Virtual Prototyping (VP) software aimed to solve industrial challenges by working with 3D models in VR without programming skills. Our technical partners are HP, Microsoft, HTC VIVE, ART Advanced Realtime Tracking, Nvidia.

Participated in Hannover Messe, CeBIT, GITEX, Formnext 2019, BIM World Munich and etc.

VR Concept is a collaborative software for work with CAD and BIM models in Virtual Reality. Thanks to VR Concept, product development could become more efficient during design, engineering and manufacturing processes due to VR visualization of the future product in 1:1 scale and team work in VR, which help to approve changes faster and get rid of design errors and excessive costs.

Start in 5 min
No need in programming skills
Collaboration via secure channels
Import without converting of 3D, CAD, or BIM data
Users' avatars

Contact

Name: Denis Zakharkin

Email: dzakharkin@vrconcept.net

Website: www.vrconcept.net/en/

Size of Company

Employees or FTE equivalent: 10-20

Revenue: 2018 – 180 000 $ 2019 – 84 000 $

Type of Company

Software, vendor, VR, MR, Industry 4.0

Customer Types and/or names

Industry, Machinery, Construction, Education.

Gazprom Neft, Sinara - Transport Machines, Kirov Plant, Central Institute of Aviation Motors, Shipbuilding & Shiprepair Technology Center, MEPhI, MSU and etc.

What do you want from the vertical/market/industry?

Discussion of a 1:1 scale virtual mockup based on 3D drawings (CAD)
Swift loading of 3D models in VR without programming
Remote collaboration in VR
Meeting at any time from anywhere
Checking ergonomics on a virtual mockup
Getting a virtual experience without risks for health

Why are you in this industry vertical/sector?

Machinery, CAD, team and remote work, virtual prototyping, marketing, trainings

How does your solution address current global situations?

N/A

VR Nautics

Company Summary

- DESIGN AND DELIVERY OF LEARNING SOLUTIONS BASED ON OUR OWN VR APP THE FIRST EVER GAMIFIED BUSINESS CASE Book of Secrets® – DEVELOPED BY VR NAUTICS

- IMPLEMENTING THE VR APP Book of Secrets® AS INTERNAL CORPORATE TOOL UNDER LICENSE OF VR NAUTICS

- DEVELOPING VR APPLICATIONS FOR ENGAGING CUSTOMERS IN IMMERSIVE PRODUCT EXPERIENCE ON MARKETING EVENTS, COMMERCIAL FAIRS AND TRADE SHOWS, JOB FAIRS

Contact

Name: I. Ivanov

Email: i.ivanov@vrnautics.com

Website: www.vrnautics.com

Size of Company

Employees or FTE equivalent: 1-5

Revenue: 30 000 $

Type of Company

VR software and content - Startup company

Customer Types and/or names

Corporate companies

What do you want from the vertical/market/industry?

We hope that more people will try VR and love it.

Why are you in this industry vertical/sector?

Challenging the learning dogma in corporate companies

How does your solution address current global situations?

- Immersing participants in a way that no other training tool
- Experience learning as something curious and interesting
- Inspire people to explore new territories in interpersonal skills
- Dealing with resistance and "know everything" attitude or "the problem is everywhere around me but never in me"
- Much higher transfer of the new learning into practice because of the higher immersion during the training
- Suitable either for learning in groups or individuals
- Appropriate for life or distance learning formats. People might participate in the training from anywhere they are – in different office locations around the world, while they are in home office or from the hotel, while they are on business trip. They just need to put their headset and connect to internet.
- Safe significant amount of money that are usually spent in traditional training programs for traveling, accommodation, conferment rooms and others

VR Vision

Company Summary

VR Vision develops turnkey enterprise-grade virtual reality training solutions.

Contact

Name: Lorne Fade

Email: lorne.fade@vrvision.ca

Website: www.vrvisiongroup.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: 1 million

Type of Company

Enterprise Training

Customer Types and/or names

Siemens, Toyota, Avangrid

What do you want from the vertical/market/industry?

We hope to see much more widespread mainstream adoption

Why are you in this industry vertical/sector?

We see a gap in the market for enterprise training

How does your solution address current global situations?

N/A

VRcyclops.com

Company Summary

VRcyclops.com makes and sells VRcomfy® Mask and VRcomfy® Sweatband.

Contact

Name:

Email: info@vrcyclops.com

Website: www.vrcyclops.com

Size of Company

Employees or FTE equivalent: 1-5

Revenue: 3000

Type of Company

VR accessory

Customer Types and/or names

VR users

What do you want from the vertical/market/industry?

Sales

Why are you in this industry vertical/sector?

To promote my product

How does your solution address current global situations?

VRcomfy adds comfort when using VR headsets

VRdirect

Company Summary

VRdirect is a software developer company, which operates a solution to create and publish Virtual Reality projects. The software enables enterprises, agencies and content creators to create, manage and distribute VR projects with internal teams via an easy workflow that requires no expert skills. Projects can be distributed globally to almost any smartphone, VR headset, or even any website using the VRdirect (Web-) Player and updated in real-time using the VRdirect Cloud Infrastructure. This enables use cases ranging from Virtual Tours and Training & Education to Marketing & Sales and Product Visualization. Best of all, we offer a free trial!

Contact

Name: Rolf Illenberger

Email: rolf.illenberger@vrdirect.com

Website: www.vrdirect.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: 360.000 EUR

Type of Company

Virtual Reality Software

Customer Types and/or names

Siemens, Porsche, Nestlé, Henkel, MAN, Telekom, Lufthansa, Volkswagen, ...

What do you want from the vertical/market/industry?

We are always looking for professional partners for production, content creation and client projects.
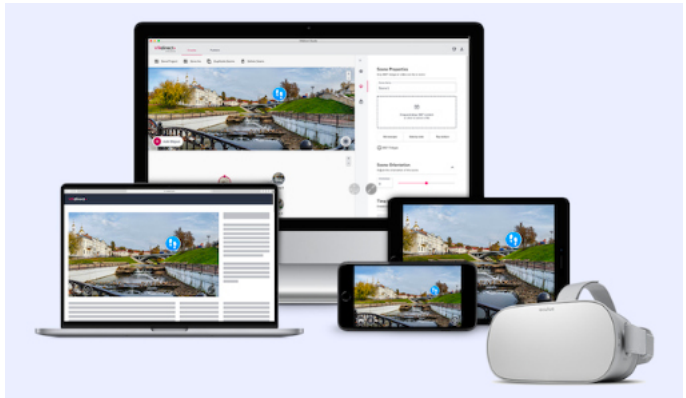
Why are you in this industry vertical/sector?

VRdirect pursues the approach of becoming the standard software for creation and distribution of VR projects. Similar to Microsoft's Powerpoint, users without extensive expert knowledge should be able to create and publish their own VR projects with our solution.

How does your solution address current global situations?

Virtual Reality is known to most companies as a digitization initiative, but many decision makers still shy away from concrete VR projects due to their lack of experience with VR. However, the advantages of Virtual Reality are obvious. Information is conveyed in a memorable and immersive way and can be accessed at any time and any place. This leads to cost reductions due to lower travel and training costs and optimized processes. The VRdirect Virtual Reality platform now gives companies, agencies and creatives the opportunity to realize VR projects without large time and financial expenditure. The recent Corona crisis further advances the adoption of the VR technology and emphasizes the relevance and opportunities of this very technology for the future.

WaveFunction, Lda.

Company Summary

WaveFunction VR creates virtual and augmented reality experiences for companies and brands.

Contact

Name: Pedro Marques

Email: pedro.marques@wavefunctionvr.com

Website: www.wavefunctionvr.com

Size of Company

Employees or FTE equivalent: 5-10
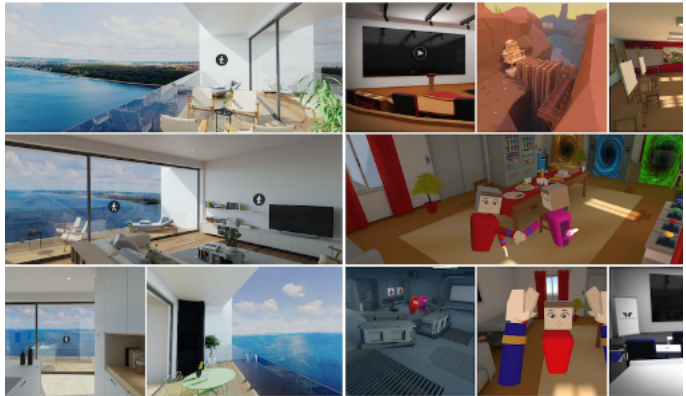
Revenue: 130000

Type of Company

Software, Content, Immersive multiplayer VR

Customer Types and/or names

Altran, NORS, CollectiveFlow, Edigma, CESPU, JASE Hotels, Lusorecursos, Sabseg

What do you want from the vertical/market/industry?

We hope that the hardware keeps getting better.

Why are you in this industry vertical/sector?

We are experts in game development and interactive virtual reality.

How does your solution address current global situations?

Customers are using our solutions to avoid phsycal meetings and for training. We have excellent feedback and hope that more people become aware of the VR alternative.

WeAre

Company Summary

WeAre Rooms is the communication base for virtual engineering. The VR Conferencing Software "WeAre Rooms" enables AEC (Automotive, Engineering, Construction) enterprises to streamline their product and product development related communication and thereby reduce error rates and their time-to-market.

Your CAD-Data can be simply imported into our software, regardless of format and complexity, and then visualised, manipulated and presented immersively down to the last detail - all instantly and without data preparation. WeAre Rooms brings your team, stakeholders and customers closer together.

WeAre Rooms helps reduce communication errors in product development, helps create meaningful interaction between you, your products and your customers, and saves travel and opportunity costs while doing so.

WeAre Rooms is THE collaboration solution designed specifically for engineers.

Contact

Name: Marvin Tekautschitz

Email: tekautschitz@weare-rooms.com

Website: www.weare-rooms.com

Size of Company

Employees or FTE equivalent: 10-20

Revenue: <1million€

Type of Company

Software, SaaS, Engineering, AEC

Customer Types and/or names

Manufacturing and Engineering Enterprises, e.g. SMS Group, Vorwerk, Continental

What do you want from the vertical/market/industry?

We believe that the demand for VR collaboration solutions, specifically in the AEC space, will grow significantly one the post-pandemic economic recovery begins to properly set in. Therefore we are looking for enterprises looking to pioneer this type of solution, strategic partners both for distribution and technology, as well as opportunities to generate awareness for our solution.

Why are you in this industry vertical/sector?

Engineering and industrial collaboration is severely limited by existing conferencing solution when it comes to collaboration on machine designs. VR is uniquely suited to facilitate this type of collaboration and has already proven its benefits in the engineering space.

How does your solution address current global situations?

Due to the ongoing pandemic our customers are using WeAre Rooms to facilitate their project and product communication across a number of company departments such as product development, sales, and marketing. WeAre enables seamless collaboration without the need to travel or meet in person. Additionally the more streamlined communication due to the uniquely fitting medium for CAD collaboration reduces error rates related to miscommunication. It also allows a more democratic and flexible involvement of customers and other essential stakeholders when developing new products, which increases customer engagement and loyalty, product market fit, as well as reducing the time required to bring the final product to market.

Xonne S.r.l

Company Summary

We develop Android / iOS mobile apps, cross- platform, Web innovative solutions adding to real world digital contents and 3D solutions. Our high technological instruments (AR/VR) are thought to create emotional experiences in a surreal reality.

Contact

Name: Alessio Garbi

Email: info@xonne.it

Website: www.xonne.it

Size of Company

Employees or FTE equivalent: 5-10

Revenue: € 713.173,00

Type of Company

Software Company

Customer Types and/or names

Firms

What do you want from the vertical/market/industry?

The main aim is to make customers aware of the digital transformation impact and the importance of AR/VR solutions in this new economic and social background. A wide spread use of Innovation technologies is what we are expecting from the market.

Why are you in this industry vertical/sector?

Our AR/VR solutions are thought and developed to improve market performance, reduce time and risks and allow professionals to be competitive and customers to have best use expereiences. Our Holosurgey app - for instance - is an interactive instrument that assists surgeons with the employment of AR that reduces impacts throughout surgery. Furthermore recording the entire operation with Hololens adds more advantages in terms of training.

How does your solution address current global situations?

Our solutions had helped and keep to support workers in their daily work routine allowing them to be able to communicate with digital instruments, maintaining a strong network always connected, with the possibility to reduce physical distances, to gain time, and to increase productivity. Our solutions have been thought to facilitate current situations.

XpertVR   **XpertVR**

Company Summary

XpertVR is on a mission to bring people's imaginations to life. In the future, we picture a world where anyone can pick up an XR headset to quickly grasp difficult tasks, be entertained, socialize and overall live a better life. Today we're working towards this future, by creating immersive Virtual Reality simulations that give researchers and businesses a better microscope into the world around us. Our latest product, the Research Access Portal allows researchers to run complex research studies and collect robust data within 10 easy clicks.

Contact

Name: Evan Sitler

Email: info@xpertvr.com

Website: www.xpertvr.com

Size of Company

Employees or FTE equivalent: 5-10

Revenue: 100k-500k

Type of Company

Software

Customer Types and/or names

Enterprise and academic

What do you want from the vertical/market/industry?

Looking into the future we hope for easier authoring and XR creation tools. We believe this is already on the way with companies like Unreal, Unity, Blender and Promethean AI but hope that it will continue to democratize asset and experience creation. Secondly, we need faster internet like 5G to become wide-spread so that the price of tech can continue to go down as the quality of simulations able to stream or use WebXR increases.

Why are you in this industry vertical/sector?

Our product, the Research Access Portal allows market researchers and academic researchers to quickly understand complex human behaviour in specific environments within 10 clicks.
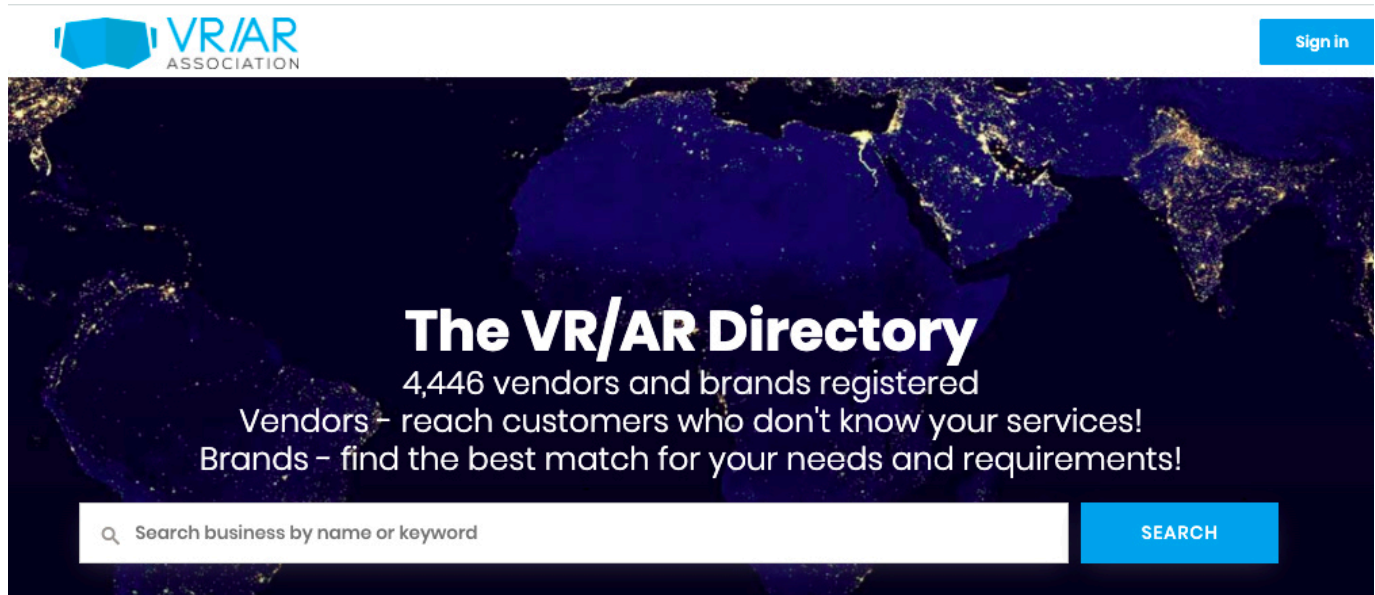
How does your solution address current global situations?

Over the past few months, as the world has dealt with the current pandemic, XpertVR has been hard at work building virtual solutions. The solution we are most proud of is the Research Access Portal (RAP). Now that the portal is built it has given market researchers across North America a better microscope into how customers interact in-store. Not only has this lead to reduced costs and increased profits for our clients but it has allowed retailers to understand how to better re-design their store layout to prevent COVID spread. As more retailers adopt our solution we hope RAP can be part of helping flatten the curve and getting us back to normal.

VR/AR Directory

Search and find more companies in our VR/AR Directory **thedirectory.thevrara.com**

It's free for anyone to post their listing and search. VRARA Members get additional premium functionality.