

FOUR MISSION

To provide unique, inclusive and transformational experiences to learners, educators and industry using innovative technology solutions which create long-term and positive impacts. **Our aim is to see no learner left behind!**

OUR VALUES

Innovation: We go above and beyond to develop engaging and immersive solutions that are used to enhance skills and knowledge development in education and industry.

Quality: We strive to deliver the best possible solutions that meet the educational and technological needs of our customers.

Responsibility: We lead by example and treat our team and customers with care and integrity. We believe our solutions provide personal, societal, economic and environmental benefits.

Partnership: Our strength comes from our people, partners and desire to collaborate to achieve common goals and aspirations.

OUR SOLUTIONS

Based in the UK, and working in partnership with our customers, we analyse their challenges and design solutions to ensure we deliver maximum impact and benefit to all. Our solutions include:



Virtual Reality

(via Headset Experience)



Virtual Environment

(via PC/Tablet)





Augmented Reality

(via Tablet/Smartphone)



Performance Learning

(via Tablet/PC/Smartphone)







Mapped to qualifications



Boost confidence & engagement



Reduce classroom time



Reduce costs & wastage



Cutdown travel / CO.



Scalability of delivery



Provides job ready skills

PRODUCT SPOTLIGHT Nursing (Virtual Frontline)

This Level 3 & 4 program provides underpinning knowledge and virtual environment scenarios on the Systematic Approach to Assessment and COVID-19. The program lets learners use best practice processes in a virtual environment with characters and medical equipment. Learners can view and interact with a heart and lungs in Augmented Reality.



Other Available Products: Electrical Engineering Construction Suite Health & Social Care
Other Products Coming Soon: Solar Thermal Solar PV Heat Pump Automotive Welding IoT

Engineering Manufacturing