



VASCO is the Maritime Sector's next generation training solution, COVID secure and ready now !



Background

In 2013, I led a program that delivered the Royal Navy's first fully immersive 3D training environment of a Nuclear Submarine, and witnessed first-hand the amazing levels of user engagement coupled with the astonishing ROI (£26M) and dramatic compression of time on the training margin.

With all of the lessons learnt from that experience, and having spent the last 10 years delivering contemporary digital learning solutions, I am very excited to be introducing **VASCO** to the Maritime Sector as a fully interactive and portable solution will offer genuine transformation to training delivery.

As the sector enters a new norm and deals with the issues associated with COVID-19 for the short and medium term, **VASCO** will provide a flexible solution that is capable of delivering collective training at point of need, controlled by a lead facilitator, where the advances in virtual technologies will ensure scenario-based learning has never been more immersive.



A person with long dark hair is wearing a white VR headset. They are looking out of a window at an offshore oil rig. The background is a blue sky with clouds. A large yellow arrow graphic points from the top right towards the center. The text "What is VASCO?" is overlaid in white.

What is VASCO?



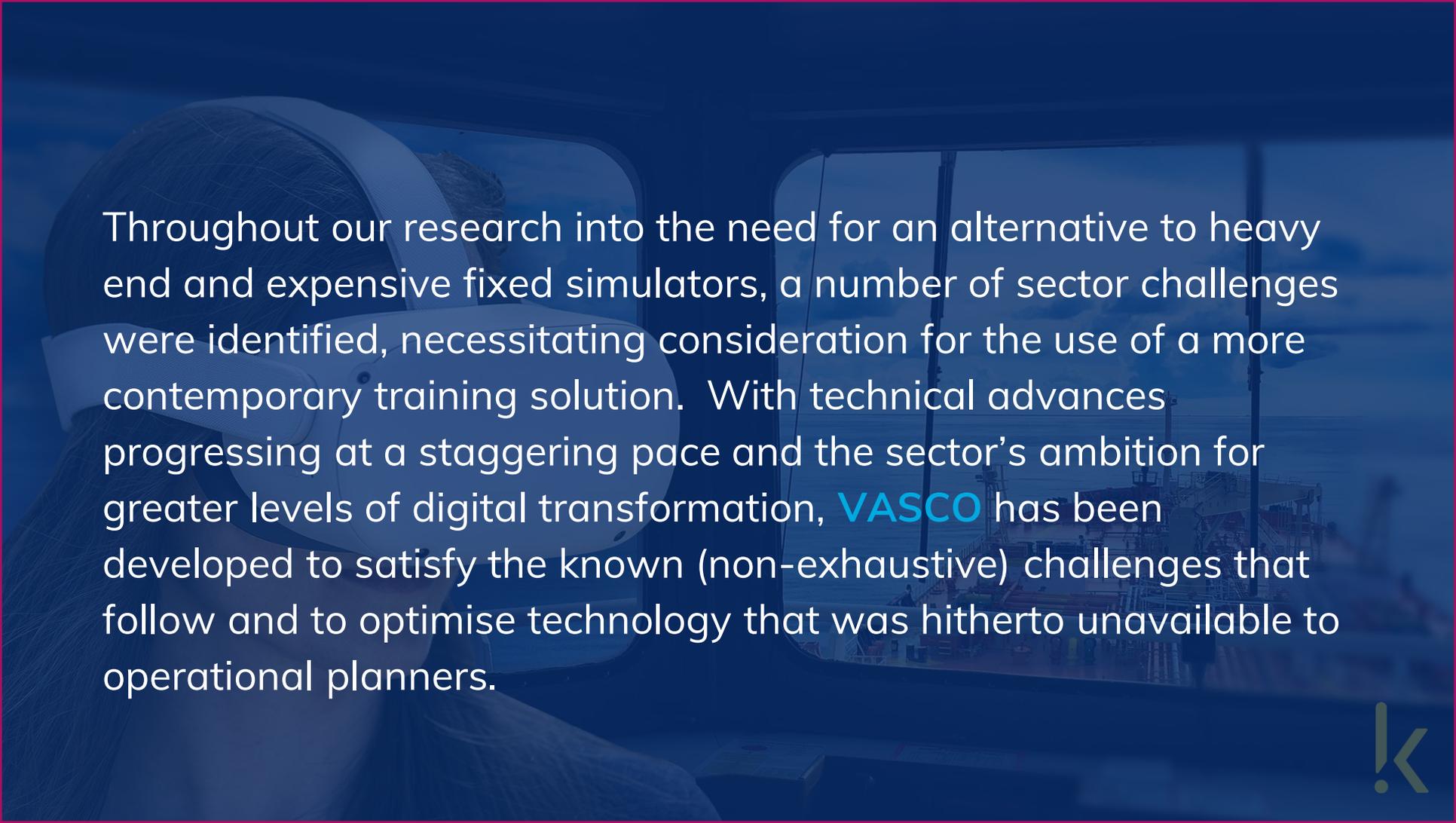
A person with long dark hair is wearing a white VR headset. They are looking out a window of a control room or office. The view outside the window shows a large offshore oil rig or platform in the ocean under a blue sky. The entire scene is overlaid with a semi-transparent blue filter.

It is a **virtual environment** that permits your team to operate in an immersive and collaborative environment, coordinated by the scenario facilitator, within the very latest of wireless VR Technology.



Why is VASCO needed?



A person wearing a VR headset is shown in profile, looking towards a large screen. The screen displays a detailed 3D simulation of an offshore oil rig structure. The background is a dark blue gradient with a faint image of the rig. The text is overlaid on the left side of the image.

Throughout our research into the need for an alternative to heavy end and expensive fixed simulators, a number of sector challenges were identified, necessitating consideration for the use of a more contemporary training solution. With technical advances progressing at a staggering pace and the sector's ambition for greater levels of digital transformation, **VASCO** has been developed to satisfy the known (non-exhaustive) challenges that follow and to optimise technology that was hitherto unavailable to operational planners.



Satisfying these needs...

- Building Individual and Team skills in a high fidelity environment
- Your team need to maintain their operational skills
- Individual skills can be preserved when away from the ship
- Regenerating Cruise will necessitate qualified teams
- Navigational safety is CRITICAL to business success
- Fixed simulators are finite in availability and capacity
- Ongoing budgetary and health restrictions inhibit ability to travel
- The sector needs contemporary ways to achieve and maintain skills
- VR social platforms are in the ascendancy and enabling users to connect irrespective of location is becoming an expectation

A person is shown from the side, wearing a white VR headset. They are on a boat deck, with a railing and the ocean visible through a window. The background is a blue sky with clouds. The overall image has a blue tint and a semi-transparent white overlay.

The benefits of VASCO.



The Benefits

- **It has been developed by Maritime Training Professionals**
- Scalable and cost effective solution
- Training in a socially distanced safe environment
- Reducing training delivery price points
- No travel requirement
- Global access
- Low maintenance costs
- Accessible at point of need
- Satisfies Insurance Rebate criteria
- Non-reliant on existing tech infrastructures

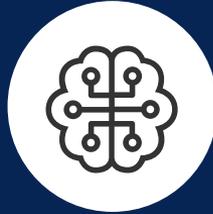


The benefits of **Vasco**



Real-time Collaboration

Put on a headset and instantly share a virtual workspace with anyone, in any location.



Spatial Memory

Learn quickly and retain information better through muscle memory and contextual experiences.



Huge Savings

Collaborate without the added costs of travel, live events, in-person training and more.



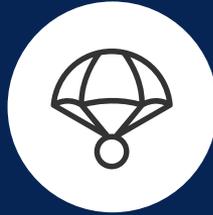
Time Efficiencies

Maximise time together with 3D screen sharing, virtual whiteboarding and easy iteration.



Unlimited Do-overs

Master tasks through repetition or iterate on designs with no additional cost.



High Stakes, Less Risk

Train for high-risk processes and procedures in a safe environment.



Possible Impossible Scenarios

Train and collaborate in ways that would be impossible or unsafe to recreate in the real world.



Varied Perspectives

Learn soft skills and step into different viewpoints to develop insights and build empathy.

A collage of outdoor gear including a hat, a camera, and a compass over a map background. The items are rendered in a semi-transparent, blue-tinted style. The background features a topographic map with contour lines and a compass rose with degree markings. A yellow diagonal band runs across the center of the image.

How much does it cost?



Commercials

- Inclusions:
 - Virtual Bridge Environment
 - ColRegs Scenario functionality
 - Training facilitator's control panel
 - 2 x Oculus Quest 2 headsets
 - Set to work configuration
 - Support package to develop bespoke training scenarios
 - Intellectual property rights for all developed scenarios beyond Minimum Viable Product
 - Source code for all developed bespoke scenarios
- Exclusions:
 - More than 2 x Oculus Quest 2 headsets
 - Source code for core Vasco product
- Entry Cost – Price on application
- Support package for bespoke scenarios to be negotiated

VASCO – Core features

- GDPR compliant
- Multi-player capability
- Multi-functional displays will permit role responsibility transfers
- Primary access via VR headset including VOIP comms
- Instructor led with full planning controls via PC
- Observers to have a capability to join and witness lesson activity
- Content library to permit scenario builds
- Entering/Leaving Harbour/Library of assets for permit ColReg scenarios
- PC option for alternative access
- Viewpoints – 1st person (Student/Observer)
- Multiple views for instructor including top down, 3rd and 1st person/Chart view(set up purposes)
- Emulation design for multi-functional consoles
- ECDIS would be a generic package with 1 harbour
- Results captured via instructor objective viewpoints
- Instructor controls the complexity of the challenge - User friendly for the instructor (UI/UX)
- GUI to reflect client's Bridge environment - customisable
- Generic equipment fit and scenario data established by Instructor
- Ambient noise - A/C / Radio / White Noise / Spatial audio
- Teleporting options for bridge teams



Thank you.

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