



INTERACTIVES

A Design-led Industrial Edtech

Industrial Training Solutions

Safety | SOP | Operations & Maintenance

Content | Software | Hardware | **Phygital**

Infrastructure · Heavy Engineering · Petrochemicals · Energy



We are a *Learning Design* Company

EDTECH

Infrastructure | Heavy Engineering | Petrochemicals | Energy

We develop impactful **training** solutions for blue collar and white-collar '**shop-floor**' staff.

INSTRUCTIONAL DESIGN

Educators | Designers | Technologists

Understanding and retention occurs when learner is engaged. We are *not JUST a tech company*. We blend pedagogy, visual design and technology to deliver **100% learning**.

CUTTING EDGE TECHNOLOGY

AR | VR | Interactives | 3D Simulation | VFX

Improve **efficiency**, **lower operational risk** and increase **profitability** using robust, scalable technology like Virtual Reality, Augmented Reality, 3D simulations, VFX to train for Safety, Incident Response and Operations.

SCALABLE TRAINING SOLUTIONS

Safety | SOP | Operations & Maintenance | Incident Response

Our solutions are designed for **ease of deployment**, **metrics based reporting** and rapid scalability.



Prolearner solutions deployed at:

adaniconnex
DATA CENTERS

CNH
INDUSTRIAL

Valeo

 **L&T Power**

Schneider
Electric

TATA PROJECTS
Simplify.Create

SIEMENS

BRIDGESTONE

TATA STEEL

Beiersdorf

Evren

TOPSOE




TATA
TATA INTERNATIONAL

KEC



Member of / Recognized by:

OSH INDIA

Awarded Innovative Product
of the Year 2022 in Safety (Runner-up)



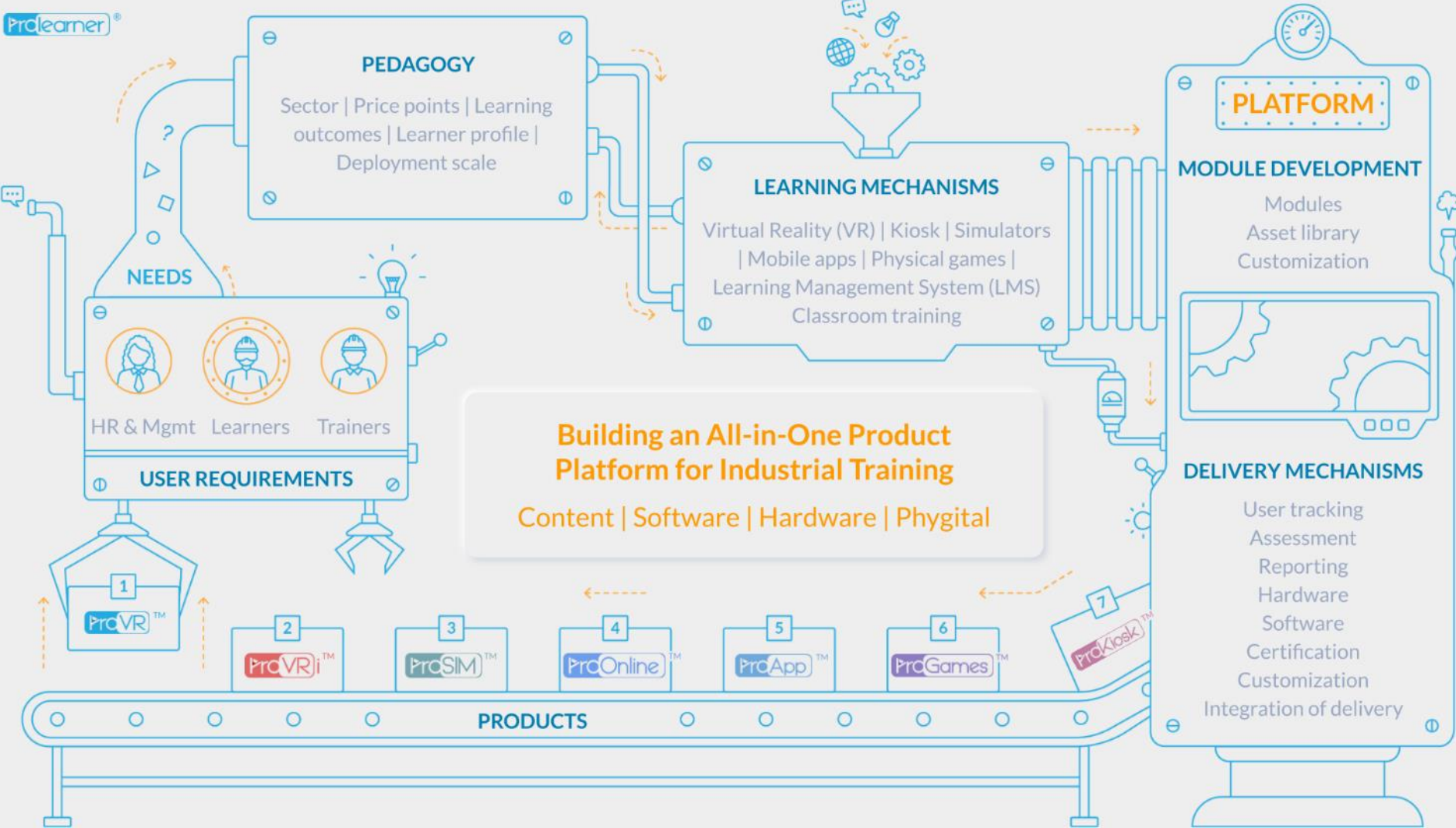
CIDC Certified Vendor

#startupindia

DIPP Recognized


Confederation of Indian Industry

Member, CII



The Challenges in Industrial Training and How are We Addressing Them

Before

Informal apprenticeships produce **variable learning outcomes**

Boring and time-consuming training yield **poor engagement**, comprehension, **retention**

Poorly implemented classroom-based approaches are **neither scalable** nor reproducible

Limited reliable skill **assessment** and poor certification build an unprepared workforce

The



Advantage

After

Standardized, certified and accredited content

Interactive, immersive experiences designed for engagement and retention

Tech-based solutions are **easy-to-deploy** and **designed to scale**

Gamified assessment with **integrated certification and accreditation**



Management and Administration

What they Need:

- User tracking and reporting
- Measurable learning outcomes
- Cost-effective, scalable and time-efficiency



Site trainers, HR and HSE Staff

What they Need:

- Ease of deployment
- Portable and reliable solution with minimal maintenance
- Robust and consistent UX

Our Users: Who we are Building for

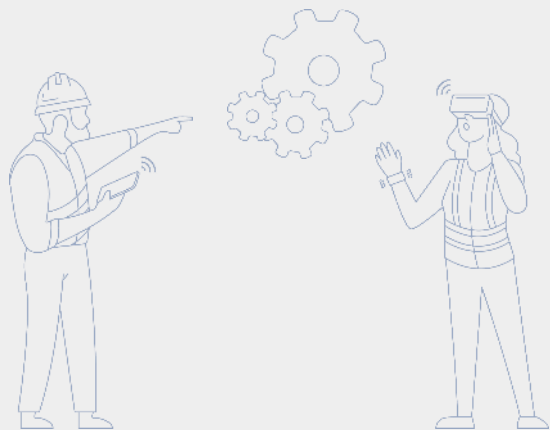
Industrial Training Solutions
Safety | SOP | Operations & Maintenance



Experienced and New Workers

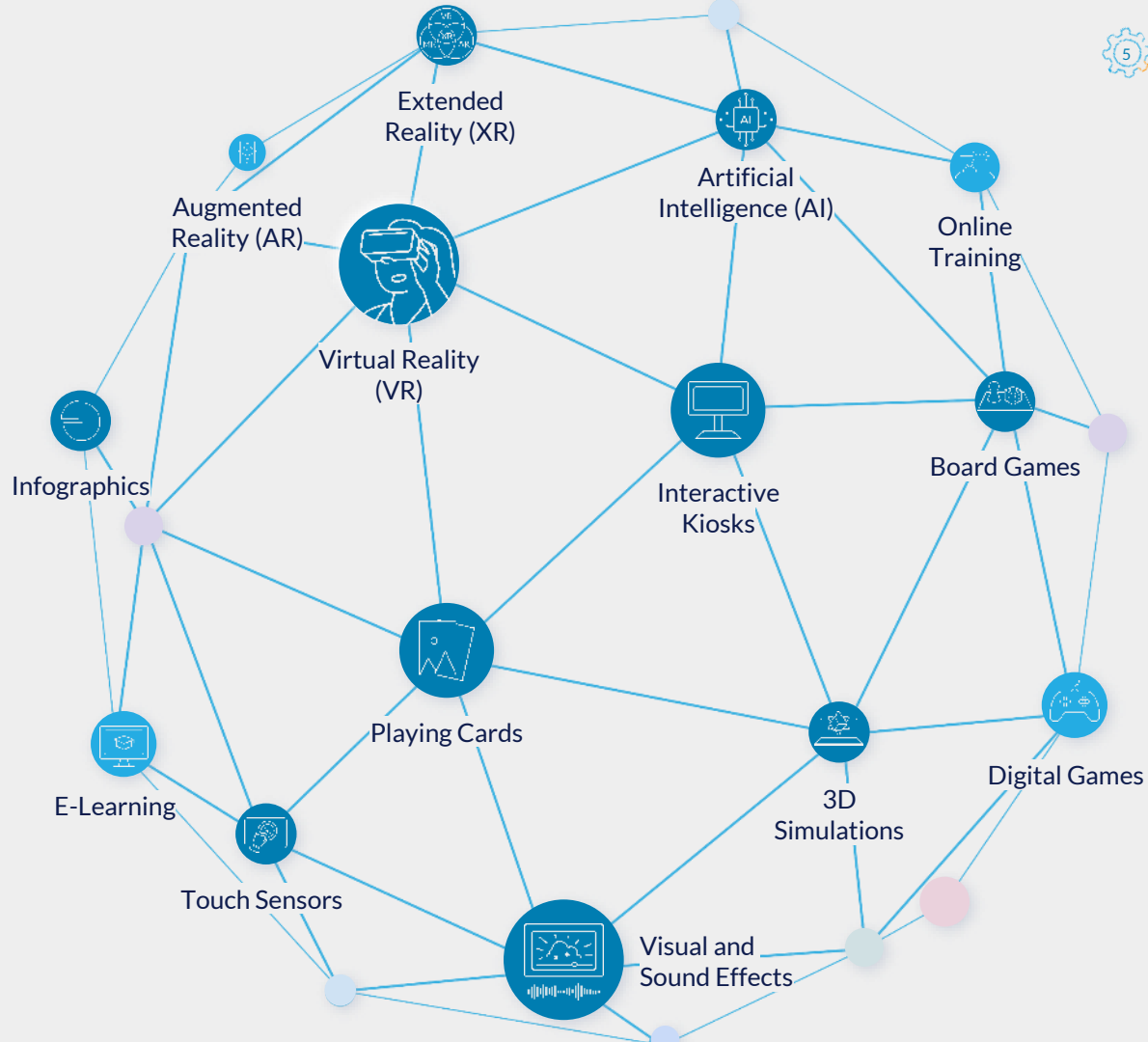
What they Need:

- Easy to use and accessible
- Easy to understand
- Engaging content



Multiple Delivery Channels

We harness the power of cutting-edge technology to deliver impactful training outcomes - across multiple **delivery channels**, **price-points** and **levels of engagement**.



ProVR™ Safety Sensitization



The most immersive, effective, scalable VR training experience

VIRTUAL REALITY SAFETY TRAINING

ALL-IN-ONE SOLUTION

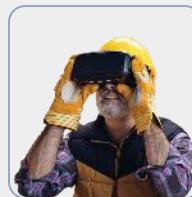
Hardware | Software | Content |
Reporting and Compliance

SENSITIZE WITH VR

Distraction-free 360 VR videos with
realistic VFX and haptic feedback



Smartphone
application



VR headsets
and content



Custom
haptic bands



Portable
carry case



Safety card
game



Learning
aids

LAUNCHED 22Q3

Engage and empower your learners
effortlessly with plug-and-play training

Easy to deploy,
portable and site ready

28 in-built VR modules
+ ProVR Platform

Unveiled and showcased at
premier industry events



OSH INDIA



Incident Response Simulations: Empower Emergency Responders with Role-Based Training

Need

- Incident response training in industries is typically either **through case studies, videos or live drills**
- Live drills are **expensive, disruptive** and **can only cover a limited number of scenarios**
- Case-study / video based approaches are **passive training solutions**
- They often **under-play the importance of different roles** and how each role fits into the response

Objective

Practice | Prevent | Mitigate



Solution

- **Recreate uncommon scenarios** to familiarize teams with the correct responses
- Role-based simulations help **ensure all members understand HOW their tasks impact others**
- **Custom hardware** with sensors offer deeper immersion and 'like-real' experiential learning that can mean the difference between ***panicking* vs *responding***
- **Short, time efficient modules** enable flexibility and **ease of deployment** with custom and commercially available hardware

Interactive Modules:

Enable Efficient, Effective SOP Training Using Interactive 3D Modules

Need

- Current SOP training is often based on apprenticeship model with **variable instructional standards**
- Live training on shop-floor **without prior experience** can be an **operational risk**
- Rapid onboarding and re-skilling can be a challenge given **limited time and trainer resources**

Objective

100% Learning:
Getting it right - everytime!



Solution

- **PC / VR / Kiosk / Mobile**
- Short, time-efficient, self-driven simulations allow **scheduling flexibility**
- Interactive models can allow trainers to **change key variables**, ensuring each attempt is different AND interesting

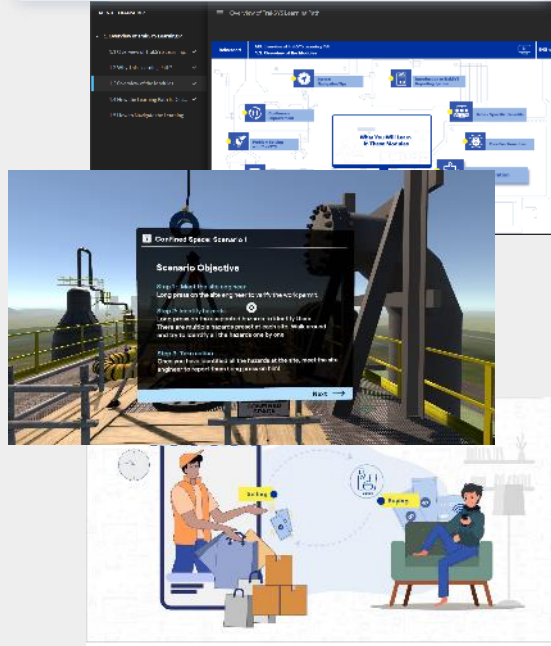
E-learning: Simplifying Complex Systems Through Interactive Digital Training

Need

- E-learning modules are often text-heavy, 'click-next' type presentations
- How a topic should be taught may not be the same as how the process functions
- E-learning modules don't often seem relevant to the learner in terms of how the content is presented
- E-learning assessments are often limited to YES / NO answers though technology is capable of much more

Objective

100% Learning:
Getting it right – every time!



Solution

- **Visual story-telling:** Use relevant, custom visuals and illustrations to move beyond text and images
- **Start with learning outcomes:** Develop a learner focused curriculum that identifies what the learner knows, and what they need to learn
- **Gamified assessments** with a range of question types designed to validate the learning outcomes
- **Short, time efficient modules** enable flexibility and **ease of deployment** on smartphones, tablets, laptops and other devices

Serious Games: Card and Board games that Gamify Learning and Engagement for Critical Topics

Need

- Scalable training tends to be restricted to classroom based presentations and lectures
- However, we learn best when we 'play', engaging and interacting with our peers and colleagues
- Large scale distribution may pose a cost-effectiveness challenge

Objective

Serious Learning Should be
Seriously Fun

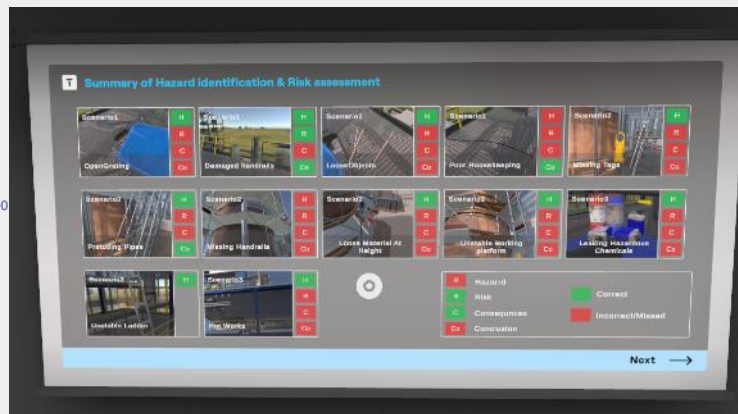
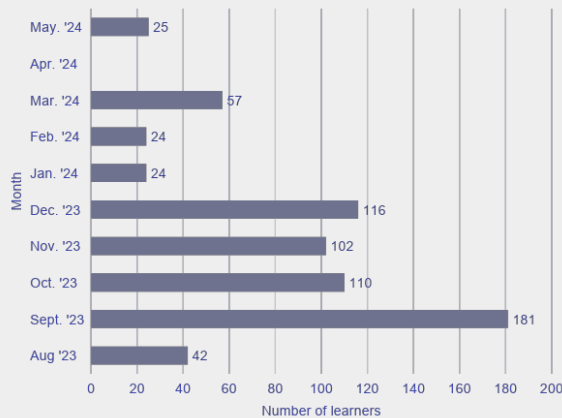


Solution

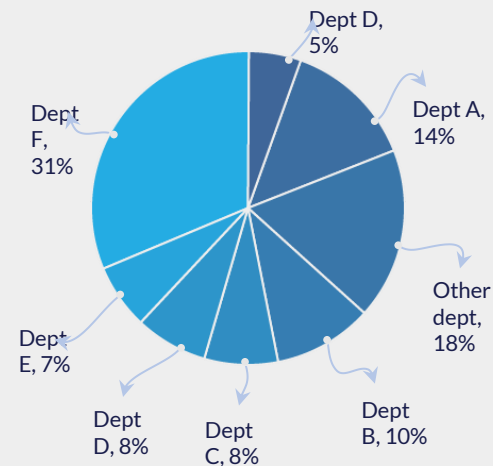
- **Creative games** that are fun, quick to setup, easy to understand and information-rich
- **Group-based** games that enable conversation, engagement and discussion
- Can be designed from the ground-up for **cost-effective, large-scale distribution** across countries and languages

Integrated Assessment and Reporting for All our Solutions:

Illustrative data from Blue-Chip Metals Client



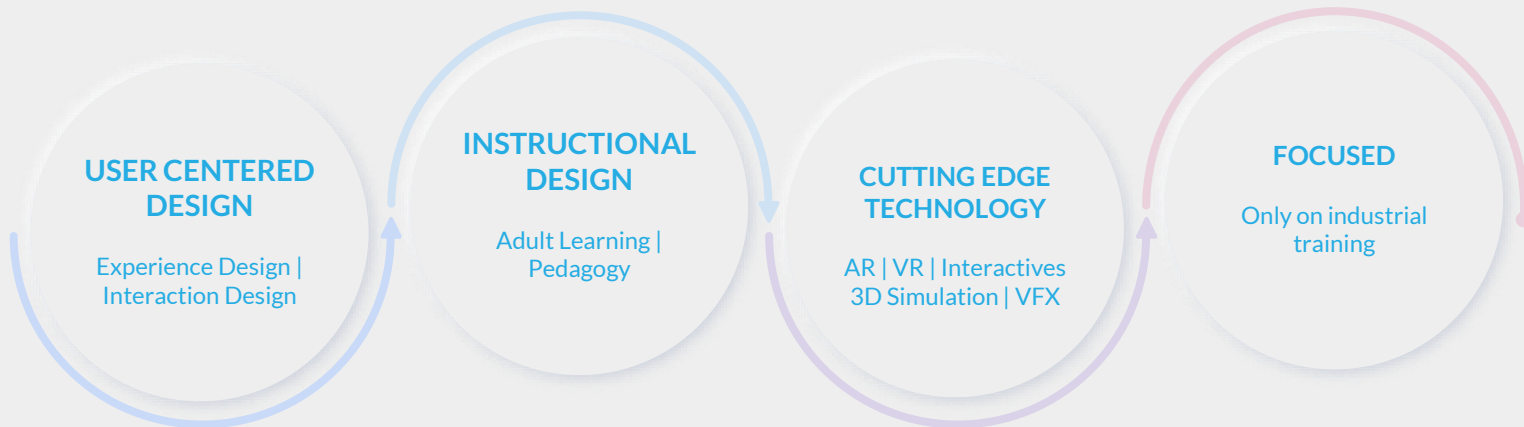
Dept. wise distribution of learners





Training is a behaviour modification challenge and a content, delivery and certification challenge.

Not just a tech problem



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prolearner.net



[/prolearner-interactives/](https://www.linkedin.com/company/prolearner-interactives/)

