



# Introduction to Facilitate



[WWW.FACILITATE.TECH](http://WWW.FACILITATE.TECH)



# What is Facilitate?

*No-code experiential learning creator suite*

- For anyone wanting to create high impact learning experiences.
- Leveraging VR headsets, 360° media and 3D graphics.

*The Canva of experiential learning*



# Why Facilitate?



## Easy creation tools

Built for learning designers, educators and SMEs. No need for coding or developers.



## Market leading flexibility

Combine a wide variety of content types to create comprehensive custom immersive learning.



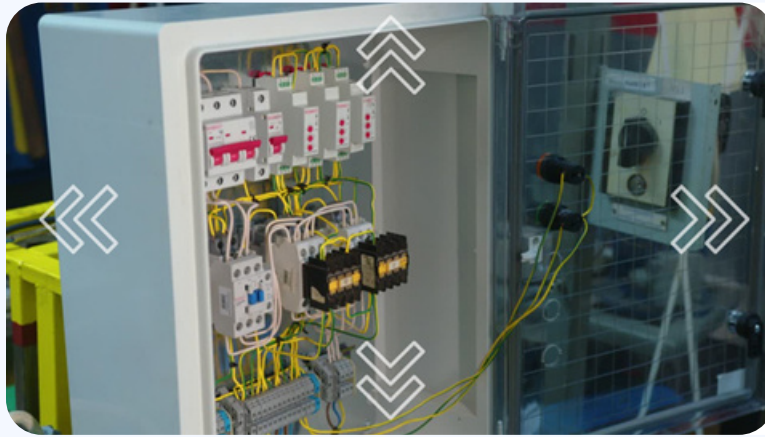
## Affordable VR Learning

Low-cost subscription pricing with the option to scale across your entire organisation.





# Facilitate's suite of tools



## 360 Video & Images

- Observe events / places / people
- Standardising processes



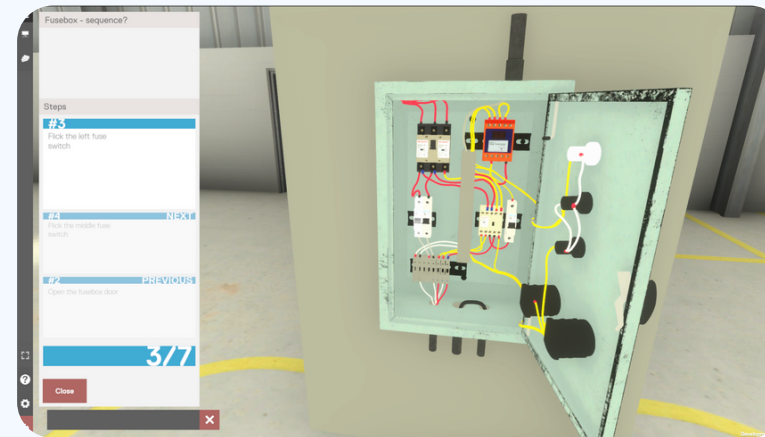
## Interactive 360s

- Site onboarding
- Safety (hazard identification)
- Procedural training
- Virtual excursions



## 3D Models

- Equipment familiarisation
- Object exploration



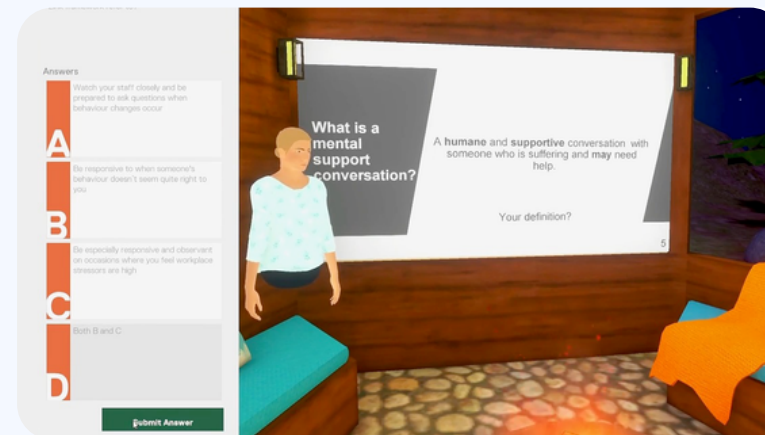
## Micro-simulations

- Equipment training
- Maintenance training
- Procedural training



## 2D Materials

Remote immersive facilitation with slide decks, videos, images, and audios



## Assessment

Test real-time understanding of knowledge at any time



# How it works

## CONTENT CREATION



## DISTRIBUTION



### Create

Create and compile immersive content into experiences



### Export

Export your experiences to your SCORM compatible LMS.

OR



### Schedule

Create learning sessions and deploy them to your headset fleet.

OR



### Share content

Push content to client organisations with content sharing.



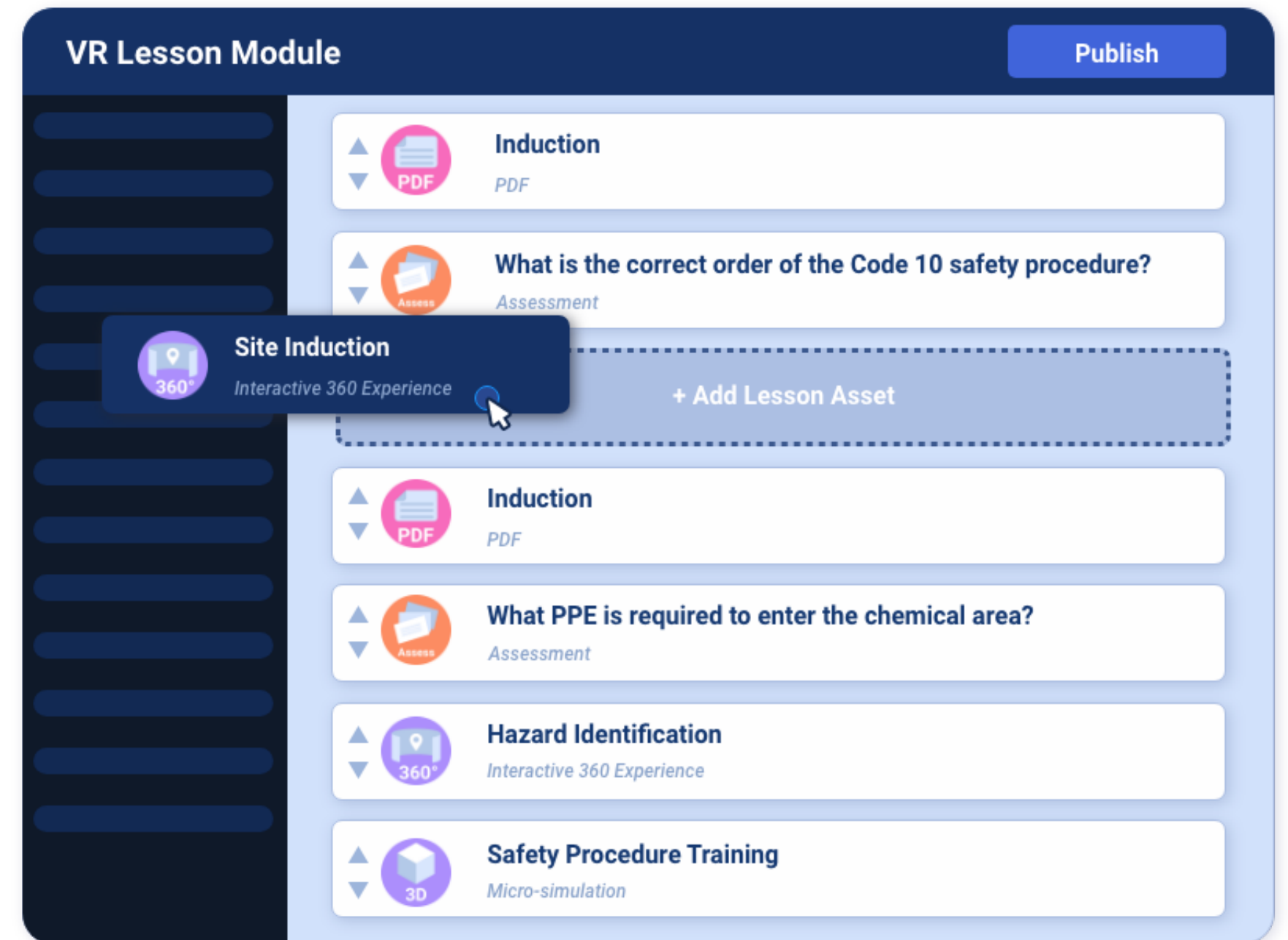
## REVIEW

Link session data and results to an LMS with xAPI integration or export results via CSV



# Create a comprehensive impactful learning experience:

- 1 Provide preliminary information with 2D assets
- 2 Demonstrate best practice with 360 media
- 3 Practice with Micro-simulations
- 4 Test mastery with assessments





# Immersive VR Sessions

Facilitate allows for both Asynchronous and Synchronous learning experiences.

## Synchronous

Facilitate's 'Live' sessions bring learners together in an immersive learning environment. Avatars can be customised and have live tracking live tracking, audio and lip syncing.

Collaboratively view and interact with all VR content, using any compatible device.

## Asynchronous

In Facilitate's 'On-Demand' sessions, learners enter an immersive learning environment independently and work through content in a sequenced manner.



# Facilitate compatibility

Facilitate is compatible with leading VR enterprise and consumer headsets:



HTC Vive Focus 3  
HTC Vive Focus Plus

Meta Quest 2  
Meta Quest  
Meta Quest Pro



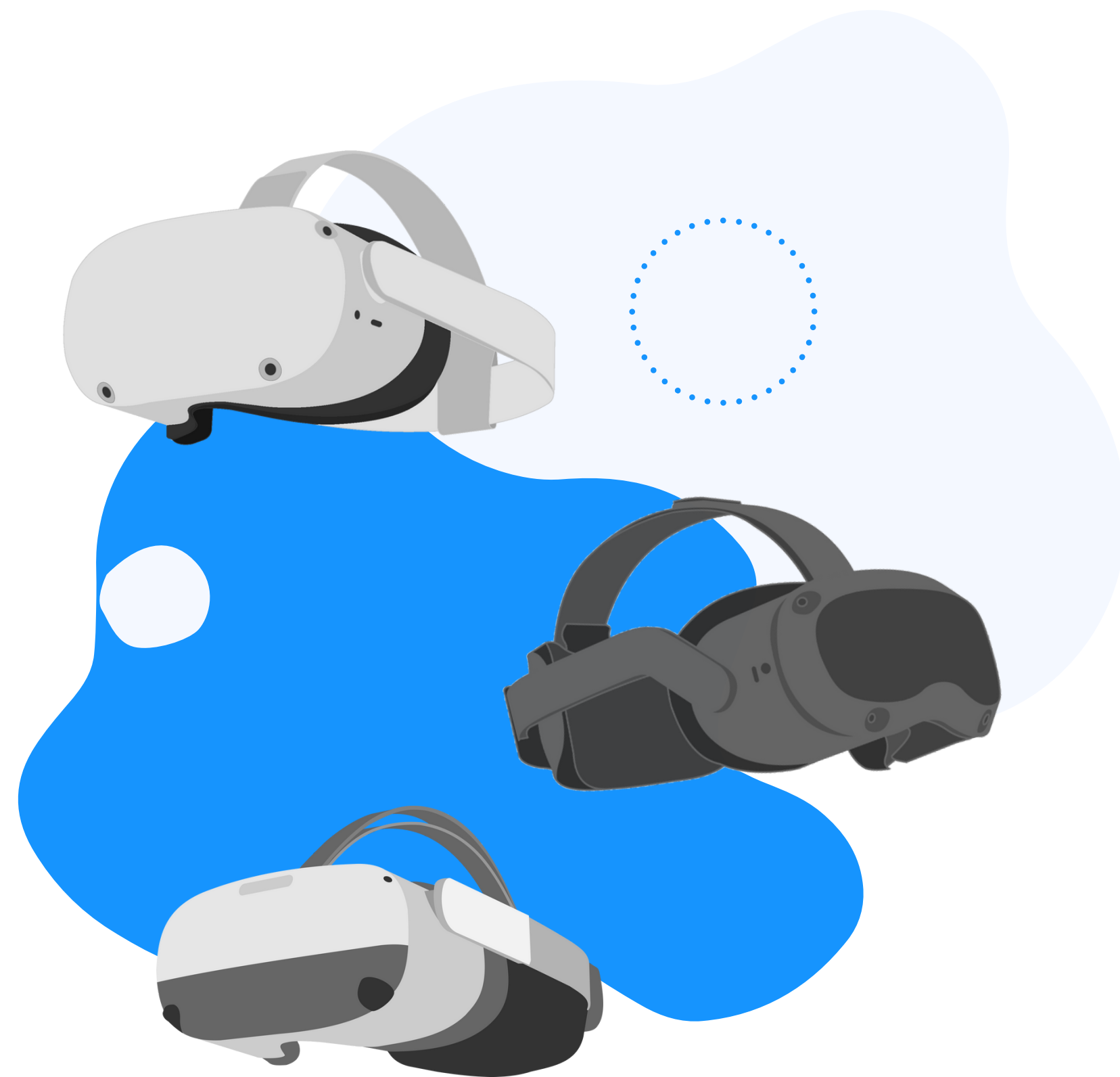
Pico Neo 3  
Pico 4 Enterprise



*Facilitate is also available  
on Windows OS devices.*



*Learning content can also be  
distributed with a browser link*





# Here is how Facilitate can support you in quickly starting your VR proof of concept

## Standard Subscription

### Create & implement yourself

**INCLUDES:**

- Platform Onboarding
- Access to Slack channel
- Access to Live Tutorials
- Customer support

Best for learning/training professionals who are educated about VR and have internal capacity to build VR projects

[See our Pricing Page](#)

## Starter Package

### Guided Pilot program to empower your learning creators

**INCLUDES:**

- 8-week upskilling training program to create your VR "Proof of Concept"
- 6 months access to Facilitate Platform
- 2 x Creator Licenses
- Up to 50 x Active User Licenses
- 2 x VR Headsets
- 1 x 360 Camera
- VR creator certification for individuals and your organisation

Best for learning/training professionals who need support to start an initial proof of concept with VR

From 6.5k USD

## Partner Package

### Facilitate Partner-led service

**A FACILITATE PARTNER WILL COMPLETE FOR YOU:**

- Pilot content development & creation
- Hardware procure & setup
- Pilot implementation & roll out
- Pilot review & analysis

Best for learning/training professionals who do not have internal capacity to build VR projects and want to outsource the full content creation process

Per Quote

# Affordable & flexible subscription pricing

30% discount  
for edu & NFP  
organisations

## Active users

Users accessing the learning content each month

**0** active users

**Free**

**5-20** active users

**\$11/mo | \$115/pa**

per user

**21-100** active users

**\$9/mo | \$100/pa**

per user

**100-250** active users

**\$8/mo | \$90/pa**

per user

## USD pricing

Significant discount available for high volume usage. Contact us to learn more

## Creative Licences

Users requiring access to the advanced creator tools

**Monthly**

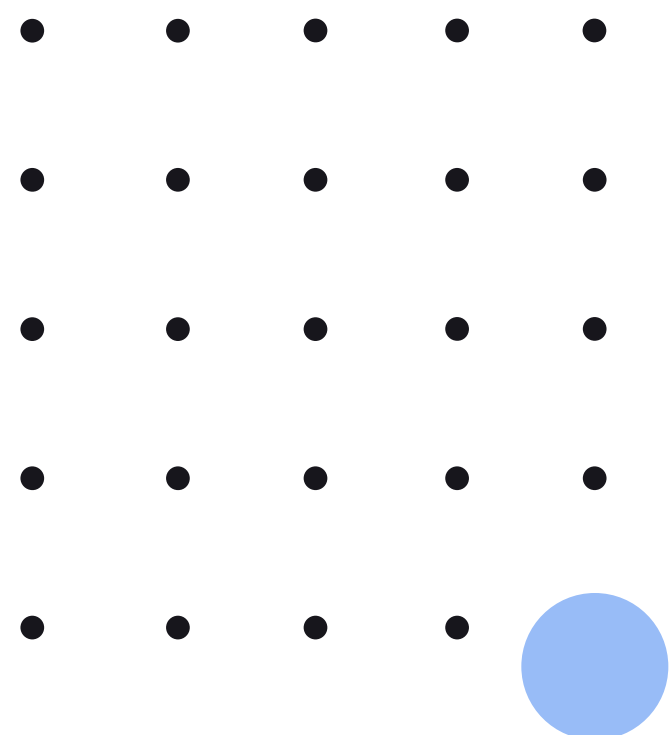
**\$95/mo**

per licence

**Annual**

**\$999/pa**

per licence



# Thank you



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[www.facilitate.tech](http://www.facilitate.tech)

