## **RiVR** investigat@-

## Photo-realistic VR Fire Investigation training

RiVR Investigate offers unprecedented realistic investigation training in Virtual Reality.

The photorealistic scenarios in RiVR Investigate offer a near-to-life immersive presence for fire and arson investigation training.

RiVR Investigate improves the realism of investigation training and increases the number of scenarios trainees are confronted with during training. To ensure training accuracy, RiVR Investigate scenes are based on real world fires and designed in accordance with current training standards and in conjunction with a certified International Association of Arson Investigators (IAAI) fellow.

- Wide array of Industry specific Tools to aid scene investigation.
- Web based instructor interface for session monitoring and after action reporting



- VR Tablet interface allows students to easily access all features of the platform from within the training environment
- Multiple scenarios scanned from real world burns and designed in accordance with current training standards



360 videos showing pre and post scene events including burn capture and accelerant detection dog



Create custom scenarios and add text, audio, and video briefings to introduce each scene



Design pre, post, and in scene quizzes, task lists and surveys



## **CREATE TEACH EVALUATE**

Our web interface lets instructors set up sessions whilst monitoring students in real time. View the students timeline of actions and access all recorded media, such as photos, videos, and laser scans. Instructors can manage student classes, observe live sessions and review previous sessions.





## Experience the future of training with our Fusion Kit **Classroom in a Box** solution.

Designed and manufactured in house, this state of the art kit allows you to take both passive and interactive training wherever you need to go. With the capability to house up to 10 headsets, it supports both remote and local modes, enabling your students to learn with you or independently.