CollaboVR

Bringing collaborative interaction to Virtual Reality

A software product to easily set-up multi-user interaction applications in Virtual Reality. CollaboVR will enable industry staff to learn by interacting with team members from all around the world in a virtual space.

CollaboVR is a novel multiuser interaction software application for Virtual Reality (VR), enabling users (e.g., engineers, operators and maintenance professionals) to interact in a shared virtual space with users in other parts of the world.

VR has been proven to increase efficiency with more than 15% and safety with more than 15% on average by companies using it. With this project we will democratize VR as a tool for learning, making it available for industry companies on a broad scale.

European industry companies face great challenges to transfer knowledge among the staff and CollaboVR aims to significantly improve this.
Competitive Advantages

- State-of-the-art interaction technology to enable realistic hands-on training
- Easy extension and set-up for existing VR applications
- Up to 5 users in direct interaction including audio conversation

Target Markets

- The main target industry is the manufacturing industry (e.g. Automotive, Paper & Pulp, etc.) that need a transition in their current training methods and are currently shifting to industry 4.0
- The secondary target is all enterprises that have a need for hands-on training of staff or clients
- From a geographical standpoint, we have no limitation. While initially starting with EU markets, the scalability of the product perfectly enables a rapid global expansion

Status/Traction

- The product is currently being developed so no pilot has done just yet
- Partners are Siemens and Atos

Road Map

2020-21
- Develop CollaboVR and test pilots with several industry clients for initial user & developer feedback

2021
- Start selling the solution under subscription pricing model to industry clients

2022
- Start scaling up the product commercialization to a global market

Leveraged Technologies

During the latest 4 years Gleechi has developed a software to simplify the development of hands-on VR training. The core enabling technology is coming from 8 years of research at KTH. During the past years Siemens has been developing a VR training games solution platform with a focus on ease of content creation and intuitive interaction. Since few years ago ATOS started researching on interactive technologies like AR/VR, so researching how such technologies can be merged to training games.

Contact

Jakob Way
Business Champion / Activity Leader
e: Jakob.way@gleechi.com
t: +46 (0) 73 444 1940
Sveavägen 66, 5Tr | 111 34 Stockholm | Sweden

CollaboVR

CollaboVR is an innovation activity proudly supported by EIT Digital.
EIT Digital supports entrepreneurial teams from research and business organisations in launching new startups and new products in agile 12-month projects called innovation activities. These activities are embedded in EIT Digital’s European ecosystem and receive a financial co-investment to package their technology, sign up customers and attract investors.