

# Digital Industry CollaboVR



**PRODUCT LAUNCH**

**PARTNERS:** Gleechi (Sweden), ATOS (Spain), Siemens (Germany)

## 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.



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## 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



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# CollaboVR

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