

# Virtual Reality (VR)



VR refers to computer-generated simulations that create an immersive experience in a 3D or 360 degree spherical environment when viewed through a device such as a smartphone or goggles.

**GP Strategies created a virtual reality relay race game as a team-building exercise to support an executive meeting.**

Attendees were broken into teams that participated in a game of Taboo to find objects hidden in a virtual space. To win the game, teams had to communicate and coordinate to identify objects in the shortest time.

**VR** can be used in any context where it is not possible and/or practical for the user to do so in the real world. For example, when live training is:



**Too expensive:** live training would result in significant downtime for the business (e.g., building full of employees must recertify in evacuation safety procedures)



**Too dangerous:** a tour of a reactor core



**Physically impossible:** a tour inside the human body



**Too risky:** exploration of a secure facility (e.g., a data center)

