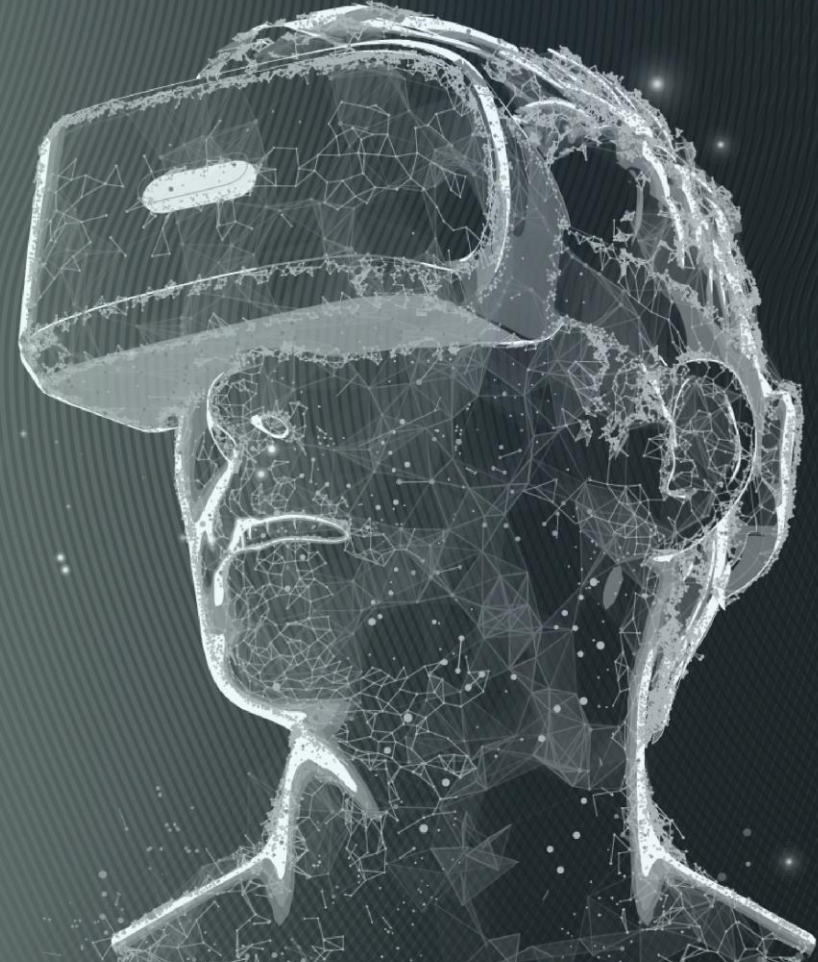


VIRTUAL REALITY

THE NEW FRONTIER OF LEARNING

JENSON
MIDDLE EAST



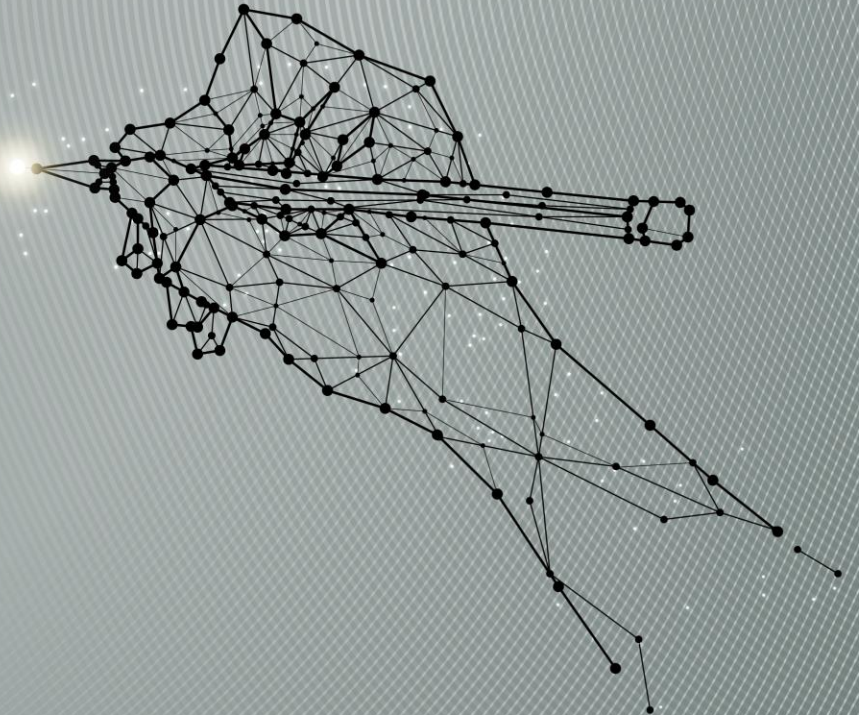
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GOES BEYOND DIGITAL TO BRING CONTENT TO LIFE

JENSON
MIDDLE EAST

By incorporating virtual reality into the training experience, we are transforming corporate and professional development and creating truly transformational learning experiences.

Immersive virtual reality applications go beyond sights and sounds, enabling participants to **LEARN BY DOING.**



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A GLOWING REVIEW FOR JENSON8:

"Through the various roles in the experience, it was easier to understand how team members flourish given different levels of empowerment and responsibilities. It's really highlighted how important it is to ask for help, when to help others and how we either succeed or fail as a team. Thank you again for creating something so unique."

Dale Revell | XR Producer
FACEBOOK FOR BUSINESS



HOW DOES MULTIPLAYER VIRTUAL REALITY ACCELERATE LEARNING IMPACT?

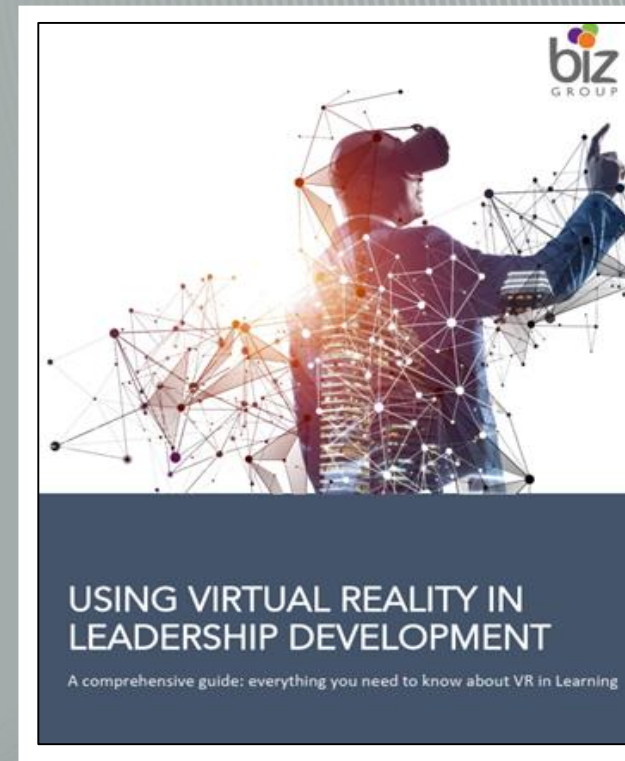
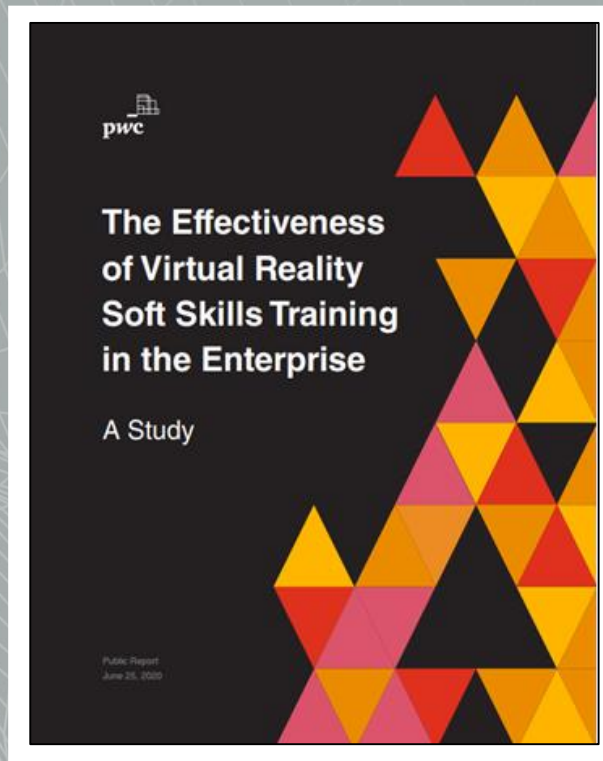
Jenson8's multi-player VR is a powerful training solution because teams are thrust into an unknown high pressure environment TOGETHER. Players will see themselves in real time and through multiple lenses in multiple settings. This accelerates learning impact significantly as the statistics below illustrate.

4X	Faster to train in VR than in the classroom*
3.75X	More engaged to content than classroom learners*
275X	More confident to apply skills learnt after training *
4X	More focused than their e-learning partners*

PWC* report

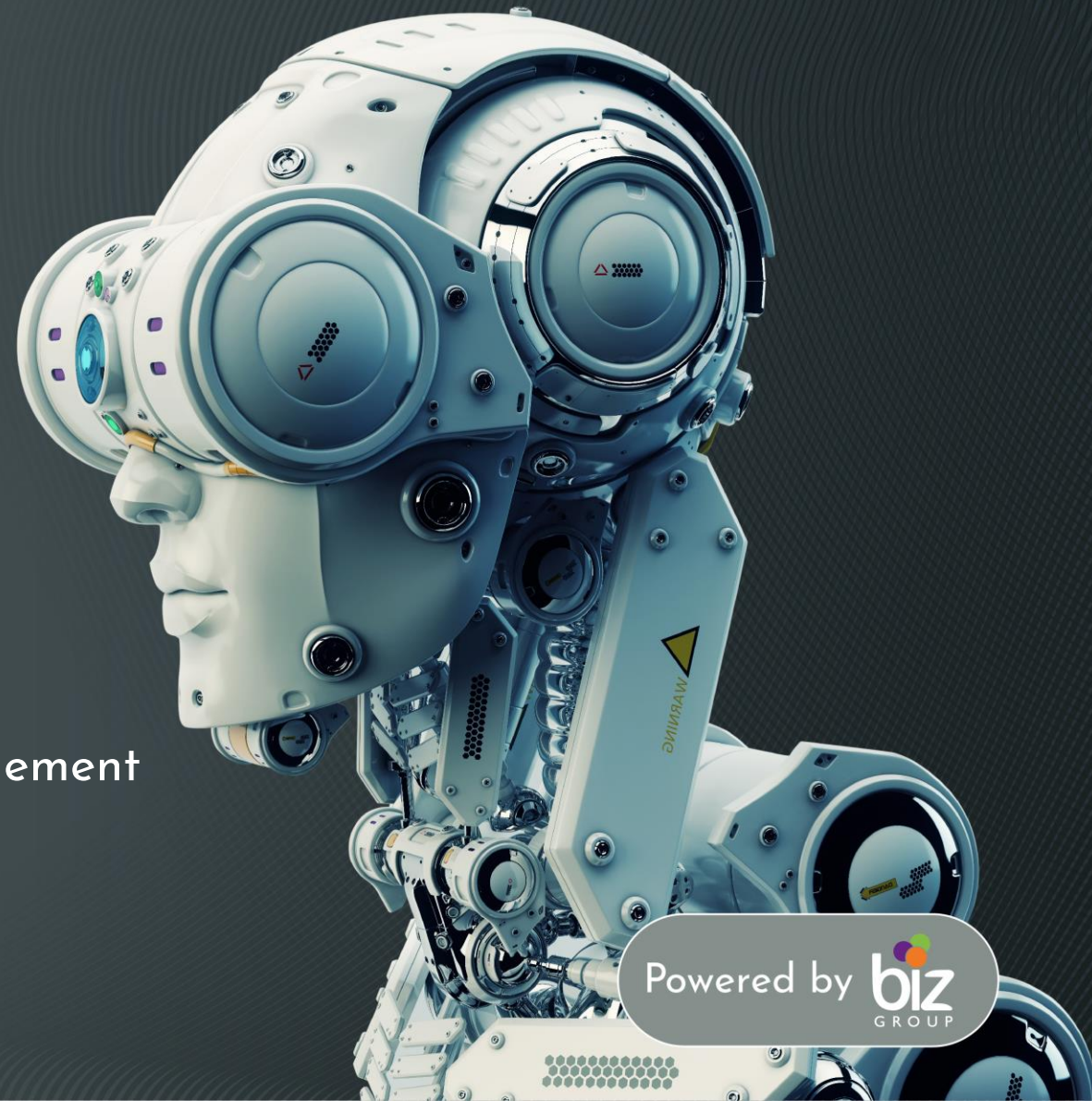
VIRTUAL REALITY BACKED BY SCIENCE

The world is awakening to the **POWER OF VIRTUAL REALITY**. Here are some must-reads:



TRAINING SOLUTIONS

- The latest in immersive training
- Multiplayer Virtual Reality experience
- Addresses collaboration, leadership & crisis management



THE LEARNING EXPERIENCE OF THE FUTURE



We leverage the latest technologies to help our clients achieve their **END GAME**. Here are some of the problems we solve:

Creating agile teams:

Increasing collaboration to achieve high performance faster

Building curious teams:

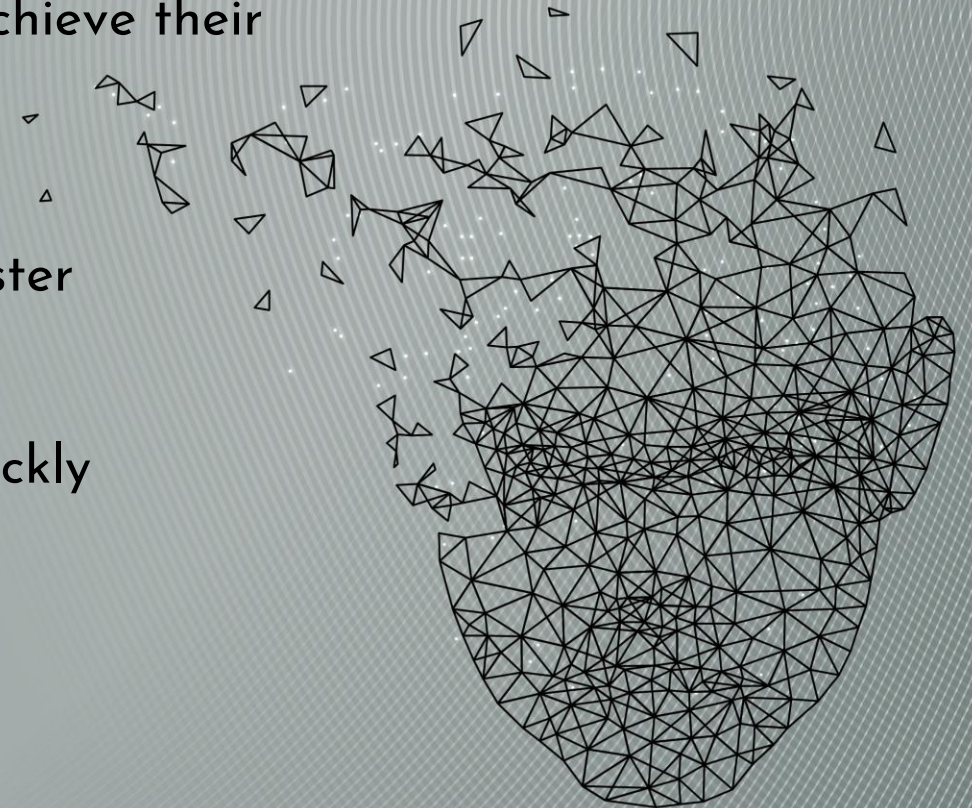
Creating teams able to solve unpredictable problems quickly

Instilling trust, accountability, and teamwork:

Increasing overall team productivity

Crisis management:

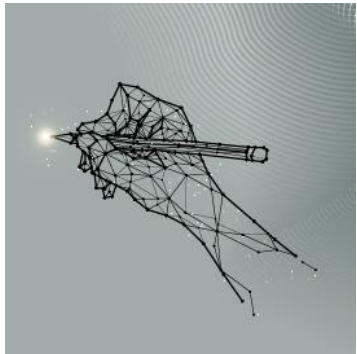
Helping teams manage uncertainty in fast changing environments



VIRTUAL REALITY EXPERIENTIAL LEARNING TO REACH YOUR END GAME



Here are some ready to go virtual reality workshops that will help your teams:



JLEAD

**Develop trust, teamwork
and accountability**

Develop three key leadership capabilities: trust, accountability and teamwork. Through this workshop which combines facilitated discussions, exercises, and participation in virtual reality, the participants exhibit true behaviours through a process of Try - Fail-Learn.

[Find out more](#)



FUTURE READY TALENT

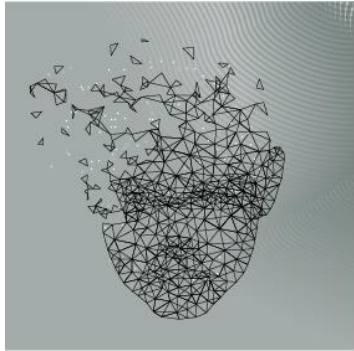
**Prepare your leaders for
tomorrow**

This VR experiential workshop develops the self-awareness and agility that is needed to prepare leaders for tomorrow. Participants learn how to learn from failure in a safe environment whilst eliminating bias, assumptions and outdated mindsets.

[Find out more](#)

VIRTUAL REALITY EXPERIENTIAL LEARNING TO REACH YOUR END GAME

Here are some ready to go virtual reality workshops that will help your teams:



CRISIS MANAGEMENT

**Leading in Times
of Crisis**

Using Virtual Reality, we recreate crisis conditions to highlight, test and develop effective crises management behaviours. Participants can safely practice crisis communications whilst gaining a better understanding of why and how they behave in the face of uncertainty.
Find out more.

HOW DOES THIS MULTIPLAYER VIRTUAL REALITY EXPERIENCE WORK?

PREWORK & JPQ

Participants undertake pre-work and the validated JPQ (Jenson8 Psychometric Questionnaire)

1. APOLLO VR

Participants enter the virtual world and are required to work as a team to solve challenging problems.

2. FACILITATED DEBRIEF

Each round of VR is followed by a facilitated discussion, structured learning, activities and exercises.

3. APOLLO VR

Participants re-enter the virtual world with different roles and have to apply learnings from the facilitated sessions.

FINAL REPORT

Facilitator observations are combined with the JPQ to produce personal reports for each participant.

HOW DOES THIS MULTIPLAYER VIRTUAL REALITY EXPERIENCE WORK?

JENSON
MIDDLE EAST

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LATEST IMMERSIVE TRAINING NOW AVAILABLE ANYWHERE ANYTIME



AT OUR STATE OF THE ART VIRTUAL REALITY LAB IN DUBAI

Experience multiplayer virtual reality training as a team at our Virtual Learning Lab in Dubai.

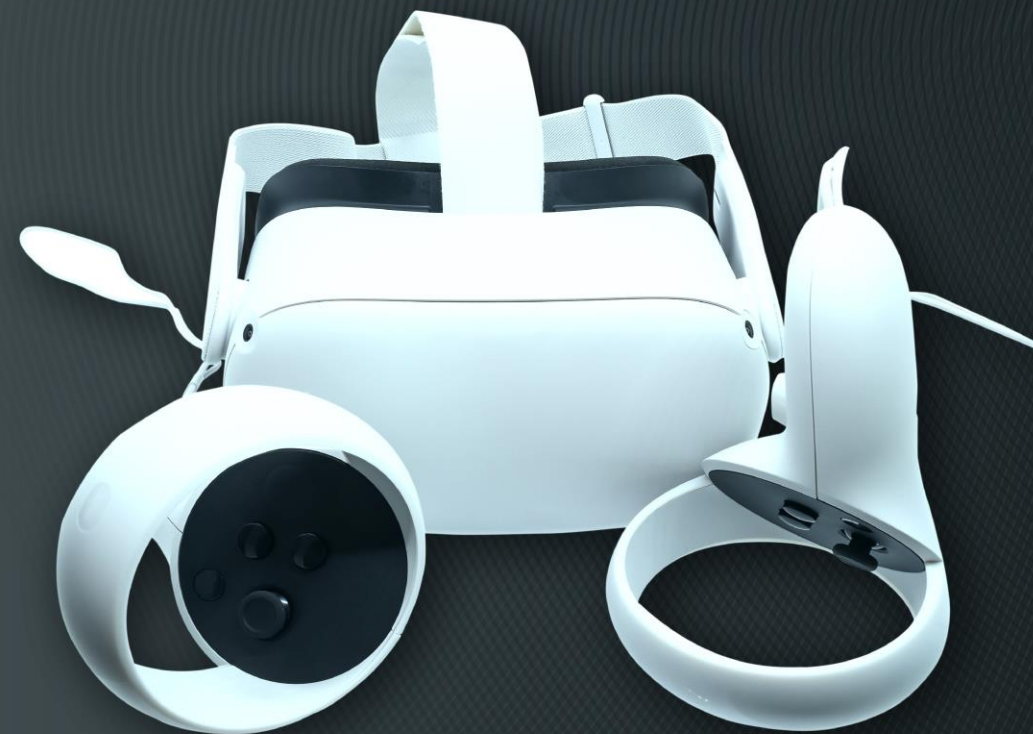
OR FROM THE COMFORT OF YOUR HOME OR OFFICE

Experience multiplayer virtual reality training as a team from the comfort of your office or homes with the Oculus Quest2.



OCULUS QUEST2

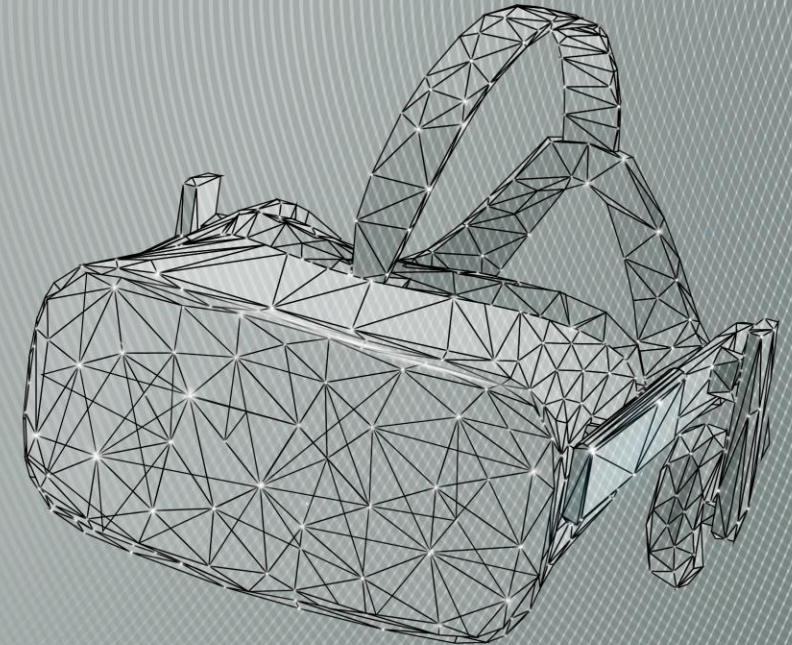
- Latest technology Oculus Headset
- Multiplayer VR experience
- Remote access from anywhere in the world



VIRTUAL REALITY JUST GOT REAL

For years, prohibitive costs and lack of mobility limited the scope and use of Virtual Reality as a viable training tool.

With the release of the new cordless **Oculus Quest 2** we can, for the first time, bring you a fully interactive and immersive VR experience - wherever you are - whether in the office or even at home.



THE TESTIMONIALS AND EXPERIENCES OF CLIENTS



‘Amazing experiential learning experience. I think the technology and the effective way it was facilitated made this a good mix of the 'virtual' and 'real' world aspects’

Jovie Endaya, Learning & Development,
CBD



‘The experience was exhilarating! It was insightful and highly adaptive to workspace especially like an assessment center.’

Safi Naz , Senior Talent Management Officer MENA,
Del Monte Foods

THE TESTIMONIALS AND EXPERIENCES OF CLIENTS



'I really discovered some major setbacks in myself that have stopped me from developing in my career and personal life. I really enjoyed the experience!'

Sharifa, Senior Officer Assessment
Dubai Customs



'It's really highlighted how important it is to ask for help, when to help others and how we either succeed or fail as a team.'

Dale Revell | XR Producer
Facebook for business

DON'T TAKE OUR WORD FOR IT



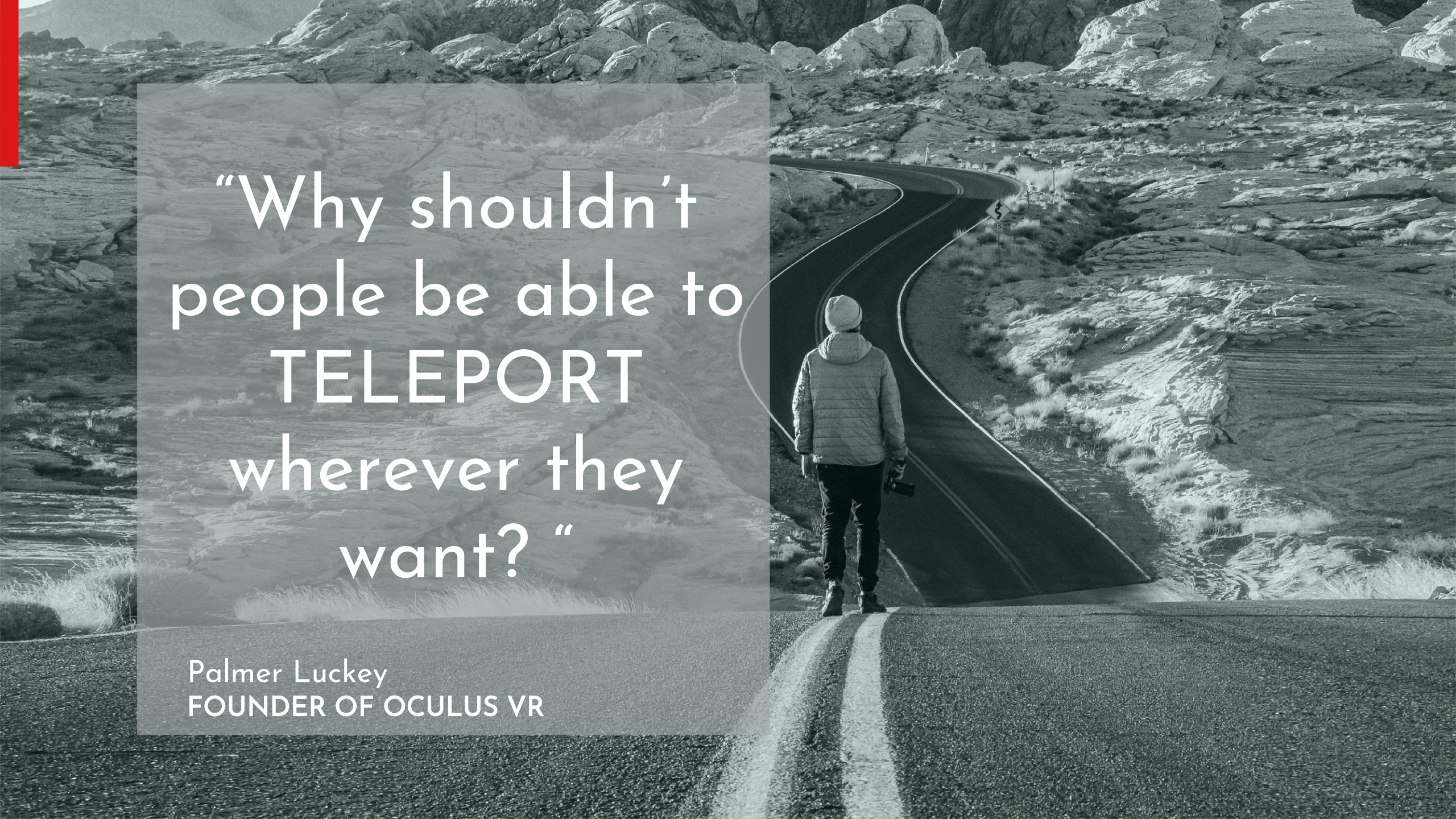
Nasseema Taleb

Senior Associate, Org. Eff & Talent
Development
EGA



Elizabeth Bredell

Associate Manager - Safety
EGA

A black and white photograph of a person walking away from the camera on a winding asphalt road in a desert. The person is wearing a light-colored puffy jacket, dark pants, and a beanie, and is carrying a camera. The road curves to the right and then back to the left. The landscape is rocky and arid with sparse vegetation. A road sign is visible on the right side of the road. A semi-transparent grey box is overlaid on the left side of the image, containing text.

“Why shouldn’t
people be able to
TELEPORT
wherever they
want?”

Palmer Luckey
FOUNDER OF OCULUS VR

VISIT Jenson8 website

JENSON8

We Bring Content to Life, Backed by Science, Anywhere

We Bring Content to Life,
BACKED BY SCIENCE,
ANYWHERE



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