

Technology starts with the learning objective.

An institutional learning environment that connects hardware, software, immersive content and the support needed for everyday use.



One integrated system

VR and simulation technologies selected around your teaching objectives and existing environment.

Content for your learners

Selected learning modules and separately scoped custom content. Languages and available modules are defined in your quotation.

Support for your team

Installation, instructor onboarding and agreed technical support help your institution move from implementation to everyday use.

CPR VR demonstration at Semmelweis University - an example of immersive practice with physical equipment

Plan your Educational Centre

Tell us about your learners, teaching goals and available facilities.

From learning goals to everyday use

A defined scope and an itemised quotation for your institution.

01 Needs assessment

Review your audience, learning objectives, expected user numbers, existing equipment and facilities.

02 Solution plan

Agree the hardware, software, selected content, any custom development and the terms of handover.

03 Installation and onboarding

Set up and test the agreed system, then prepare your instructors to run sessions.

04 Operation and development

Review experience, provide the agreed support and plan future modules or expansion.

What to prepare

A subject-matter contact, a summary of learning goals, expected user numbers and an overview of your facilities.
Your local IT team joins planning when integration is needed.

Pricing, timing, licence terms, updates and support depend on the selected content, station count and development needs. Existing hardware requires a compatibility assessment. AI-supported tools and custom integrations are separately defined in the agreed scope.