



Take your virtual training in XVR On Scene literally to the highest level with XVR Crisis Media

ADVANTAGES

-  Learn how to analyse, respond to and communicate information in a crisis situation
-  Train the exchange of information between disciplines in emergency situations
-  Let everyone practise in a safe and controllable environment
-  Full freedom to recreate information flow in your own media
-  Use templates to quickly and easily create your own practice environment
-  Train with 20 workstations at the same time in one scenario
-  XVR Crisis Media is independent of location
-  XVR On Scene and XVR Crisis Media can be used together

XVR CRISIS MEDIA

In an emergency situation, it is vital that the cooperation between the various disciplines is effective and correct. Communication plays an important role in this process. XVR Crisis Media makes it possible to simulate communication channels and information flows during a crisis situation.

WHY XVR CRISIS MEDIA?

The amount of information available during a crisis situation is increasing and information management plays an increasingly important role. Technological developments are constantly evolving, and information is being offered faster and in different ways. This information influences the course and outcome of a crisis. That is why the management of information must be trained regularly.

XVR Crisis Media supports the training of collaboration between disciplines. During large-scale incidents, a fast and efficient communication with each other is pivotal. This interdisciplinary communication is practised and repeated with XVR Crisis Media in a safe environment. These skills remain active thanks to the active repetition and exercise of procedures.

WORKING WITH XVR CRISIS MEDIA

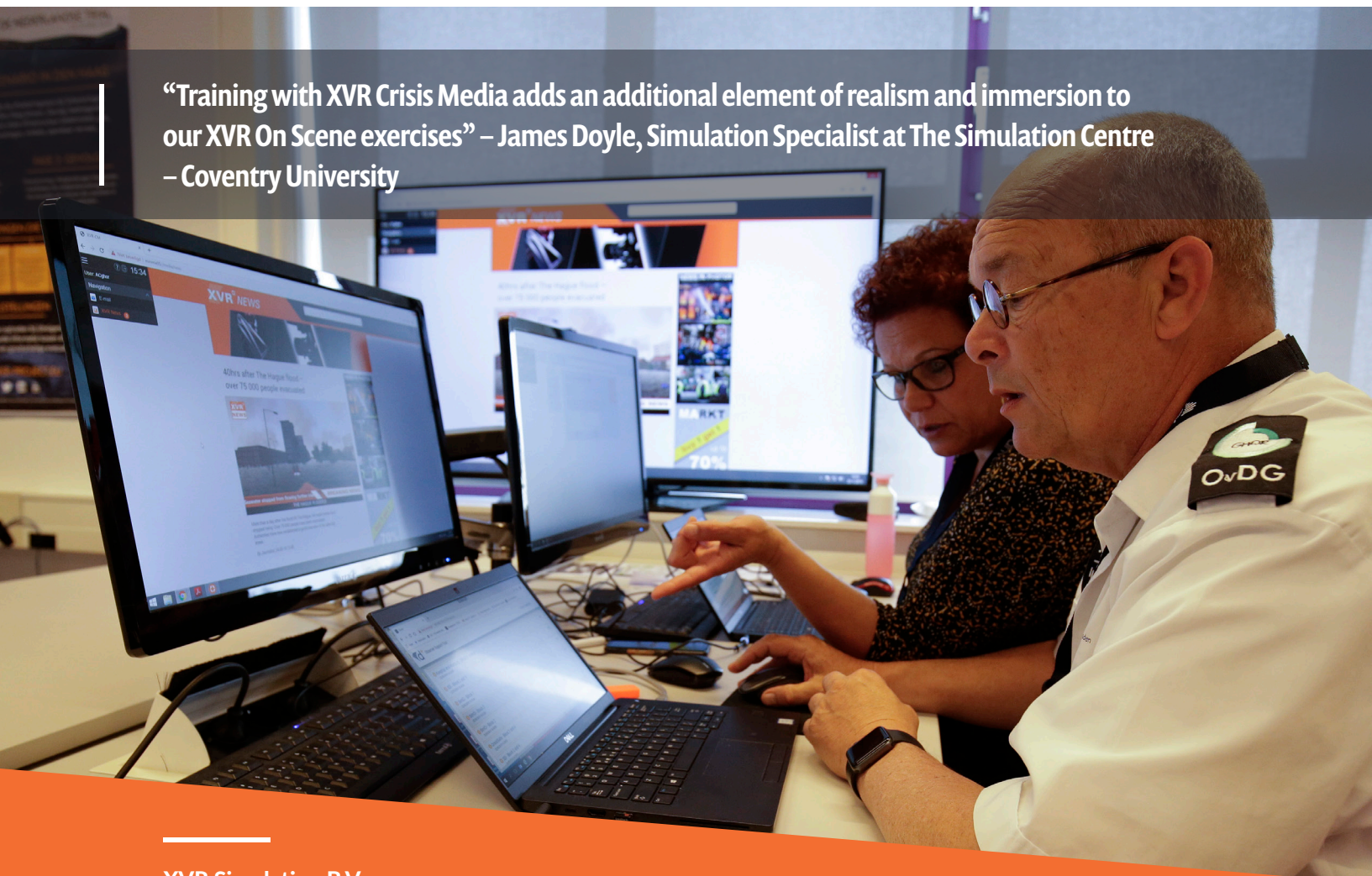
XVR Crisis Media works as an extension to XVR On Scene. As with every module of XVR Simulation, XVR Crisis Media offers the exercise staff complete freedom to shape their own scenarios.

Recreate your own channels to make the most realistic exercise environment possible. This allows you to determine which communication or information channels you make available to the participants. Some examples of these channels are: a log system for incident and situation reports, files/information database, municipal and news websites and email.

During the exercise, messages are displayed on the media channels. These can be different types of messages depending on the learning objectives, such as documents, incident location maps, CCTV and/or drone images and messages from the media. They can be read, responded to and communicated by the participants. This trains them to use the right information and to act accordingly. In addition, the training staff can prepare information flows in advance and place them automatically.

You can also use XVR On Scene to create images and video images and display them in XVR Crisis Media. This increases the immersion of the participants.

“Training with XVR Crisis Media adds an additional element of realism and immersion to our XVR On Scene exercises” – James Doyle, Simulation Specialist at The Simulation Centre – Coventry University



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