




Training Re-Imagined


XRGlobal - Reimagining Learning

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A group of people are sitting on the ground in a rural setting. In the foreground, a person is wearing a VR headset and a blue jacket. Other people are sitting around them, some wearing traditional clothing. The background shows a grassy field and a tree.

XRGlobal (XRG) is revolutionising training through an immersive virtual reality (VR), augmented reality (AR) and mixed reality (MR) learning and development platform proven to dramatically increase knowledge retention.

200,000+ trained
18 countries



Our Mission
**Upskilling emerging markets' youth and workforce to inspire,
empower and connect.**



Case Study: Feed the Future - Hinga Weze in Rwanda

Pre-Assessment Results – 40 Agro Dealers	43.25%
Post-Assessment Results for Instructor led Training - 20 Agro Dealers	48.45%
Post-Assessment Results for VR Training – 20 Agro Dealers	88.90%

Classroom training 12.02% increase

Virtual reality training 105.55% increase

=93.53 percentage point variation



Problem

Learners typically forget **up to 90%** of information within a week from training. 2019 Global workplace training, \$370 B industry = >\$333B **WASTED**

Development Aid & Training in Africa alone

- 289 billion aid to Africa
- 200 billion in training

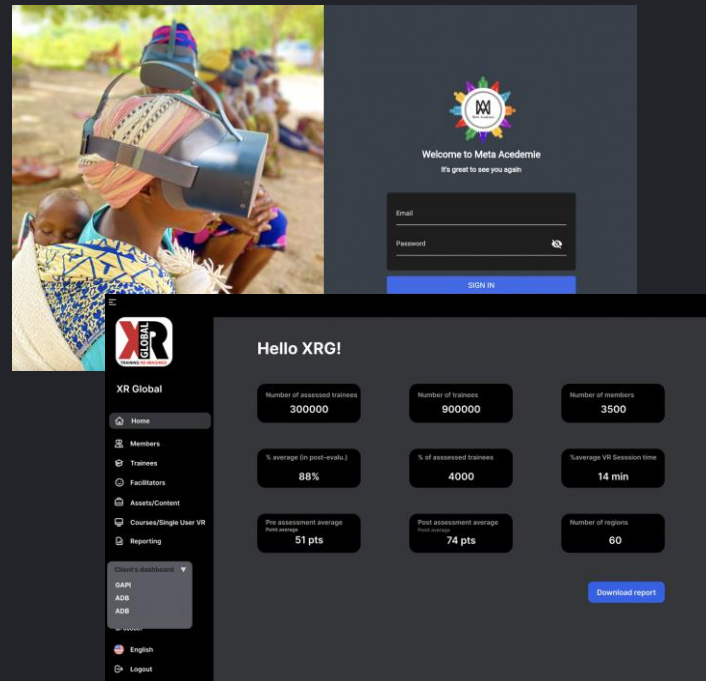
190 billion each year in FAILED Training



Solution - XRG's Meta Academie Platform

is a virtual reality platform
enabling immersive:

- Offline solo training
- Online multi-user
- Embedded pre/post assessments



The Impact of VR

boosts **engagement**,
dramatically increases knowledge retention
decreases **training time**
enables organisations to enforce **consistent, measurable** standards **at scale**
provides a **safe** method which is not always practical in real life



At scale PWC found VR was half the cost of traditional classroom training

4x more emotionally
connected

98%
preference

275% > application of skills

5x increase

CLIENTS





Case Study with Mastercard Strive & Hello Tractor



Outcomes for Small Businesses

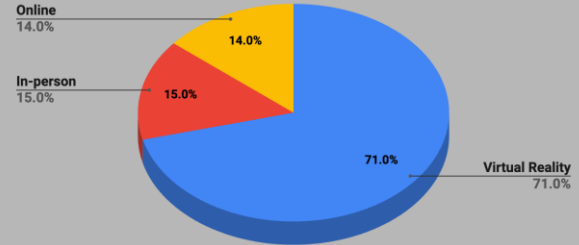
- 200 SMEs advanced their capabilities (knowledge/skills) after participating in the training
- 184% increase in knowledge when Kenya trainees used VR
- 14% increase in active users in month 1 after instituting VR training
- 86.21% decrease in training time allowing trainees more time for work and family and HT more time for the rest of the business and scaling
- 84% of trainees in Nigeria vote VR training as **Good or Excellent** (with 16% rating it ok)
- 71% of trainees in Nigeria prefer VR training to online or in-person
- 80% of trainees in Kenya want VR as part, or as the only, methodology used in future trainings

Additional cost benefit for Hello Tractor

Break-even between in-person and VR happened at 125 VR trainees in YR1 (would be achieved after just 50 trainees in YR2 if using the same content.) If HT decentralises their training of agents and adopts the super agent method of training new booking agents, VR offers not only a consistent method of ensuring quality delivery but would **dramatically reduce costs**.

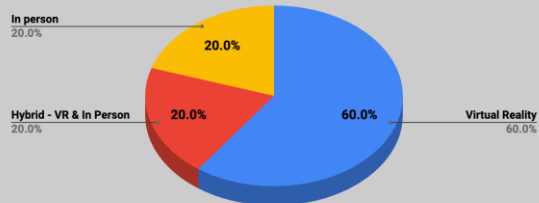
Preferred Training Methodology

Nigeria



Preferred Training Methodology (approx %)

Kenya



Unicef Ventures:

Healthcare VR training planned rollout

Operation Smile

35 countries

4

regions



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January 24, 2024

I am writing to express my support for the pilot program to develop and implement a virtual reality (VR) application based on the Pediatric Emergency Triage Assessment and Treatment (PETAT) curriculum, a proposed collaboration between Operation Smile, Natalie Miller, XRG, and UNICEF.

For over three decades, Operation Smile has transformed the lives of hundreds of thousands of children worldwide by providing high-quality cleft care. Recognizing the critical need for sustainable solutions, Operation Smile's focus has shifted to empowering local healthcare workers in low and middle-income countries.

Among the most impactful training models employed by Operation Smile is competency-based, point-of-care education utilizing simulation technology and mentorship. This approach demonstrably increases training effectiveness and resonates with partners around the globe.

The proposed VR application for PETAT represents a groundbreaking opportunity to further revolutionize lifesaving medical training. This essential curriculum, proven effective in resource-limited settings for over a decade, covers a wide range of use scenarios relevant to both surgical and non-surgical teams, from rural community workers to post-operative nurses.

Traditional medical training often struggles to provide adequate exposure to "real-life" scenarios due to time constraints. VR technology eliminates this barrier by immersing trainees in simulated, realistic environments, significantly boosting the effectiveness and retention of critical skills.

I wholeheartedly endorse this collaborative effort to pilot VR-based PETAT training. This innovative approach holds immense potential to save lives, empower healthcare workers, and ultimately improve the well-being of the world's most vulnerable children.

Thank you for your time and consideration.

Elizabeth A. Cote M.D. M.P.A.

UPDATED
GUIDELINE

Paediatric emergency
triage, assessment
and treatment

Care of critically ill children



World Health
Organization



MEDICLINIC



Media & Awards

Top Innovator 2025

ITweb & #wired4women



Incubex Moçambique
Abril 6 · 6

Formação em realidade Virtual Abre Caminho para o Desenvolvimento Rural
O projecto INCUBOX implementa desde Janeiro de 2023 uma série de

strive About Programs Insights Opportunities Resources

INNOVATION FUND WINNER

XRGlobal: Virtual reality upskilling for tractor owners in partnership with Hello Tractor

Testing the potential of virtual reality for training tractor owners to grow their businesses through the Hello Tractor app

iBUILD Global
October 28, 2021 · 3

Training informal workers in emerging markets where the average age can or below presents a unique challenge and one that Virtual Reality content address smartly. App-accessible, professional training content coupled with hands-on support from community-based learning partners, has demonstrated that using VR training among #youth can be very successful. [XRGlobal](#), [Hello Tractor](#), [iBUILD Global](#), [YMCA](#) and [Kenya YMCAs](#) are partnering to deliver capacity building trainings for the construction sector. #platformeconomy #VR #SDG11 #youthempowerment #constructiontraining #PartnershipsMatter

TRAINING YOUTH IN EMERGING MARKETS
A Key Issue in Sustaining Economic Development Challenges

[XR](#) [Hello Tractor](#) [iBUILD](#) [YMCA](#)

Virtual Reality Content Platform Technology Community-Based Learning Partnership with a Purpose

iBUILD Global
Internet Company

Newsroom Perspectives

INCLUSION

Digital tools for virtual hands: How VR training can help the smallest businesses grow

SEPTEMBER 8, 2022 | BY SOPHIE HARES



XR Global
1,129 followers
October 28, 2021 · 3

What an epic training of trainers with a large group of now "expert virtual reality facilitators" at [CARE International](#) in Niger. We can't wait for the Smart Agriculture VR Training rollout to farmers across the country! ...more

Using virtual reality for training

[Jared Smith](#) · Follow
Published in [XR Global Community](#) · November 1, 2022

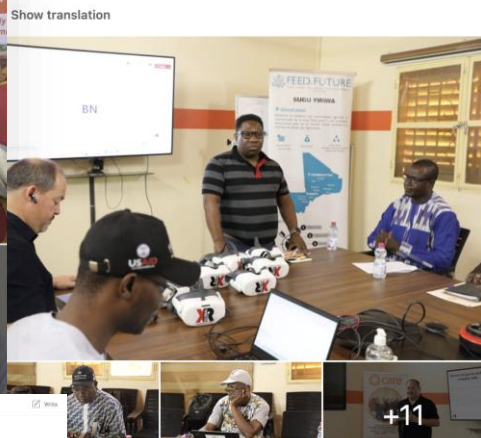
Harnessing immersive learning: Upskilling tractor owners to grow their businesses through virtual reality

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A FURTHER AND XRGlobal PRODUCTION

CARE International Mali
19,217 followers
2mo · Edited · 3

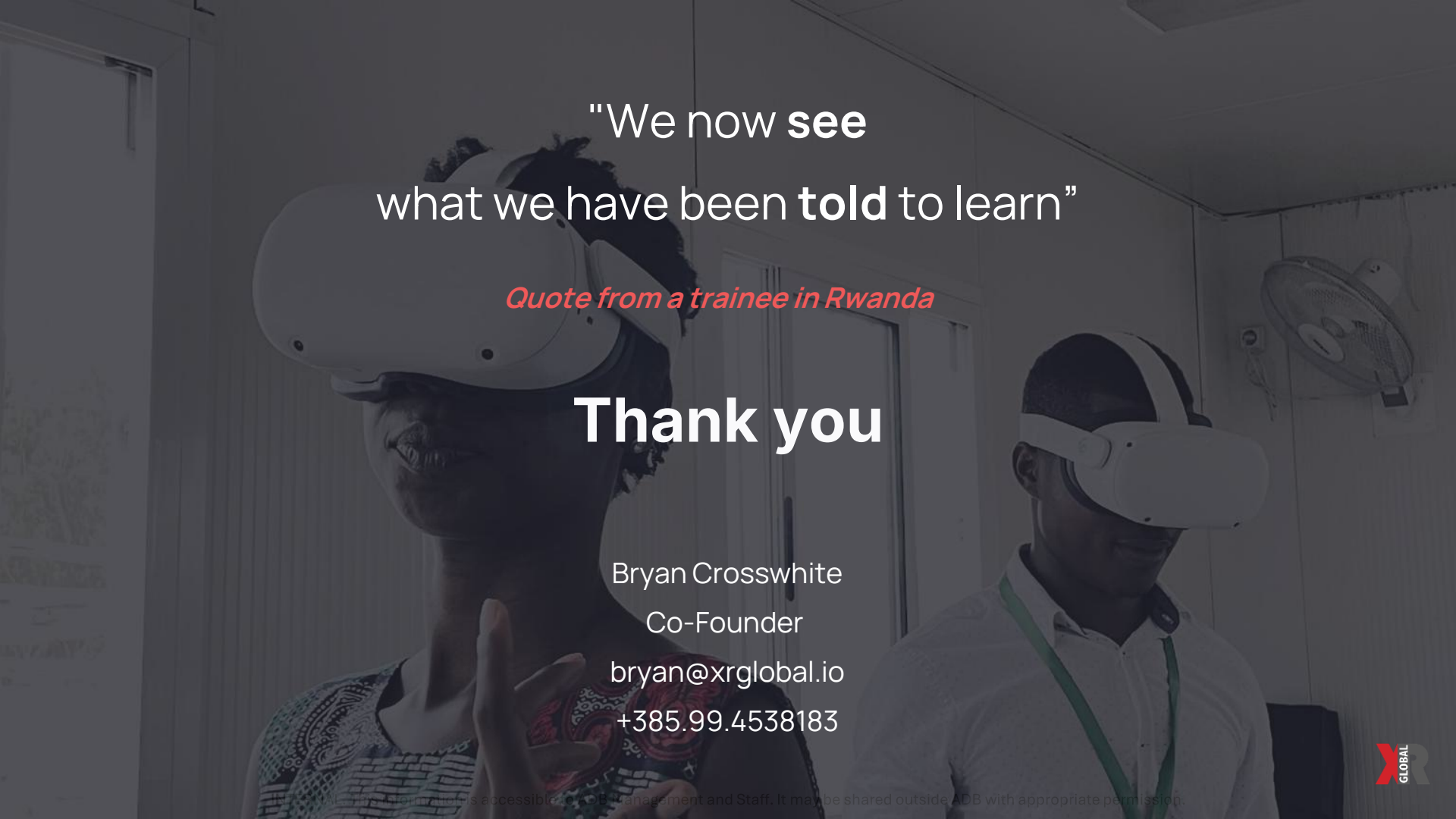
Dans le cadre de ses activités, [Feed the Future](#) Sugu Yiriwa zone delta, financé par l'[USAID](#), entend contribuer au renforcement de la résilience des communautés locales de Mopti et Tombouctou grâce à l'intégration des ...more



World Vision Rwanda
@WVRwanda

[@WVRwanda](#) is training farmers using virtual reality technology. The training aims at helping farmers to improve their skills of rearing domestic animals thus increasing their production. [#VirtualReality](#) [#THRIVE](#)



A background image showing two individuals, a woman on the left and a man on the right, both wearing white VR headsets. The woman is smiling and gesturing with her hand. The man is also smiling. They are in a room with white walls and a ceiling fan.

"We now **see**
what we have been **told** to learn"

Quote from a trainee in Rwanda

Thank you

Bryan Crosswhite

Co-Founder

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