



# EXECUTIVE SUMMARY



## Consultancy Objective

*Train BGRS on immersive media technologies such as virtual reality.*

### Strategy

- Strategize how to leverage XR tech to inform assignees more about host cities prior to travel. We will increase preparedness and decrease workloads for people at post.
- Simplify complex productions and technologies. BGRS will learn to create and deploy VR content with their existing global network.
- Integrate XR gradually to improve BGRS's logistics models. We will maximize effectiveness through high quality and memorable experiences.

### Training: 16 weeks

- What is needed to create VR in terms of hardware and software
- How to integrate VR in your existing systems to better assist your clients
- How to handle and troubleshoot VR hardware and software
- The limitations of the technology and latest breakthroughs
- How to create your own VR content

### Budget

\$50/hour minimum of 400 hours per month, for two months