





Patrick Famaran
Developer / Designer



Patrick Famaran
Developer / Designer

Administratively ✓

Payroll / Benefits / Perks

Socially ✓

Managers / Peers / Support

Technically \$\$\$

Coding / Designing / Producing



\$37 Billion

Spent annually to keep unproductive employees who lack appropriate training
(UK + US)



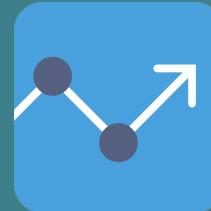
Self
Serve



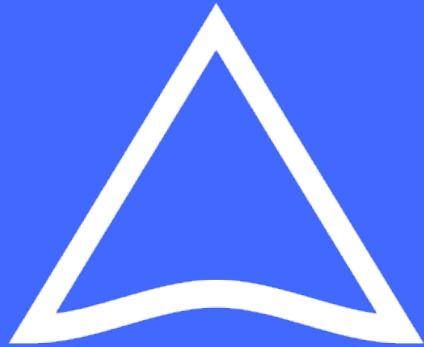
Active
Learning



Standardized
Process



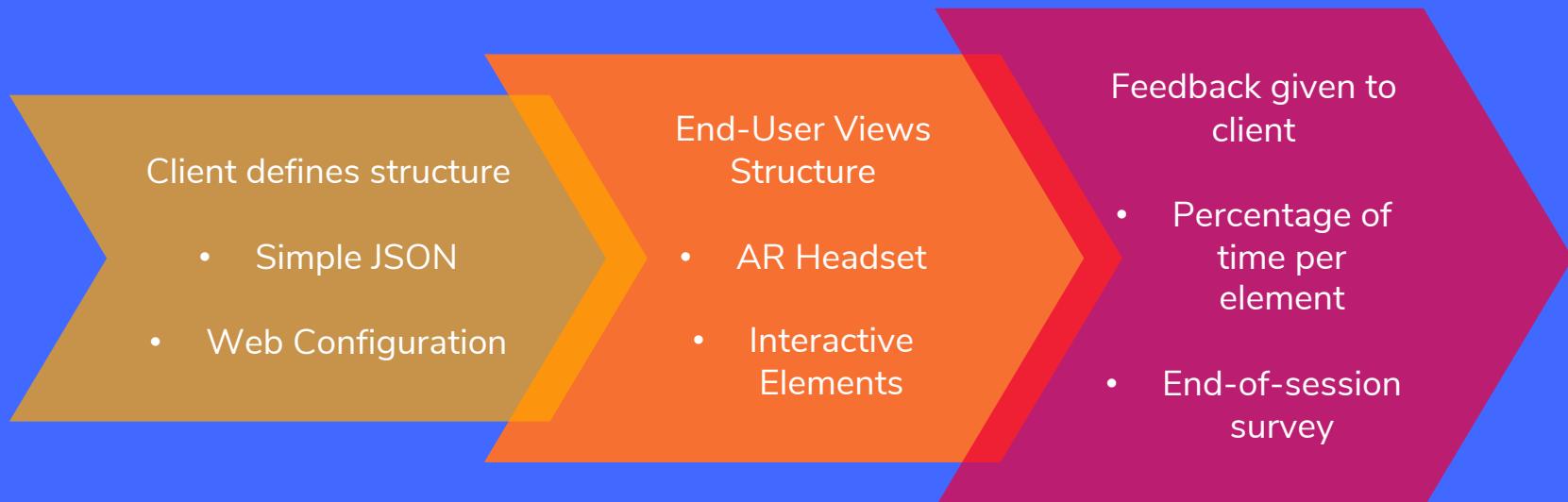
Continuous
Analytics



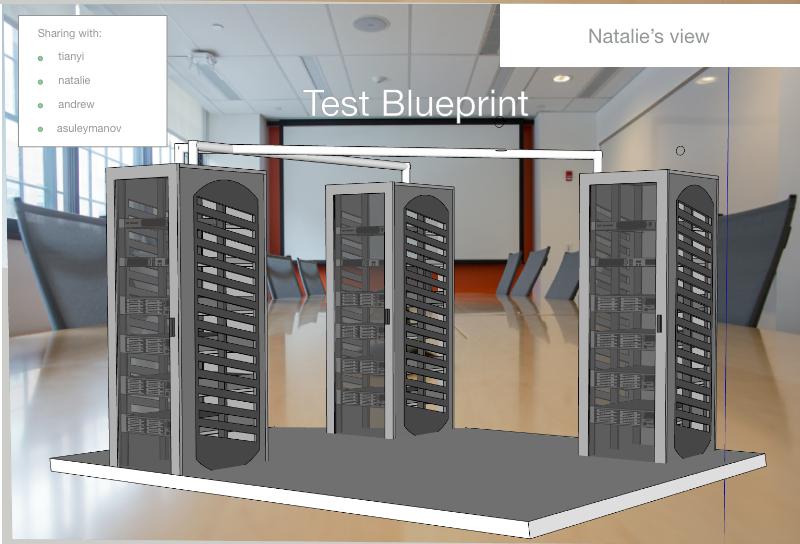
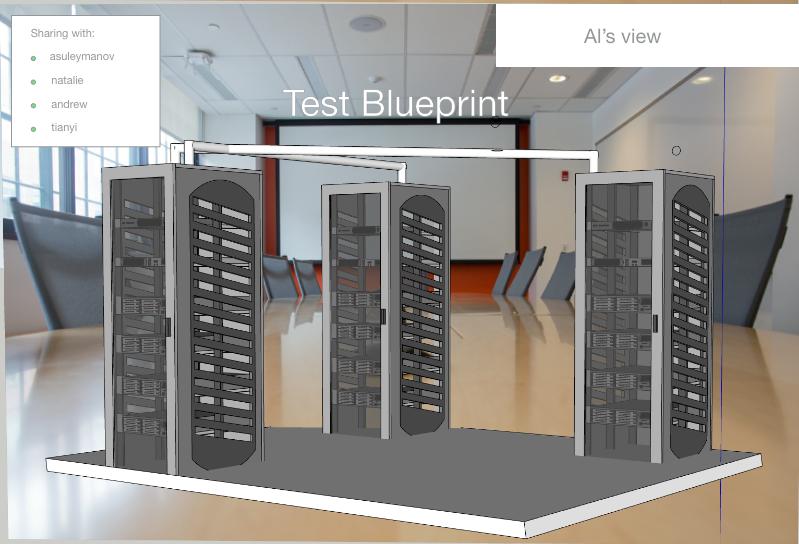
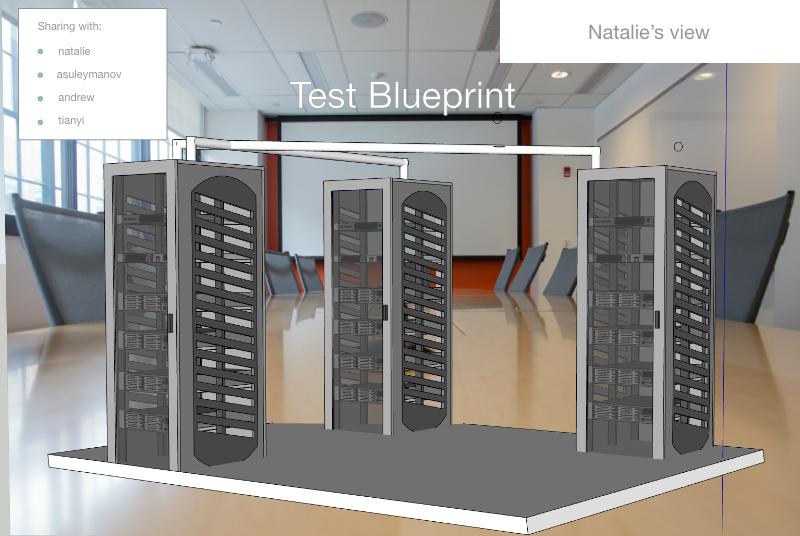
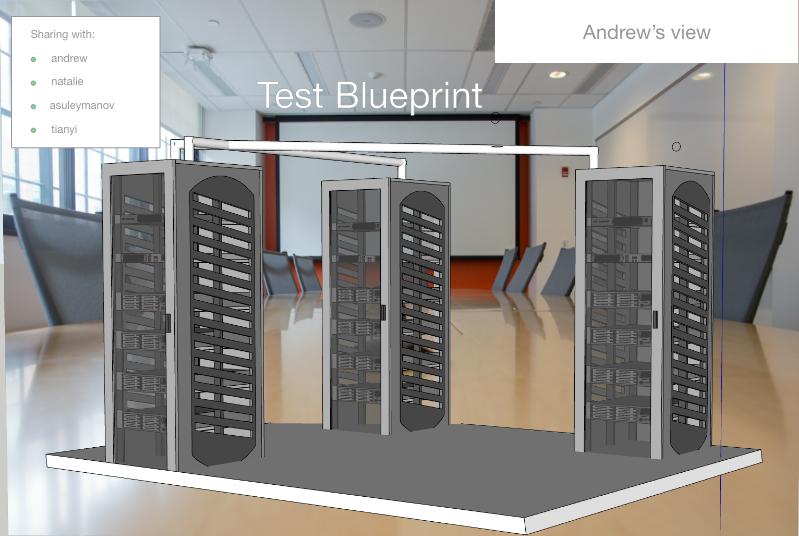
BLUE REALM

AR Vis tool

3 Step Process



Every visualization of the blueprint is shared with the members in real time



Training Hopes

- Per client registration fee
- Per-user monthly subscription
- Optional premium support fee





**2200
NEW HIRERS**



\$4000 Per Employee

Onboarding cost per employee

Flexible



BLUE REALM

 workbright



Technically
Focussed

 ZENEFITS

 IMMERSIVE
VR EDUCATION
LEARN THROUGH EXPERIENCE

Go-to Market



Paid Pilots

Engage potential clients with limited size pilots for potential discounts.



HR Trade Shows

Leverage current market attention on AR/VR to demonstrate utility of Blue Realm



Account Based Sales

Direct salespeople to pursue a target number of high value accounts



Development Purchase

Purchase test and demo VR equipment, suitable development machines and software licenses.



Key Hires

Hire experienced professionals in the HR space as well as those with experience in enterprise sales



Target Pilots

Two paid pilots within the second quarter, four by the third quarter

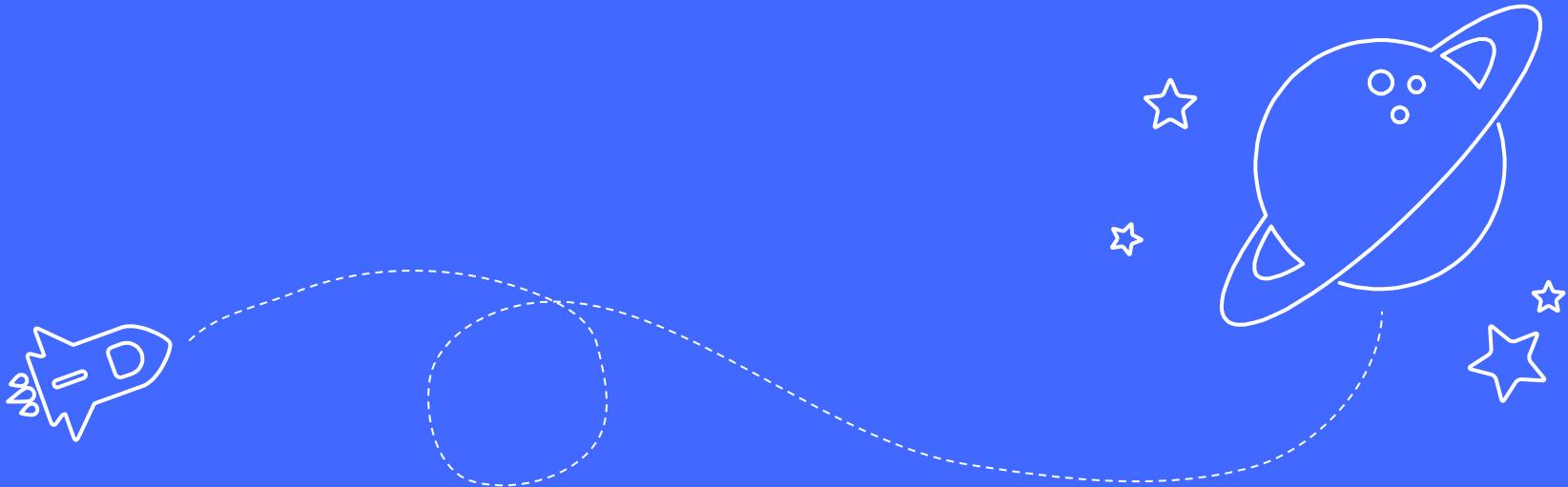
Future of



BLUE REALM

TO-DO

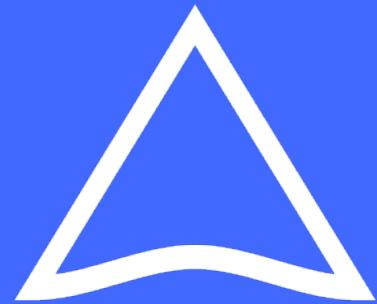
Work From Day One





Thank you for your time

We welcome any questions



BLUE REALM

