Virtual Reality (VR)

VR refers to computer-generated simulations that create an immersive experience in a 3D or 360 degree spherical environment when viewed through a device such as a smartphone or goggles.

VR can be used in any context where it is not possible and/or practical for the user to do so in the real world. For example, when live training is:

- **Too expensive**: live training would result in significant downtime for the business (e.g., building full of employees must recertify in evacuation safety procedures)
- **Too dangerous**: a tour of a reactor core
- **Physically impossible**: a tour inside the human body
- **Too risky**: exploration of a secure facility (e.g., a data center)

GP Strategies created a virtual reality relay race game as a team-building exercise to support an executive meeting.

Attendees were broken into teams that participated in a game of Taboo to find objects hidden in a virtual space. To win the game, teams had to communicate and coordinate to identify objects in the shortest time.