



IMMERSIVE FACTORY

Together, we are building the  
future of workplace safety





# IMMERSIVE FACTORY



**Olivier PIERRE, CEO**  
30 years in the IT sector,  
mobile applications and  
serious games



**Noël Chomel, Directeur  
Echange & Formation**  
22 years in the QHSE  
training sector



**Luc Chevalier,  
Directeur Reactiv**  
Over 30 years of experience  
as a consultant



**Bertrand PIERRE, COO**  
25 years in the IT sector,  
mobile applications and  
serious games



**Julian ALVAREZ, R&D**  
PHD in Information and  
Communication



**Olivier CHABIRON, CTO**  
PhD in Mathematics

A team of 33 QHSE experts  
and experts in immersive  
technology



- 30 years in QHSE training and consulting
- 21 people in the production team
- 2 Phd

## R&D Partners





# A complete offer to reduce **the number accidents in the workplace**



IMMERSIVE FACTORY

A platform with a rich catalog of VR (Virtual Reality) training courses accessible online or on site to raise awareness of occupational risks



An audit, consulting and training institute in Quality, Health and Safety for over 30 years.



A training institute in the organization of work in the kitchen and food safety.





## Leverage active learning to improve ESH training

### BETTER

Trainees remember **95%** of what they feel and experience

(Vs 50% in classroom training)

Rapid and lasting impact on behaviors & memorisation

### CHEAPER

Immersive learning is **64%** more cost-effective than classroom training

Lower the costs of Safety events & training

### EVOLUTIVE

**15** new exercises /year  
Specific or custom exercises can be accessible privately

Spread within the company best practices & EHS culture

(\*) Edgar Dale - (\*\*) PWC



# A large catalog of + 60 workshops



VR headsets

or



Computers



Standalone  
Best Practices - CSR



Standalone  
Circulation and Co-Activity - Industrial Site



Standalone  
Circulation and co-activity - Public Works



Standalone  
Circulation and Pedestrian Co-activity - Factory



Standalone  
Circulation and Pedestrian Co-activity - Mining Factory



Standalone  
Driving behavior - Heavy vehicle



Standalone  
EHS Awareness



Standalone  
Hazard Spotting - 10 life saving rules



Standalone  
Hazard Spotting - Concrete mixing plant



Standalone  
Hazard Spotting - Construction site



Standalone  
Hazard Spotting - Factory



Standalone  
Hazard Spotting - Glaze Warehouse

Check <https://immersivfactory.com/>



# They have contributed to our content





# Our customers

Energy	Manufacturing	Warehouse, Retail	Agri-food	Construction	Water, Chemicals, Waste treatment	Aeronautics, Space, Rail, Automotive	Health, Services, Other



SUEZ work accident  
frequency rate down 37%  
over the last 5 years

## SUEZ TESTIMONIAL

SUEZ and the international  
roll-out of VR training



*"I confirm that having an immersive experience changes the outlook on HSE training greatly. Employees are more enthusiastic, they retain better, thanks to more engagement. During safety days, spectators learn as much by watching the person trained with the virtual reality headset. With VR, the experience is more than practical ... It is physical and face-to-face. »*

Morgane Vidal - Directrice Learning & Diversité chez SUEZ







## VOUS VOULEZ EN SAVOIR PLUS ?

Watch the [video](#) of the Virtual Campus, more [videos](#) on YouTube, the list of [workshops](#)

