



MISSIONONE

missionone.eu

Mission One

Deliver virtual training
that **inspires true change**
and develops new skills.





Developing truly effective training pays off

The impact of well-delivered internal training cannot be underestimated

93%

of employees said that well-planned employee training programs positively affect their level of engagement.

[Axonify](#)

94%

of employees say they would stay at a company longer if it invested in their learning and development.

[LinkedIn Learning Report](#)

70%

of employees would be somewhat likely to leave their current job to work for an organization known for investing in employee development and learning.

[Lorman](#)



But training **needs to be tailored and impactful**

Do these challenges sound familiar?

Lack of interest

You're working hard to research and deliver the best training programs for your staff, but they're just not interested in participating as they're too busy with their everyday work.

Inconsistent results and quality

You wonder if the different trainers are going to deliver the same quality and value that you've come to expect and if the imparted knowledge will be retained in your organization.

Wasted work

You spend weeks creating development programs managers asked for — and frustratingly, they're not being used.



A new approach to training is needed

Here's where Mission One comes in...

70%

of employees report that they don't have mastery of the skills needed to do their jobs.

75%

of 1,500 managers surveyed from across 50 organizations were dissatisfied with their company's L&D function.

Only

12%

of employees apply new skills learned in L&D programs to their jobs.

Only

25%

of respondents to a recent McKinsey survey believe that training measurably improved performance.

*Statistics from [HBR.org](https://www.hbr.org)



Virtual Reality powers a new type of learning

Virtual Reality can transform the way in which content is delivered.



How does it work?

It works on the premise of creating a virtual world and allows users to both **see it and interact with it**. Being immersed in what you're learning motivates you to fully **understand it**

What are the main benefits over traditional training?

- ✓ Trainees can learn about a subject by living it.
- ✓ They are more likely to retain the information, rather than just passively reading it.
- ✓ It boosts creativity.
- ✓ It encourages problem solving and team work.



message to Capitan

Send

0/75

Mission management

Time: 00:01:12

Exit



Mission

Restart

How does Mission One's VR simulation work?

Mission One's simulation is based on the story of the legendary American submarine captain David Marquet, who introduced a culture of responsibility among his crew, and in doing so created the best functioning ship in the history of the US Navy.

Objective
Load circumstances report on information

Scanning
Ready to scan

Movement

Speed	Depth	Bearing
0.0kn	100m	270°

Navigator

Helm

Spectating

Submarine Helicopter

View: Overall



How does Mission One's VR simulation work?



Transport your learners into an **exciting virtual environment**

VR Mission One is a multiplayer simulator for groups of 4 to 14 people, transporting users into the virtual environment of a submarine and a helicopter.



Ask them to take on **important roles** and assign a mission

The team is split into two units: Helicopter and Ship. Within each vehicle, individuals take on roles modeled after actual positions and the task of the crews is to jointly carry out the assigned missions.



Encourage **teamwork** and reward success

In order to achieve success, each participant must cooperate and maintain control of their area of responsibility.



Day 1

01.

Introduction to Simulation

- a. What and how David Marquet achieved in Santa Fe
- b. How did a crew of a dozen or so officers and 130 sailors move up in the efficiency ranks from last position to first?

02.

Simulation Round 1. Communication that builds Commitment

- a. Decision mechanics in a situation of distributed knowledge and communication
- b. Communication of Intentions and Implementation - the Leadership Foundation
- c. Communication of ignorance, errors, fears - the Foundation of Trust

03.

Psychological safety

- a. Four Dimensions of Psychological Safety: Open Communication, Self-Help, Diversity, Responses to errors.
- b. Leader's key behaviors that build Safety - research results and practice based on real-life case studies.

04.

Building a 'Leader to Leader' Culture

- a. The culture of a leader, and the Follower vs Leader relationship
- b. How to engage and build leadership attitudes throughout company structures (Initiative, Responsibility, Decision-making)

05.

Simulation Round 2. Control Management

- a. Model of Building a Culture of Responsibility: Control - Transparency – Competences
- b. The role of the captain vs. officers vs. other crew members - the process of "certifying" the crew to be take responsibility for their own results.
- c. Control and Competence - the process of granting authorizations adequate to the capacity, readiness and skills of the crew.
- d. Control Management - as in the year of change



Day 2

01.

Simulation Round 3. Self-awareness of the Leader

- a. Emotions in a situation of tension, difficult decisions, poor cooperation.
- b. Emotions and Thoughts - "Thinking Aloud" as a method of building transparency.
- c. Intended Leadership - Talking about Intentions (strategic dimension), Talking about intentions (operational dimension)
- d. A leader in the VUCA world - dealing with uncertainty, complexity and variability and ambiguity.
- e. How to consciously manage self-esteem in distributed teams.

02.

'A Mentor is a Mentor' session

- a. Feedback in the process of achieving ambitious goals
- b. Mutual development system

03.

Simulation Round 3. Striving for Perfection

- a. Striving for excellence vs Striving to avoid mistakes.
- b. Culture of feedback from audits and supervision - how to use the opportunity for continuous improvement.
- c. XXL goal - how to trigger rapid development, small and safe experiments in the process of pursuing operational excellence
- d. Improving the management process - determination and consistency of leaders in applying the assumptions made.

04.

Summary and final conclusions:

- a. Conclusions at the individual level
- b. Conclusions at organization / team level



Why you can have a **greater impact** with Mission One





Our Offer

Space requirements for a group of 14

Three rooms in total, of which one should be larger (min. 40 m²) for working together as a complete group; and two should be smaller for team exercises - one for the ship group (min. 25 m²) and one for the helicopter group (min. 15 m²).

2-day VR simulation (for 14 people)

PLN 28,000 net*

Price includes:

A workshop delivered by 2 dedicated trainers

VR equipment for participants (equipment, simulator)

Teaching materials

*The proposed quote does not include the cost of room reservation and catering.



MISSIONONE

Engineer

Navigator

Get started **today!**

Download a VR simulation program
or book a demo.

Book a demo

↓ Download program

Contact **us:**

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