



MISSIONONE

[missionone.eu](https://missionone.eu)

# Mission One

Leverage the power of  
VR training and **win**  
**new customers.**





# Companies are on the lookout for training courses that deliver

The impact of well-delivered internal training cannot be underestimated:

49%

of organisations agree that training is among the highest of priorities nowadays.

[Mobietrain.com](https://mobietrain.com)

66%

of L&D professionals said that learning and development is becoming a more strategic part of their organization.

[Emerald Works](https://emeraldworks.com)

55%

of CEOs believe that developing the next generation of leaders is the top challenge.

[Apollo Technical](https://apollo-technical.com)



# But traditional training methods are **no longer meeting the mark**

Do these challenges sound familiar?

## Companies have increased expectations when it comes to training

Company L&D leaders are browsing through offers and looking for new and exciting topics to include in their development programs but still need training on basic skills.

## It's difficult to keep learners engaged

You wonder how to keep participants engaged through a few hours of virtual training and if they are going to log out of their emails and other communications to really be present during the workshop.

## Your work goes to waste

You spend weeks creating new training programs your customers asked for — and now they're not being used.



# A new approach to training is needed

Here's where Mission One comes in...

54%

of employers worry that most of the training content is forgotten after a period of time.

41%

of employers feel like the impact of the training isn't really measurable.

73%

of organizations say that a fun and intuitive user experience is the most important element of digital learning solutions.

56%

of organisations believed that current training is not personalised.

\*Statistics from [Mobitrain.com](https://www.mobitrain.com)



# 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 scenarios upon an information

Scanning  
Ready to scan

Movement  
Speed 0.0kn Depth 100m Bearing 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 m<sup>2</sup>) for working together as a complete group; and two should be smaller for team exercises - one for the ship group (min. 25 m<sup>2</sup>) and one for the helicopter group (min. 15 m<sup>2</sup>).

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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