



VR/AR ASSOCIATION

*VR/AR ECOSYSTEM REPORT*  
**NETHERLANDS**

**Q1 2022**



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# Foreword

## VRARA

After the name change of Oculus to Meta, the media finally understood: we need to look into this VR and AR thing. So the next day I got almost a dozen emails in our inbox from television networks and newspapers. Most of them asking the question: do you have any sense of the Dutch ecosystem? How many companies are working in this field? What are they doing? And most importantly: what is this tech exactly? But I could offer only limited answers.

A year ago, I took over the Dutch VR/AR Association with one mission: to get more recognition for the Dutch ecosystem and make it more visible to the world. My plan was to do this by organizing international events and to help Dutch companies participate in the general VRARA fora that are organized twice a year. And now with this report, we finally have a document for anyone in the world to find and read. Including the media who want to know what we are doing with this technology.

The VR/AR association is a worldwide organization for anyone who is working in VR or AR. The goal is to spread knowledge, offer a network of professionals and to help grow your company.

When I read the final report, I became incredibly proud: we have 26% more companies who participate in the report compared to three years ago in the 2019 report. Participating companies even filled in a questionnaire about their industry and products, giving us more insight into the industry. This report thereby includes an extensive look at these statistics and overall insights.

And I am incredibly proud of the Dutch VR/AR ecosystem. Last year, Vertigo Games was acquired by Enhanced for 85 million euros. As a next step, it was merged with another big VR studio ForcefieldXR. During the past Sony presentation, Dutch game company Guerrilla Games announced that they are the first who will launch a Triple-A game for the upcoming Sony VR system.

This report makes the Dutch VR/AR ecosystem visible. Use our network and this report to find your next business partner, investment opportunity or work place.

Enjoy!



**Freek Teunen**

VR/AR Chapter President Netherlands

### Biography:

Freek Teunen (1994) developed the Virtual Droomvlucht for theme park Efteling. Using VR he made one of the most adored and popular attractions accessible for visitors with a handicap.

Now he is working at VR Owl, a large VR/AR production company in the Netherlands. Next to working at VR Owl, he is also involved in the development of a virtual playgarden for children in hospitals called PlaygroundVR. This project has been nominated for multiple awards and innovation prizes like the Philips Innovation Award 2020. Several hospitals are already using the virtual playground.

In his remaining time he gives masterclasses and inspires as a speaker at Speakers Academy.

# Foreword

## CLICKNL

Our society is experiencing a rapid digitisation. Processes, objects and environments are becoming more and more virtualized. Allowing reality to be modified, simulated, enriched or even replaced by a virtual reality that provides a hyper-real experience.

Complex challenges, such as the rapid training needs in healthcare, learning how to apply for a job, remotely repairing machinery or training for hazardous situations, all benefit from these types of immersive experiences. In addition, there is a high demand for cultural immersive experiences that entertain, connect and expand our world view.

Developing these solutions, the content, is the creative industries' forte. CLICKNL, the top sector institute for the creative industries, is therefore exploring the possibilities for a programme to strengthen the development and application of immersive content. This concerns all content (image, sound, touch, smell, taste, but also new ways of storytelling) that is needed to create an impactful experience using existing and future immersive technologies (such as VR, AR and XR).

The technology is ready and there are many opportunities. The European Commission indicated in its 2021 Annual Single Market Report on the Cultural and Creative Industries that Immersive Content has the potential to add €1.3 trillion to the global economy by 2030. Europe has an advantage here thanks to its great cultural diversity and large number of highly educated people. But it is important that companies scale up and look beyond their national borders to strengthen their individual positions as well as the industry as a whole.

This report shows that the Netherlands is ready. We've been impressed by the great diversity of solutions and the growth of specialized companies providing healthcare solutions, technical training or soft skill training. At the same time, we also see a need for further collaboration between content creators and application domains.

The CLICKNL Immersive Content programme contributes to this by sharing knowledge through living labs, and by supporting programme lines that organize demand-driven makers around important social challenges.

We are working on an initial design of the programme in co-creation with representatives of application areas and the creative industries. Read more about the programme and how you can contribute [on our website](#) or contact us directly via [info@clicknl.nl](mailto:info@clicknl.nl)



**Bart Ahsmann**

Managing Director of CLICKNL

### Biography:

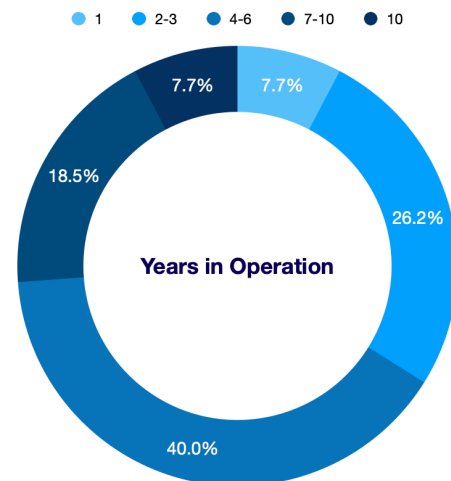
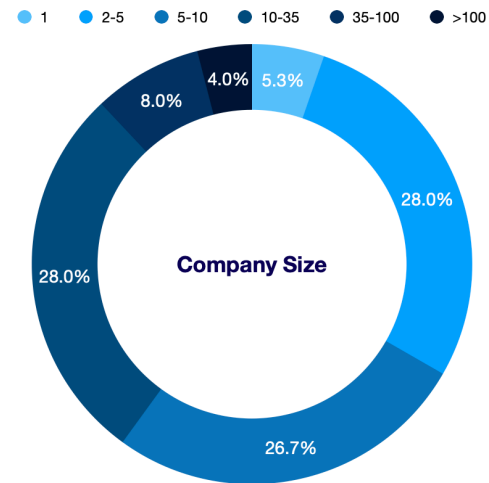
Bart Ahsmann graduated in 1988 with a master degree in Industrial Design at TU Delft, followed by 13 years of design consultancy. After 7 years of innovation consultancy for Dutch SMEs, he joined Industrial Design Engineering at TU Delft in 2009 to build knowledge transfer in design research, initiating and developing large-scale research and innovation projects, industry partnerships, design start-ups, and the Research Centre Design United. From 2016 on, Bart is Managing Director of CLICKNL, the Dutch Creative Industries knowledge and innovation network, developing large scale public private partnerships and crossovers. He served as president of BEDA from 2017-2019.

# Market Analysis

The following market analysis will help you to get a grip on the Dutch VR/AR market. The data for this analysis was received from the 74 companies who participated in this report. All these companies filled in an extensive google form, with different questions about their company, market and their vision. The questions were re-used from an earlier sector report that was used in the Germany report and the Dutch VRARA and CLICKNL added some extra questions. 80 companies participated, of which 74 are included in this report. That is 20 companies more than the last report in 2019.

## Company size and years of operation

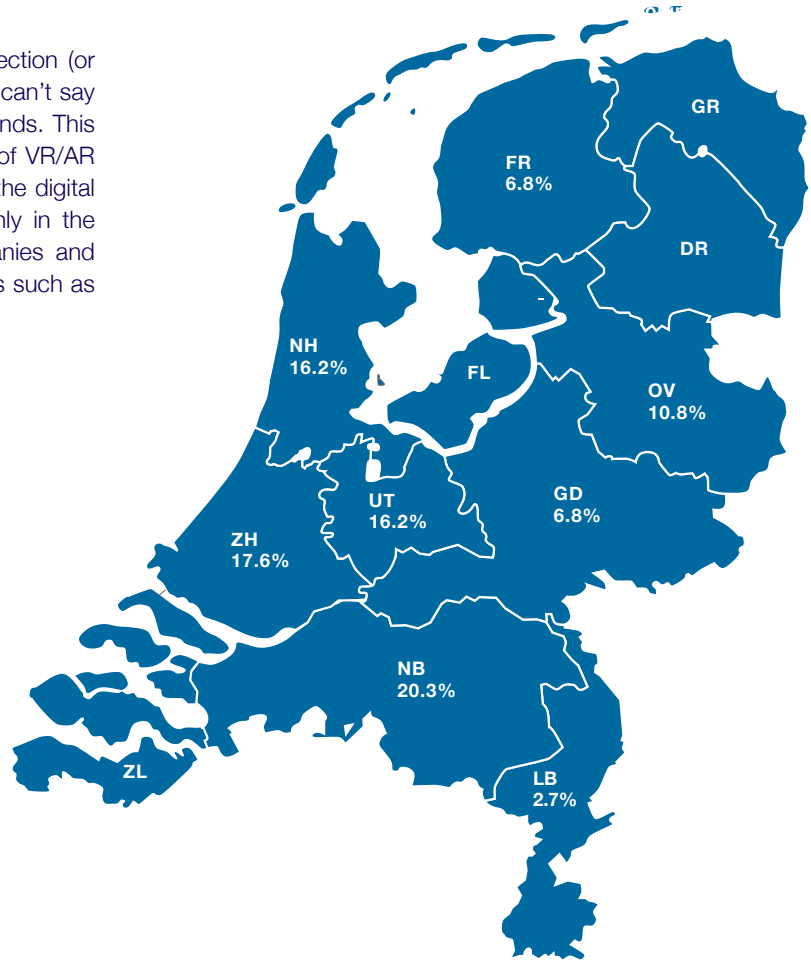
The questionnaire asked participants about their company size. The results were different from what we expected. We actually thought there would be more small startups with only a few employees. However, there were more big companies instead, with many employees. 13% of all participants have more than 35 employees. These numbers might actually be on the lower side too, due to the fact that some of the largest Dutch companies developing for VR and AR did not participate in our research. Guerilla Games, Avanade, DAF and Nedap are known to have multiple employees working with VR/AR tech in the Netherlands (looking at their company, their posts and employee data from LinkedIn). However, they should be taken into account when looking at the total market in the Netherlands. If we compare ourselves to Germany, we see that the German Sector report reveals that less than 5% of the companies have more than 35+ employees. We are a small country, but seem to be doing quite well. When we look at the years of operation, we can see that almost half of the companies are established with more than 7+ years of operation. This indicates that the industry is maturing at the moment. Only 30% is a startup with less than 3 years of operation. In 2019 there were only 19% startups. This shows that since 2019 more startups have entered the VR/AR market.



# Market Analysis

## Where are the companies located?

Unlike, for example Brainport, where we see a collection (or hub) of high tech companies in the Netherlands, we can't say we have a hub of VR/AR companies in the Netherlands. This can be attributed to the fact that the development of VR/AR technology is not reliant on materials; it happens in the digital space. Most businesses are spread out quite evenly in the Netherlands. Some of the most successful companies and startups are even based in underrepresented regions such as Limburg and Friesland.



# Market Analysis

The fact that there is no hub, also means that there is still an opportunity to create a regional hub. It could be an economic driver for a region, because the industry is growing. Further investigation into this matter is being conducted by CLICKNL.

## What are businesses working on?

Dutch companies seem to be working on both VR and AR technology. If companies decide to specialize, it's mostly in VR tech.

We asked companies in an open form what they worked on, which also resulted in extra suggestions. One company said they are working on Web3 technology, another company said they are working on Sensory reality. Web-3 is a term often connected to the next version of the internet, where experiences are often three dimensional. Two companies mentioned Metaverse. It should be said that the form was filled in at the end of 2021, when the term 'Metaverse' was not really popular. Since this report, one company even changed its name and included the word 'meta' to represent the Metaverse even further.

## What type of applications are businesses working on?

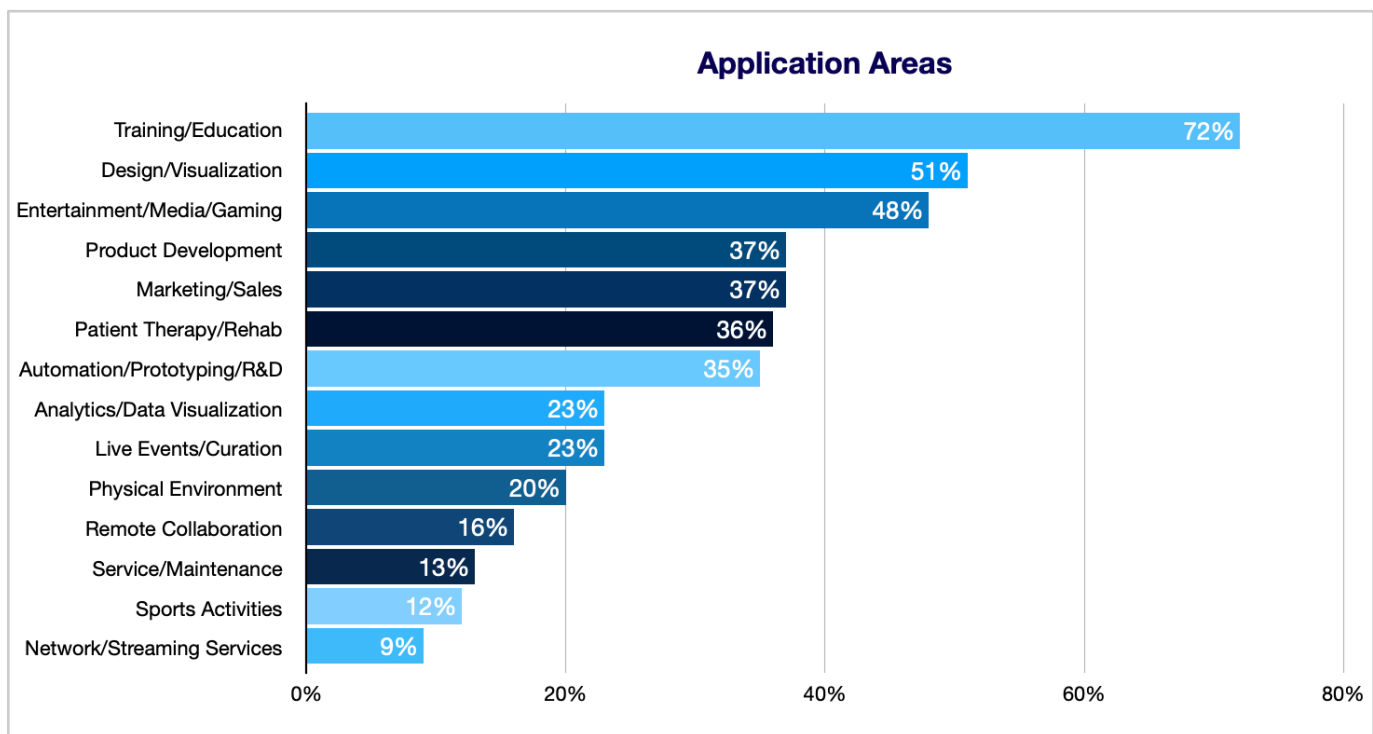
The application question of our questionnaire sparked many different answers. People could submit multiple answers, which meant that the total graph exceeds 100%. For this infographic, we limited ourselves to applications which got the most responses.

By far the most companies seem to be working on training and education applications. After that, design and visualization is most popular. The third highest category is entertainment/ games.

Some domains were really small, with only a few businesses focusing on a specific subject, such as 'events' and 'cultural heritage'.

Looking at all the different types of businesses, only six are working on hardware. Each company works on a different application within that domain. Two of the most mentionable companies, because they are working worldwide and often mentioned in the media, are Manus and Movella (XSens).

All the other companies are working on software. We asked them what the functional aspects of their developed software is. Animation and visualization is by far the most mentioned aspect. This is similar to our German neighbors. Other applications that are often mentioned are educational tools and simulations.



# Market Analysis

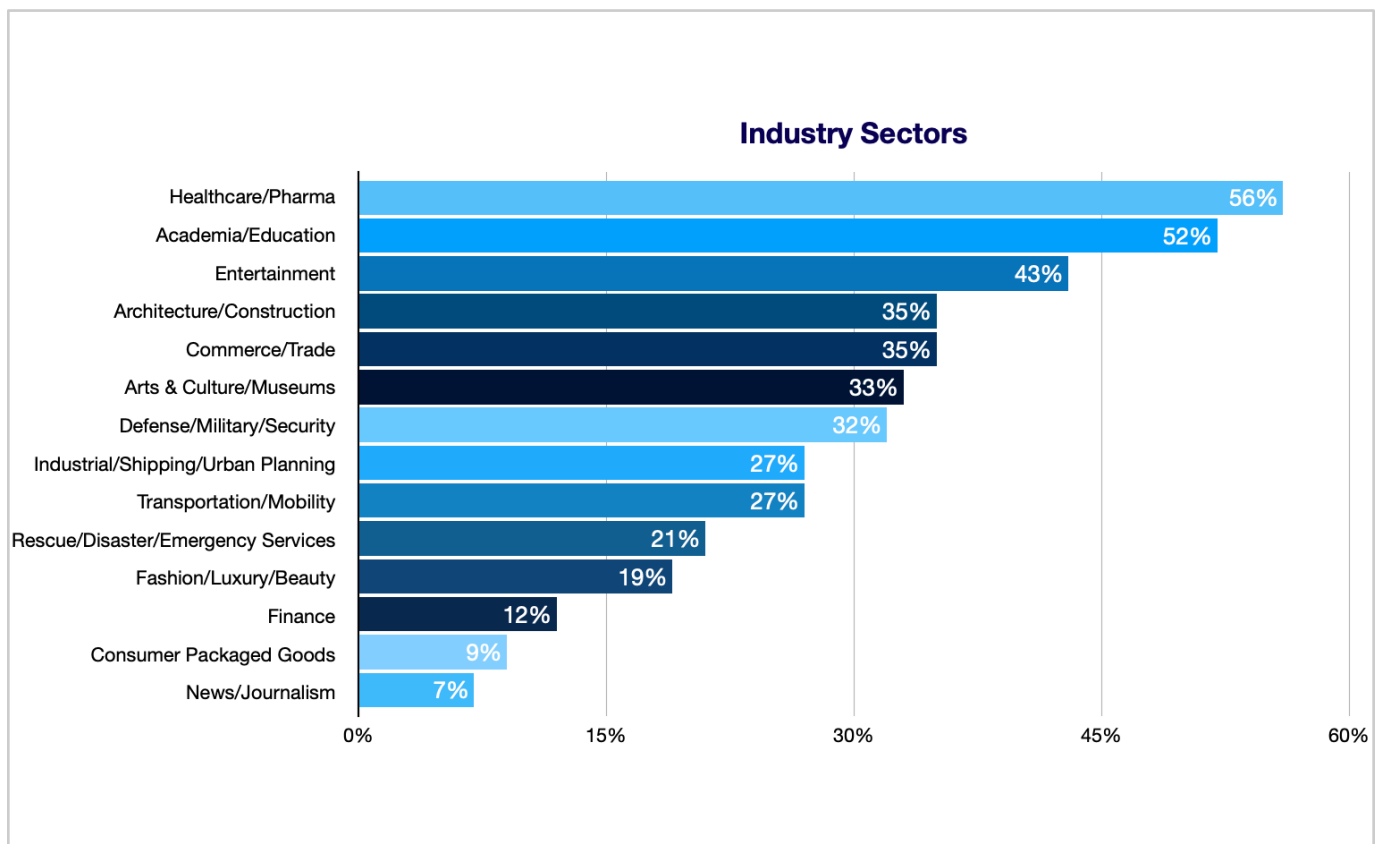
We also asked companies in what verticals they were working. The three biggest verticals are healthcare, education and entertainment. This report will cover several companies working in these areas. If we compare this to the German sector report, we find that more Dutch companies are working in healthcare than in Germany.

Next to working in their own vertical, we asked companies if they also provide services on the side. Most businesses do, often mentioning consultancy and R&D.

## Reflection on the market

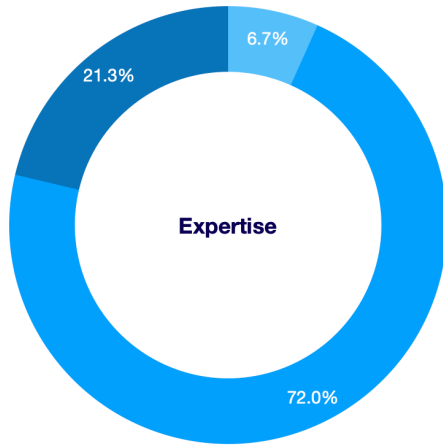
We asked participating companies what they thought will be the most promising developments in the upcoming 5 years. If we look at that data, we see that a lot of companies are excited about the Metaverse. Ever since Facebook changed its name to Meta, we see that the word has become trending since the beginning of November, gradually decreasing in the past months (source: trends.google.nl/).

Another thing that companies are excited about for the future, are improved AR and VR goggles. Technology is expected to become much better, which will increase the adoption rate of AR and VR applications. Or at least, that is what everyone expects.

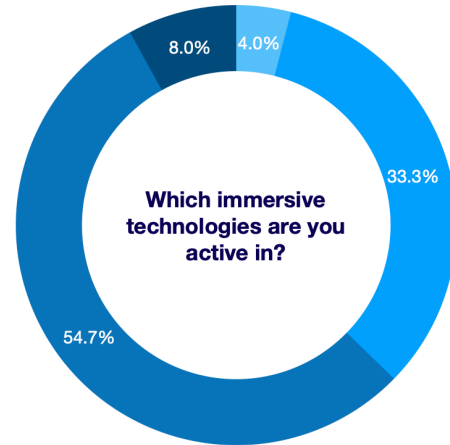


# Market Analysis

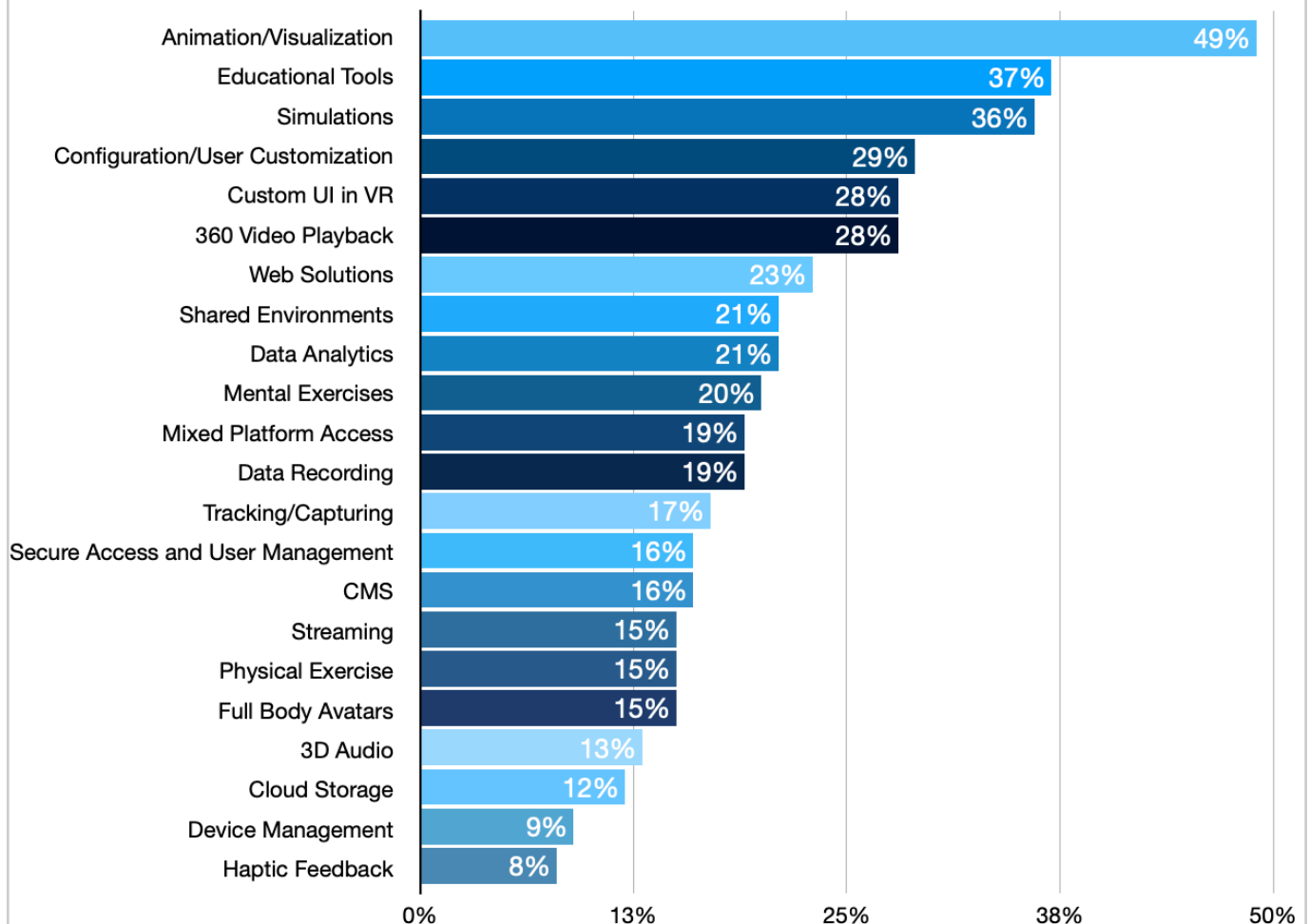
● Hardware Manufacturing ● Software Development ● Other



● Augmented Reality ● Virtual Reality ● VR & AR ● Other



## Most Important Functional Aspects of the Software

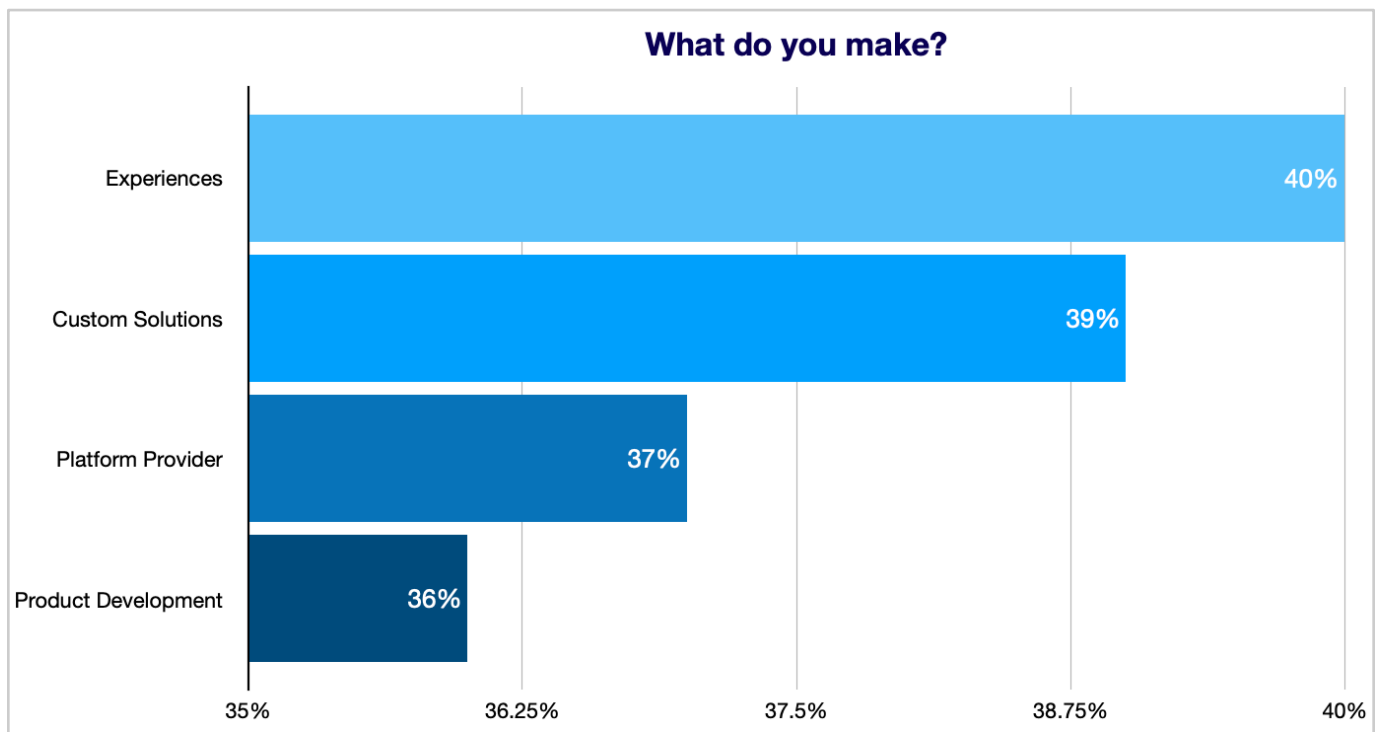
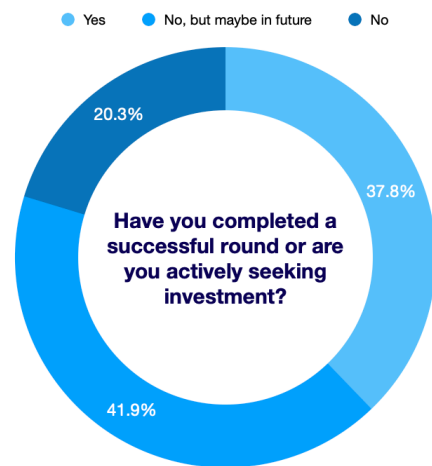
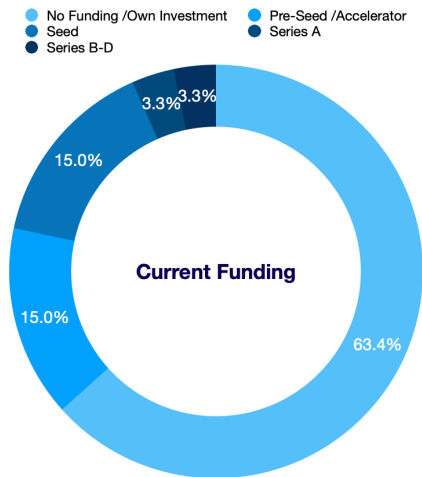


# Market Analysis

## Funding of startups

Looking at the funding data, we see that funding is sometimes a problem. And businesses especially mention that it is difficult to scale solutions. The VRARA Netherlands gathered the pitch decks of businesses who are seeking funding. Please get in

touch with [netherlands@thevrara.com](mailto:netherlands@thevrara.com) if you are interested in more info. We are also open to organizing a funding event if you are an investor looking for your next big opportunity. As you can see from the graphs, only 20% are not looking for funding. Most companies are interested right now or the near future.





[illegible]

# Business Case Interviews

Games

## Business cases introduction

VR/AR technology has become an integral part of many companies. It is being applied within many verticals as we have seen from the survey. Here we would like to share the personal insights of a number of Dutch Companies and organizations on how VR/AR contributes to their business.

VERTIGO**GAMES****Vertigo Games**

Vertigo Games is a multi-platform VR publisher and developer of Dutch origin with offices in Rotterdam (NL), Amsterdam (NL) and Los Angeles (US) in business since 2008. Vertigo has teams in the areas of development, publishing and LBE (location-based entertainment) distribution. Our company offers a growing portfolio of quality VR games that provide novel, powerful and full-featured gaming experiences both in- and outside of the home.

Starting business in 2008, Vertigo Games has been present during a lot of the developments of the field of VR/AR. Joining the wave of the Oculus launch on Kickstarter, we entered the market in the early 2010s with a VR-enabled game. What this game might have lacked in revenue, it made up for in experience, knowledge and connections. It put us right on the radar of major VR platforms, including Valve, Oculus and Sony/Playstation. This was a crucial aspect for succeeding in this fast-paced business, because they kept Vertigo informed about hardware updates and releases before they came to the market. This enabled our company to develop for the newest technology and become one of the frontrunners of the market.

It was in 2016 that Vertigo was really put on the map as a VR developer/studio with the launch of Arizona Sunshine, the zombie survival first-person shooter (FPS). This game is still performing well today and is present on all of Vertigo's VR platforms.

As Arizona Sunshine spun out to arcades, we created a new business that focused on location-based entertainment providers. A room-scale version was developed, with added features such as a free-roam edition that enables four players to come together and collaborate in the same physical playspace.

Through this, we started pushing the boundaries of what our partners could do, what our games could do in general, and even how we were building a brand for Arizona Sunshine. That made other developers look at us and wonder how they could do the same.

This was the moment when Vertigo decided to become a third-

party publisher, of which the first project came in 2019 in the form of InnerspaceVR's puzzle and escape game "A Fisherman's Tale". This game directly won the Game of the Year at the VR Awards, a great honor for both the developer and us as a publisher. With that, Vertigo is primed to be an important player in the Dutch VR/AR ecosystem, and a significant stepping stone for young talent to enter the global market.

<https://vertigo-games.com/>

**Kimara Rouwit**

Publishing director of Vertigo Games

# Business Case Interviews

Marketing

**Media.Monks**

We're Media.Monks, a global content, data, and media powerhouse. Our solution is simple and singular: Disrupting the industry, driven by digital. Originating from the Netherlands we have 8,300 people working in 56 offices across the globe.

Both AR and VR are becoming a bigger part of our digital lives. During the pandemic, the use of VR in business has grown considerably. Virtual meetings with spatialized audio are a huge relief compared to busy Zoom meetings. The hybrid way of working is here to stay, taking the interest in multiplayer persistent XR spaces beyond gaming and into the work floor. This will create a rise in interest for high-quality creative work. XR is about empowering exploration, creation and creativity. It is about the choices the user can make, so the discoveries feel more personal: this is why XR is so powerful as a communication and education tool. As developers, we can transfer some of our own control to the user, so they can choose their own point of view (often literally).

Companies are at the start of exploring and getting involved in and outside of the Metaverse.

An increase in brand interest in developing NFTs for wearable AR experiences, or AR NFT galleries to examine at home. XR will become bigger and make impossible things look possible, enabling us to break through the rules of reality. Creativity starts with our hands, but most hardware solutions bind the hands with controllers or mobile devices. The next big challenge for us is to let the user use their hands like children do - reaching out to everything, touching everything, shaping, mending, molding, breaking...

<https://media.monks.com/>

**Anna Dohy**

Game Designer at Media.Monks

**Leon te Loo**

Operations Manager XR at Media.Monks

# Business Case Interviews

Arts



## Eye Filmmuseum / Angels of Amsterdam

Anna Abrahams is a programmer for the series Xtended at Eye Film museum, an independent filmmaker and the director of the VR production 'Angels of Amsterdam'.

Eye Filmmuseum in Amsterdam is a museum for moving images. In this context Eye also embraces VR and AR productions, both 360 videos and interactive experiences.

"As a programmer for Extended Reality productions, I am looking for what might be the future of moving pictures. My focus is on XR as an artistic medium. At the moment, as a medium, it gets little attention from museums except for supporting educational programmes."

At Eye we like to support the newest makers and productions by providing them with an audience platform. Four times a year we offer different experiences and installations during a 10 day period. One of the challenges is that VR can require relatively much more space per audience member than film. As a new technology it also requires more hosts to support the visitors. This does differ a lot per visitor, and as adaptation increases, it will become less of an issue.

"As a filmmaker, after seeing so many inspiring productions, I wanted to see how I could take all the lessons learned to one of my own productions. 'Angels of Amsterdam' is about living as a woman in 17th century Amsterdam. Creating a film for VR was a valuable experience. I needed to accept that the viewers controlled their viewpoint and I needed to let go of my DIY attitude towards most technical production aspects. It also offered new opportunities. The VR experience is situated in a bar. To enhance this feeling during the presentation we created a real bar at Eye and positioned the audience in such a way that they felt themselves leaning onto the same bar as in VR. The audience was quite diverse and we received very positive feedback. We also were proud of being selected as Virtual Reality work for the competition of the 78th Venice International Film Festival."

**Anna Abrahams**

Programmer at Eye, teacher at the Royal Academy of Art and independent filmmaker

<https://www.eyefilm.nl/en>

<http://www.angelsfamsterdamvr.com>

# Business Case Interviews

Construction and Built Environment



## Dura Vermeer Bouw

Dura Vermeer is a construction firm for infrastructure, residential- and non-residential buildings that is always looking for new and innovative ways to offer value.

We were first inspired to use VR during the construction of a hospital in Hardenberg. There we demonstrated how VR enables new ways to view a project together and develop a shared perspective on the new hospital building.

As Dura Vermeer has fully implemented BIM it is now easy to bring our projects into VR. An example is the construction of a new office building in Zeist where we started using VR to allow the entire team -including client and external advisors- to monitor the build together. The use of VR allowed for clearer communication on the actual build status, and the choices to be made between all parties. It also resulted in a much larger commitment to the final result by the client's technical and maintenance staff.

Dura Vermeer has also looked at how XR technology can be applied at building sites. Currently XR is still challenging to use on big construction projects due to the fact that the tested application requires regular calibration. However, we do expect XR technology to be applied more at building sites in the future.

The use of VR has also brought benefits to our housing projects because it allows customers to easily view different options for their future homes. They can even check how their personal furniture would fit. This provides clients with a much better understanding of how their future home can work for them. Although this does bring extra costs and effort, it leads to a much higher customer appreciation, which is important seeing the massive housing challenge the Netherlands is facing.



**René Evers**  
Company Manager

<https://www.duravermeer.nl>

# Business Case Interviews

Construction and Built Environment



## Witteveen+Bos

Witteveen+Bos is an engineering and consulting firm. We help advise on complex planning issues for the environment or concerning societal change. We have been working with VR for over 10 years. It is a very helpful tool for projects with many stakeholders. We have seen how it helps citizens get a better understanding of the impact of a neighborhood project on their personal situation. Being better informed creates a higher level discussion, with less emotional stress and more productive meetings. To provide this personalized perspective it has been important to step away from bird view flyovers and bring the project to a game engine, giving users the freedom to explore a plan and it's alternatives.

VR has also shown advantages for professional multi-disciplinary teams, allowing them to bring together different perspectives and identify mismatches in expectations. Highway construction projects are a good example of this due to their scale of planning that can vary between kilometers and millimeters. In such projects VR even enables an early-on perspective for emergency services, by allowing them to drive through a future tunnel instead of trying to interpret a 2D plan.

There are a lot of societal changes in the next decade that require us to act smarter, quicker and at lower costs. VR and AR technology can support this. We believe we should enable decision makers and citizens to explore different planning options themselves and give direct input and feedback. This should help accelerate complex projects and prevent costly mistakes.

**Otto Schepers**Business Line Manager Digital Acceleration  
& Support

<https://www.witteveenbos.com>

# Business Case Interviews

Work and Welfare



's-Hertogenbosch

## Municipality of 's-Hertogenbosch

The Municipality of Den Bosch has shown that VR can be a useful tool in helping people find a new job. The Social Services department is normally not associated with fun. It can be quite challenging to help people find the right job: people have very diverse backgrounds, and need help in finding an adequate job. They also need help in preparing for a job application.

To support this process we created a library of VR360 videos, each video providing the experience for a certain job. This helped people understand what you need to do in the course of a day, and often created a more positive perception of what a certain job really entails, exposing prior misconceptions. The effect of the VR Videos was researched in collaboration with Fontys Applied University and TNO and showed that 92% of the people, across different age groups, genders and cultural backgrounds, were positive about videos and had fun!

Next to this, we implemented a job interview trainer, using virtual characters as job interviewers. With voice recognition software we were able to improve people's preparedness for the job interview. People noticed that practicing your answers verbally was an important improvement compared to just writing them down. Using the VR application they could practice multiple times without feeling any inhibitions towards the virtual coach.

VR is an important addition to the toolset for the Social Domain. It provides us with tools suitable for specific groups, allowing them to absorb more information in a shorter time while having fun. In the next few years we hope to share this technology with other municipalities and organizations through the Stip Foundation which focuses on technology solutions for the Social Domain.

**Renço Wesseling**

Innovation manager within the Social Domain

<https://stichtingstip.nl>

# Business Case Interviews

Work and Welfare



## TIGRA Beheer

TIGRA's focus is on helping companies make sure their employees are fit and healthy. We help people get back to work and help educate people on a healthy workplace and lifestyle. Currently we are applying VR to gain insights on stress levels. We use it both as a preventive tool as well as for people that are currently not fit for work. The VR application trains people to gain control over their stress levels. The gamified VR application makes dealing with stress much more tangible and fun. By playing the game people are more willing to talk about the underlying issues. This allows for a transfer from the virtual world to their current real life situation. By using VR we are able to activate and enable people. VR enables people to achieve their goals faster.

Two thirds of our current 30 franchises are applying VR. It does bring some operational challenges like the fast pace at which VR hardware landscape changes. VR demonstrates that we are a company that operates with state of the art technology. So we are further exploring new possibilities for other topics within prevention and training.



**Leo Wijnsma**  
CEO / Owner

<https://www.tigra.nl>



# Business Case Interviews

Healthcare and Training



Sint Maartenskliniek



## Sint Maartens Clinic / VR4REHAB

The Sint Maartens Clinic is one of the few specialized hospitals in the Netherlands, focused on orthopedics, rheumatology, and rehabilitation. Next to this we offer specialized pain relief, pharmaceuticals and radiology. We are currently using VR for multiple purposes, from therapy to training. VR fits with our goals of applying new technologies to improve patient treatments. We have experienced in practice how VR encourages rehabilitating patients to extend their exercise regime, pushing them further than they think possible. For pain treatment VR has proven to be a good distraction. In some cases it has reduced or even eliminated the use of opiates such as oxycodone.

We are currently also applying VR to train the entire staff in emergency response. The VR training is preceded by a gamified app that teaches employees the basic theoretical background and also local facts like the internal emergency numbers. The VR simulation allows them to apply, test and improve their knowledge in sometimes stressful situations within a virtual version of their own hospital building. This simulation is now incorporated as a part of our HR system, to keep all staff members at an adequate training level.

In 2017 Sint Maartens Clinic initiated the VR4REHAB programme as a part of the European Interreg programme, which focuses on improving rehabilitation therapy. There are four main topics: designing attractive and effective VR games, data acquisition to measure progress, providing personalized interventions, and bringing VR therapy to the patients home. In VR4REHAB we have organized a number of Hackathons, one of the latest regarding the treatment of Long COVID. The experiences have been collected in our VR4REHAB Innovation Blueprint. Other important elements of the programme have been community building and an annual conference.

The future is promising with an increasing interest in applying VR for Rehab. VR is promising as a means to reduce costs by home treatment and mitigate the challenges of staff shortages. The transition to a mature embedded technology still has its challenges due to a resistance to change of the traditional medical field and the still evolving XR ecosystem. Concepts such as the Metaverse now challenge care providers to think about their place in this landscape.



**Remco Hoogendijk**  
Innovation Manager

<https://www.maartenskliniek.nl/>

<https://vr4rehab.org/>

# Business Case Interviews

Healthcare and Training



## CONSORTIUM DUTCH – Digital United Training Centres for Healthcare

Training and retaining qualified healthcare professionals has become a challenge. DUTCH – a consortium of medtech partners, education academies, University Medical Centers and start-ups – is dedicated to improving the training of medical professionals for the operating theater. The current training methods are no longer adequate to fulfill the growing needs. One of the challenges is training on the job, requiring a qualified professional to be present and available at all times. In the Netherlands, for example, we currently need 600 new operating and anesthetist nurses a year and we are only training 300 a year.

For the operating theater we also need more possibilities for interprofessional training between doctors and nurses. To increase the number of training hours without relying on more professional tutors requires digital simulations that students can access any place any time. For the Amsterdam Skills Center, a state of the art training facility for surgeons and OR professionals, a box for Laparoscopic training was developed that surgeons in training can use at home. In Amsterdam UMC and many other hospitals, XR is being introduced and 360 training videos are developed for use in training. These are all elements that can become part of a new curriculum that helps accelerate skill based learning. However, cooperation between hospitals and the MedTech sector needs to improve to be able to answer the innovative pace that is required to train enough professionals for the delivery of care in the coming years. VR provides elements that can make a difference in accelerating training and that allow existing professionals to acquire knowledge as needed. The goal is to make learning less dependent on daily practice and improve the quality of education by using technologies such as VR and simulation.

<https://asc.amsterdam>

**Jaap Bonjer**

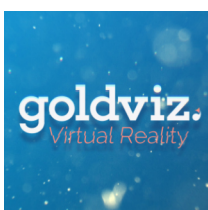
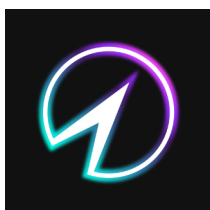
Chair of Surgery Amsterdam UMC,  
CEO Amsterdam Skills centre

**Sophie Rijpkema**

Projectmanager Surgery, Amsterdam UMC

# Companies

## In the Dutch Ecosystem



# Companies

## In the Dutch Ecosystem



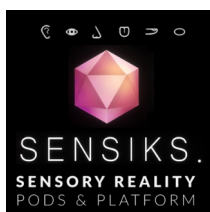




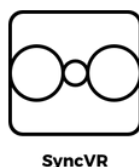

























# Companies

## In the Dutch Ecosystem





# 360Fabriek

## Summary

We started as immersive content producers when we realized creating lifelike 3D objects of physical objects and environments will be crucial for the adoption of immersive technologies. Therefore we decided we should make the digitization of objects easy, scalable and affordable. Now our service gets used by a lot of customers and even by a lot of VR/AR studios who find the digitization from physical objects to realistic 3D models a hassle.

## Company Facts

<b>Website</b>	<a href="https://360fabriek.nl">https://360fabriek.nl</a>
<b>Email</b>	<a href="mailto:jan@360fabriek.nl">jan@360fabriek.nl</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	7-10
<b>Customers</b>	vtwonen, Riviera Maison, Eurovision Songfestival, Gemeente Rotterdam, Veiligheidsregio's, Franciscus Ziekenhuis, Adidas, MINI

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Arts & Culture/Museums      Healthcare/Pharma  
Commerce/Trade  
Entertainment  
Fashion/Luxury/Beauty

### Which application areas do you work on?

Automation/Prototyping/R&D      Product Development  
Design/Visualisation      Service/Maintenance  
Entertainment/Media/Gaming      Training/Education  
Marketing/Sales      Physical environments

### Expertise, Products, Services and Solutions

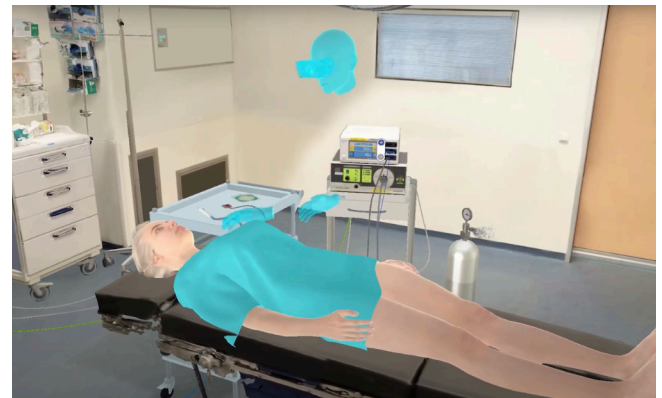
Scalable digitization of objects and environments developing the software and hardware to do it.

### What do you make?

N/A

### Case Study/Achievement      Website Link

The digitization of an operation room within the Franciscus Ziekenhuis and the creation of several Virtual Reality trainings for Laser cutting and Electrical surgery helped the hospital train much more staff. The occupation of operation rooms is so high, there was little time left to train. Now they VR train in a digital twin of the operation room so all the equipment is on the exact same place and the occupation of the physical operating room is no longer a problem. It works so well we are doing the third training within a year.



### Testimonial

360Fabriek are very big experts when it comes to VR and AR solutions for industries. They knew how to translate an idea of visualizing Event spaces in 3D for event organizers like me and turned that into a workable application within no-time! Definitely keep an eye on them regarding developments in AR and VR. They are wizards that can help businesses develop their digital strategies with interactive content.

—Nick van Breda - Future FLux Festival

# &samhoud creative tech

## Summary

&samhoud creative tech is a digital agency that creates innovative products, services and campaigns based on new technologies. It has created some of the most well known AR and VR experiences in the Netherlands, reaching hundreds of thousands of users. They are specialised in combining creativity with digital product development. The company is home to a multidisciplinary team of creatives, designers, developers, strategists, and marketeers. With their in-house development team (Unity and other technologies) they offer a full-service experience: from strategy to creative concept and ultimately to digital production. The Amsterdam-based company was founded in 2013 by Jip Samhoud and is part of the &samhoud group.

## Case Study/Achievement [Website Link](#)

&samhoud creative tech developed the Ziggo Wifi Assistant for leading Dutch telecom provider VodafoneZiggo. The Ziggo Wifi Assistant is an augmented reality wifi-tool on iOS and Android which allows users to place AR-measuring points in order to see how their wifi performs at different spots inside their house or office. By placing these AR measuring points the app builds a 3D representation of their wifi-situation and provides users with personal and relevant tips to help them to take action and improve their wifi-connection. Since the launch the app has been used by several hundred thousand users.

## Company Facts

<b>Website</b>	samhoudcreativetech.com
<b>Email</b>	hi@samhoudcreativetech.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	7-10
<b>Customers</b>	VodafoneZiggo, Albert Heijn, Intergamma, Landal Greenparks, Ahold Delhaize, Wilhelmina Kinderziekenhuis, Rabobank

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Commerce/Trade	Food/Beverages
Consumer Packaged Goods (CPG)	Pharma
Entertainment	Healthcare
Finance	

### Which application areas do you work on?

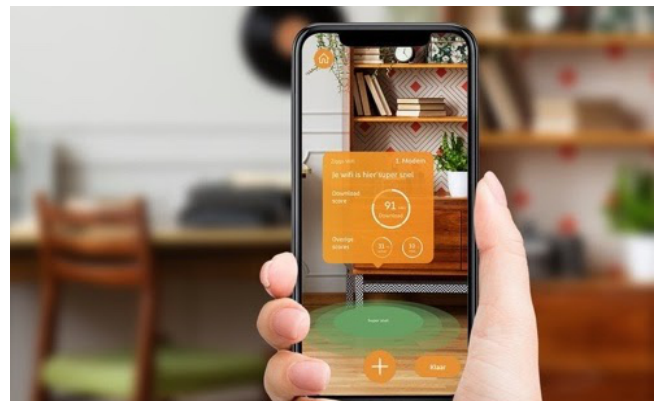
Analytics/Data Visualisation	Marketing/Sales
Automation/Prototyping/R&D	Market Research
Design/Visualisation	Product Development
Entertainment/Media/Gaming	Training/Education

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Custom Solutions, Experiences







# 8D Games

## Summary

We develop serious games with a design thinking proces in co-creation with endusers. We develop for healthcare, education and government intitutions

## Company Facts

<b>Website</b>	www.8d-games.nl , www.missiemaster.nl
<b>Email</b>	maarten@8d-games.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	10+ years
<b>Customers</b>	UMCG, Universiteit Twente, RUG, MCL, Ministerie Sociale Zaken en Werkgelegenheid, Team Sportservice, Radboud Universiteit, Universiteit Utrecht, NHL Stenden, Hanze Hogeschool, Huis voor de Sport Groningen, Tesla, Universiteit Munster, CJIB

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Commerce/Trade  
Healthcare/Pharma

### Which application areas do you work on?

Automation/Prototyping/R&D	Training/Education
Design/Visualisation	Usability/Ergonomics
Entertainment/Media/Gaming	Patient Therapy/Rehabilitation
Marketing/Sales	Sports activities
Product Development	Physical environments

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

N/A

## Case Study/Achievement [Website Link](#)

We developed games with gesture and emotion detection. Also games with AR with excersies for patients to recover after surgery. In VR we developed several games for training.



## Testimonial

8D Games guided us trough the design proces with great care. They really know how to develop serious games in co-creation with endusers

— Jeroen van Dijk, Pento





# Apollo Journey

## Summary

May your creative journey start today.

At Apollo Journey we build your idea in the shape of innovative AR, XR and VR applications. We are always curious, especially towards new technologies and how to combine these with design. We transfer the power of passion for technology to improve the world around us. Doesn't sound too bad right?

An allround development team with a focus to improving society. You will find this focus in the products we make. From simulations in which firefighters train to an app for the wellbeing of people. This is also evident in our culture, which goes a step beyond informal. Everybody can be themselves at Apollo because this gives you the creativity and space to make your idea a reality.

We will be creative and we will be adventurous.

~ Apollo Journey

Make your ideas become a reality!

## Company Facts

<b>Website</b>	<a href="http://www.apollojourney.com">www.apollojourney.com</a>
<b>Email</b>	<a href="mailto:so.lee@apollojourney.com">so.lee@apollojourney.com</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	7-10
<b>Customers</b>	Damen Shipyards, Rijkswaterstaat, Basic Vets

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Defense/Military/Security  
Entertainment  
Healthcare/Pharma

### Which application areas do you work on?

Automation/Prototyping/R&D	Service/Maintenance
Design/Visualisation	Training/Education, Sports activities,
Entertainment/Media/Gaming	Physical environments
Marketing/Sales	
Product Development	

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Custom Solutions, Experiences, Platform provider

## Case Study/Achievement [Website Link](#)

One of our highlights is Flashover and Flashpoint. VR projects we do with experts (Police- and Fire Departments) and realise them in VR. For example realistic smoke development in buildings or building VR hardware (nozzles and guns).





# ArtiShock XR Productions

## Summary

ArtiShock is a full-service Immersive design and communications agency based in the Netherlands. Officially founded in 2014 as a group of experienced designers and coders exploring the AR & the metaverse. Some of us pioneering and imagineering Augmented Reality projects since 2011 and VR as far as 1993. We create and design beautiful technology. Just checkout our extensive portfolio, you'll see.

## Company Facts

<b>Website</b>	www.artishock.com
<b>Email</b>	projects@artishock.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	7-10
<b>Customers</b>	Amazon prime, IFFR, Somfy, Ministry of Defence, PwC, City of Leerdam, PAL-V, Stedin, SkyNRG, AEGIR marine, ArtTenders, Albert Schweitzer hospital, Provisur technologies, Gefco logistics, Dordrechts museum, Marinersmuseum Rotterdam & more...

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Architecture/Construction, Arts & Culture/Museums	Food/Beverages
Commerce/Trade	Finance
Defense/Military/Security	Healthcare/Pharma
Entertainment	Industrial/Shipping/Urban Planning

### Which application areas do you work on?

Design/Visualisation, Entertainment/ Media/Gaming	Product Development, Remote Collaboration
Live Events/Curation	Service/Maintenance
Marketing/Sales	Training/Education
Network/Streaming Services	Physical environments

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Custom Solutions, Experiences

### Case Study/Achievement [Website Link](#)

Developed a successful video-communications space opposing (boring) platforms such as MS-Teams, Google Meet and Zoom. Your own corporate video-communications layer in a visual compelling environment. Ideal for customer meetings. It is an excellent solution for organizing -branded- business events. The Guided Video Tour is the high-profile and distinctive solution in times when customer contact is difficult.

Ps. We were also nominated for an Auggie Award USA in 2021 (Art & Film) for the IFFR and are amongst the first to pioneer on webAR content for a number of clients and are looking into live (webbased) volumetric broadcast.



### Testimonial

ArtiShock has digitized our organization in a very rich online environment in which we can meet with our customers. The urgency was extremely high due to the complete disappearance of physical meetings in our laboratory during Covid. As usual, we can discuss our customers' issues again and share our research in our digital office, workshop, laboratory, exhibition stand and even a 3D factory, with necessary content at hand.

— Ester Bolsens, Marketing Communication Manager, Animal Nutrition and Health, Kemin EMENA, Belgium



# Beemup

## Summary

Beemup helps you build virtual worlds (or: metaspaces) that people can visit via their phone, PC or with a VR headset as an avatar. In these worlds you can offer shows from popular artists or sell virtual merchandise. People can walk around, but also talk to fellow visitors. We have integrated our platform with the blockchain, this allows us to offer unique experiences or wearables through NFTs.

**Case Study/Achievement** [Website Link](#)

## Company Facts

<b>Website</b>	www.beemup.com
<b>Email</b>	info@beemup.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	2-3
<b>Customers</b>	TEDx, Rathenau Instituut, Microsoft, HP

## Company Details

### Which immersive technologies are you active in?

3D Immersive Metaspaces

### Which verticals or industry sectors do you operate in?

Commerce/Trade  
Entertainment  
Fashion/Luxury/Beauty

### Which application areas do you work on?

Design/Visualisation      Marketing/Sales  
Entertainment/Media/Gaming      Network/Streaming Services  
Live Events/Curation

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Experiences, Platform provider

BLUETEA

BlueTea BV

**Summary**

We specialize in training and knowledge transfer. For that we create immersive training simulations, using the latest available technology. Our solutions very close to practice being the most effective way of transferring knowledge. We use synthetic 3D environments to be as flexible and durable as possible.

All our solutions are developed using our own knowledge management toolkit called VirtualStudio®. This toolkit enables our customers and us to create flexible training solutions that can be altered unlimited without any programming skills.

Besides the scenario editing functionality of VirtualStudio®, it also contains functionality like user management, access control, progress reporting, connectivity to external learning management systems via xAPI, simulation-access and deployment, etc.

**Company Facts**

<b>Website</b>	www.bluetea.eu
<b>Email</b>	info@bluetea.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	10+ years
<b>Customers</b>	Companies in Aerospace, (Chemical) Industry, Automotive, Healthcare, Manufacturing, Defense, Maritime, Education

**Company Details****Which immersive technologies are you active in?**

Virtual & Augmented Reality

**Which verticals or industry sectors do you operate in?**

Academia/Education                      Industrial/Shipping/Urban Planning  
 Defense/Military/Security  
 Energy  
 Healthcare/Pharma

**Which application areas do you work on?**

Analytics/Data Visualisation, Training/  
 Education

**Expertise, Products, Services and Solutions**

Software Development

**What do you make?**

Product, Custom Solutions, Platform provider

**Case Study/Achievement** [Website Link](#)

We develop simulations and training tools for a broad scale of customers, where we not only develop the solution tailored to solving a knowledge gap, but we support our customers during and after the development and deployment process. For a customer in the healthcare industry we have developed such solution of which a case study was written by an independent journalist.

**Testimonial**

"BlueTea was in charge of the project and used sprint sessions. That has worked well. We did have to get used to it a little, because we do not come from a real business environment. Working with fixed appointments, for example, was actually quite pleasant. It gave us a bit of a grip on time. I also enjoyed working with sprints myself. I am now trying to apply it myself in smaller projects. The further guidance from BlueTea and the questions they asked us during the development process were also fine. The whole process went very well."

— Ron Mourmans, MUMC+ Maastricht



# CIN-ergy

## Summary

CIN-ergy is a renowned designer & manufacturer of electronic optical systems for integration in Virtual and Augmented Reality applications. They have been serving the industry since 1997 and have a long and proven track record for creating innovative solutions for the Defence and Medical Market. We have a large customer base around the world offer the highest quality optics and driver electronics for the highest resolution micro displays.

## Company Facts

<b>Website</b>	www.cinoptics.com
<b>Email</b>	info@cin-ergy.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	10+ years
<b>Customers</b>	Defence Training & Simulation

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Defense/Military/Security  
Healthcare/Pharma

### Which application areas do you work on?

Automation/Prototyping/R&D      Training/Education  
Entertainment/Media/Gaming  
Product Development

### Expertise, Products, Services and Solutions

Hardware Manufacturing

### What do you make?

N/A

## Case Study/Achievement

In 2005 we introduced the World's first commercially available AR HMD under the brand name Visette45ST and in 2012 introduced the first Full Colour Helmet Mount Display for pilot training.





# CoVince

## Summary

CoVince provides a creating and collaborating platform.

Combining videoconferencing, whiteboarding, issuemangement, engagement and simulation in one. Create total journeys with the full flow, from interactive video teasers, booking, collaboration spaces, escaperooms and more. All integrated in one platform so creators can offer full experiences.

## Company Facts

<b>Website</b>	www.covince.com
<b>Email</b>	togrowtogogether@covince.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	Corporates / Government / MKB

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education	Finance
Architecture/Construction	Healthcare/Pharma
Arts & Culture/Museums	Industrial/Shipping/Urban Planning
Commerce/Trade	News/Journalism
Energy	Rescue/Disaster/Emergency Services
Entertainment	Travel/Tourism
Fashion/Luxury/Beauty	Transportation/Mobility
Food/Beverages	

### Which application areas do you work on?

Analytics/Data Visualisation	Product Development
Design/Visualisation	Remote Collaboration
Live Events/Curation	Service/Maintenance
Marketing/Sales	Training/Education
Planning/Engineering	

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Platform provider

## Case Study/Achievement [Website Link](#)

Communication, transparance and full insights are important for steering an organisation. With the current remote working the common toolsets for collaboration are missing several aspects. With CoVince we provide a platform to create hybrid working spaces for these organisation. For example based on the Obeya method. A room with your current measurements, connected to your organisation strategy goals leading to the right actions and social communication. Virtual Obeya is used for example at the Gemeente Rotterdam.

## Testimonial

Digital Obeya: "The 3D environment of CoVince is the missing piece of the puzzle and supports the municipality of Rotterdam in collaborating and being creative with each other. Linking the information from Miro to the CoVince environment creates endless possibilities for establishing relationships in various VR/AR collaborations."

— Gemeente Rotterdam, Stefan van Ingen





# Connec2

## Summary

Connec2 delivers an accessible all-in-one Extended Reality platform as a service for the business market, with excellent support. Connec2 wants to remove barriers to allow people, machines and technologies worldwide to work together. They do this by adding a virtual world to the physical world, without restrictions in which everyone feels at home and in which you want to work with each other. As a total solution Connec2 has all the necessary functionalities to conduct BIM design reviews, provide training, realize digital twinning, give sales presentations, organize seminars and meet without limits.

Connec2 is used by a broad target group who wants to optimize processes. Connec2 is ideal for companies that make their own 3D designs or want to instruct employees on a digital twin of a production/ assembly line.

## Company Facts

<b>Website</b>	www.connec2.nl
<b>Email</b>	info@connec2.nl
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	10-20
<b>Years in Operation</b>	10+
<b>Customers</b>	(International) Corporates / Building Industry / System Integrators / Manufacturing / Government / Education

Partners: Oculus ISV Partner, Connec2 reseller program, VRinSCHOOL, TNO, Industrial Reality Hub, Wolf3D

## Company Details

### Which immersive technologies are you active in?

Cloud and XR Technology

### Which verticals or industry sectors do you operate in?

Architecture/Construction	Training/ Recruiting
Urban Planning	Energy
Manufacturing industry Commerce/Trade	Healthcare/Pharma
Academia/Education	Service/Maintenance
	Security

### Which application areas do you work on?

Remote Collaboration	Marketing/Sales
Analytics/Data Visualisation	Network/Streaming Services
Automation/Prototyping/R&D	Planning/Engineering
Design/Visualisation	Product Development
Live Events/Curation	

### Expertise, Products, Services and Solutions

XR as a Service, Subscriptions, Next level collaboration, Business metaverse

### What do you make?

An accessible all-in-one Extended Reality platform as a service for the business market.

### Case Study/Achievement [Website Link](#)

The 3D workflow of Connec2 creates endless possibilities to transfer knowledge from one person to another, or even better – an entire group.

Not being bound to a physical location and having the ability to visualize anything at any time – Connec2 offers the ability to train, teach and present anything to multiple stakeholders from any location, whenever required.

In the construction industry for instance, teams can use Connec2 to validate BIM designs together with stakeholders as if they are there, while at the same time reducing travel costs & CO2 emissions.

Working together across distances has never been this easy, even during times of pandemic crisis.

The main advantages using Connec2 are:

- Enabling global collaboration in a natural and accessible way
- Preventing failure costs
- Efficiency improvement and delivery time reduction
- Independent and your IP is protected
- Visual sales support
- No CO2 emissions as a result of travel
- Don't waste precious time and money on travel



### Testimonial

Dura Vermeer one of the top 3 construction companies in the Netherlands uses Connec2 XR as a service platform for design reviews within 3D BIM models.

"An absolute no-brainer, we want this for every project, the virtual experience gave those involved much more insight into the design process."

"This is how the client reacted where multi-virtual collaboration was applied for the first time."

— René Evers, Dura Vermeer



# Coolminds

## Summary

Driven. undisturbed. sober. That's how we work, that's how we are. With cool minds, both feet firmly on the ground and constantly aware of the latest trends in our field, we develop smart technology and innovative software with which you optimize your processes, create the best training and make you perform even better as a company.

And we do more. We are the market leader in virtual reality for mental healthcare in the Netherlands and VR e-learning applications. Making the world a little better using technology, that's what we've been doing since 1996.

## Company Facts

<b>Website</b>	<a href="https://coolminds.nl">https://coolminds.nl</a>
<b>Email</b>	<a href="mailto:hallo@coolminds.nl">hallo@coolminds.nl</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	10+ years
<b>Customers</b>	Vinci Group, Ahold, Schiphol, Cegelec, Actemium, UMCG, UTwente, Saxion Hogeschool, Hanze Hogeschool, Avans Hogeschool, Jeugdhulp Friesland, Cosis, Youké, Xonar

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Energy  
Healthcare/Pharma  
Industrial/Shipping/Urban Planning

### Which application areas do you work on?

Training/Education  
Patient Therapy/Rehabilitation  
Physical environments

### Expertise, Products, Services and Solutions

360 VR Video content and Roomscale VR training

### What do you make?

N/A

## Case Study/Achievement [Website Link](#)

Coolminds developed the VR solution Bacter together with universities and hospitals in the Netherlands and Germany. A hygiene training for OR teams. Virtual Reality in Logistics. How do you ensure that these employees are trained quickly and effectively, and that safety in the workplace is also guaranteed. Safety plays a very important role in heavy industry. Especially during maintenance or shutdowns, it is crucial that employees are optimally protected. VISICS develops and supplies innovative solutions that ensure a safe working environment at maximum efficiency supported by Roomscale VR training.



## Testimonial

"We ended up at Coolminds in the Netherlands. That is a very good collaboration. They are young enthusiastic guys. That works very well together."

— Dirk Wuyts, Actemium





# Creative Data Studio

## Summary

We're a data visualisation studio specialised in 3D, AR and VR. Instead of visualising data in graphs and dashboards, we try to find new ways of interacting with data that better resonate with end users. This often involves creating a 3D representation of our client's domain (be it a car, factory, airplane or smart city) and overlaying all relevant data in an intuitive and engaging way.

Our projects give one integrated view of a product or process that all stakeholders can relate to. This enables them to make decisions faster. We use AI and predictive algorithms to simulate new scenarios and to conduct what-if analyses.

## Company Facts

<b>Website</b>	<a href="https://createdatastudio.com">https://createdatastudio.com</a>
<b>Email</b>	<a href="mailto:bastiaan@createdatastudio.com">bastiaan@createdatastudio.com</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	2-3
<b>Customers</b>	Government, healthcare, manufacturing, construction. Examples include Volkswagen, Erasmus MC, Priva and TU Delft

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Architecture/Construction      Healthcare  
Defense/Military/Security  
Energy  
Industrial/Shipping/Urban Planning

### Which application areas do you work on?

Analytics/Data Visualisation  
Design/Visualisation  
Digital Twins

### Expertise, Products, Services and Solutions

Software Development

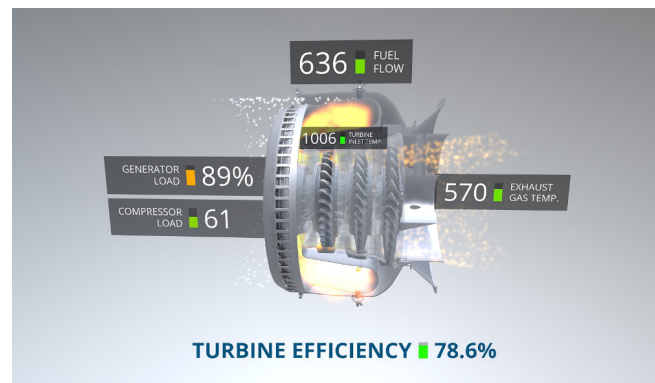
### What do you make?

Custom Solutions, Platform provider

## Case Study/Achievement [Website Link](#)

Many stakeholders are involved in getting an airplane in for maintenance. It requires aircraft planners, airline management, workshop capacity planners and maintenance engineers to all agree on a decision. Not all of these people have a technical background.

We have created a digital twin of an aircraft engine that visualises predictive maintenance data. Instead of looking at countless of graphs that are meaningless without the years of experience of a maintenance engineer, all stakeholders could see relevant data in its natural context. This allowed everyone to understand the situation and agree on the right time to take the aircraft into maintenance.





# DA-RE Health Innovation

## Summary

DA-RE Health Innovation creates solutions for and with healthcare workers and clients. We see the challenges in elder care and want care to be available and affordable for everyone in society. We have multiple products like our ARNA information app for medical devices, VR bieb learning for nurses and Ardice a dayactivity platform where culture makers provide content for seniors.

## Company Facts

<b>Website</b>	<a href="http://www.darehealthinnovation.nl">www.darehealthinnovation.nl</a>
<b>Email</b>	<a href="mailto:info@darehealthinnovation.nl">info@darehealthinnovation.nl</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	2-3
<b>Customers</b>	We also partners in the <a href="http://www.vrbieb.nl">www.vrbieb.nl</a>

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Healthcare/Pharma

### Which application areas do you work on?

Training/Education  
Information tool

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Experiences, Platform provider

## Case Study/Achievement [Website Link](#)

Mobile Healthcare award 2021 with the VR bieb



## Testimonial

The VR bieb actually helps with the transformation in healthcare. With using VR you can train and educate healthcare professionals in a more efficient way and gives an engaging virtual work environment.

The VR bieb brings different healthcare organisations together as they decide which content they need and use it together. Together we are a enthusiastic metaverse learning community and are making the VR movement bigger. So awesome to see this.

— Paulien van der Meulen, Programmamanager Anders Werken in de Zorg Friesland



# DreamDiVR

## Summary

Therapeutic swimming with virtual reality.

DreamDiVR is a Virtual-Reality diving mask that allows you to experience underwater worlds. Both in the pool and out of it. These VR diving goggles are geared towards people with physical and/or mental disabilities and their professionals. DreamDiVR offers support in achieving individual client goals. Achieve more through activation, relaxation, distraction and increased motivation. Stimulates physical activity and personal growth. Continuously increase the effectiveness of therapy and care. The VR goggles can also be used as a supportive means in rehabilitation and complementary care.

## Company Facts

<b>Website</b>	www.dreamdivr.nl
<b>Email</b>	info@dreamdivr.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	2-3
<b>Customers</b>	Healthcare: disability and rehabilitation care

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Healthcare/Pharma

### Which application areas do you work on?

Patient Therapy/Rehabilitation

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Experiences

## Case Study/Achievement

In 2021 DreamDiVR has conducted research into the influence of therapeutic swimming sessions, with and without VR diving goggles, on the degree of relaxation of young adult clients with moderate intellectual disabilities. There was intensive collaboration with the Hogeschool Arnhem Nijmegen and Siza 's Konings Jaght. It turned out that in 80% of the participants a clear decrease in heart rate was observed. Also in the hours after the session a positive effect was mostly visible. DreamDiVR, together with its partners, wants to further investigate how this effect on individual care needs can be steered and reinforced.





# Imagine

## Summary

Graag stel ik mijzelf aan u voor; Mijn naam is Michiel Groot Koerkamp, en ik zie mijzelf als visionair binnen Imagine.

Binnen Imagine houd ik mij bezig met het visualiseren, en het vertalen van wensen, dromen en/of gedachten naar beeld. Dit doen we met behulp van Extended Reality: het in elkaar laten overlopen van de fysieke en virtuele wereld.

Imagine richt zich voor nu op het vernieuwde vmbo, mbo en de daarbij behorende profielen en keuze vakken, die we vervolgens omzetten in een interactieve virtuele wereld. We willen XR binnen het onderwijs toegankelijker maken, met meer diepgang en een nog betere aansluiting bieden op de oorspronkelijke onderwijs gedachte. XR biedt stimulerende, spannende en nieuwe manieren van lesgeven, waarbij verbinding centraal staat.

## Company Facts

<b>Website</b>	www.e-imagine.nl
<b>Email</b>	info@e-imagine.nl
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	2-5
<b>Years in Operation</b>	4-6
<b>Customers</b>	METIP, Heutink, NRG enz..

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Defense/Military/Security

### Which application areas do you work on?

Design/Visualisation  
Training/Education

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Custom Solutions, Experiences, Platform provider

## Case Study/Achievement [Website Link](#)

Nieuw project

NRG

Begin februari zijn wij gestart met de tweede fase m.b.t. de ontwikkeling van een sandbox voor de NRG Academie, zij spelen een belangrijke rol bij het onderzoeken, ontwikkelen en maken van nucleaire medicijnen. Deze tweede fase houdt in het ontwerpen van een sandbox waarin instructeurs hun eigen scenario's kunnen creëren binnen diverse virtuele omgevingen; operatiekamers, boorplatformen, en o.a. industriële omgevingen. Wat is nou een sandbox? Dat is een gecentraliseerde virtuele wereld gemaakt voor en door de gebruikers zelf.



# Enliven Social Enterprise

## Summary

Enliven offers a platform dedicated to VR for social good, open to third-party developers to drive change together and expand our impact. Our productions mainly target a broad user base in healthcare, government, education, and enterprise, used in the training and education of (future) professionals. By leveraging game technology and the immersive power of VR, we allow users to experience what it's like to be the other person, often a victim. What's it like for children to be a victim of domestic violence? And what it's like to be bullied or discriminated against? Before impossible to truly understand, but now available for anyone, anywhere, anytime.

## Company Facts

<b>Website</b>	www.enliven.one
<b>Email</b>	info@enliven.one
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	Google, Microsoft, Dutch Departments of Justice and Defense, Police, Police Academy, Child Services.

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Healthcare/Pharma  
Rescue/Disaster/Emergency Services

### Which application areas do you work on?

Training/Education  
Patient Therapy/Rehabilitation

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Platform provider, VR simulations for empathy.

## Case Study/Achievement [Website Link](#)

- Over 15 organizations on the platform within just months from release amidst COVID restrictions and with the minimal sales and communication budget and a one person sales-team.
- 710K grant received from the Google Foundation in 2019 as one of 20 grantees out of over 900 applications from all over Europe.
- Part of the Microsoft for Startups program
- Our simulations have been developed with and validated by the Dutch Department of Justice and other partners such as the Dutch Police, Probation and Prosecution Service, just to name a few. Several researches conducted on the effect of our innovation show overwhelming results.

**enliven.**  
**the first virtual  
reality company  
dedicated  
to social good.**

## Testimonial

"Enliven has been very helpful in the start-up process. Enliven adequately supported us from advice, technology to implementation.

I have now completed my first training sessions, and the responses are overwhelming. I look forward to the new simulations of bullying and discrimination."

— Sander Neger, Houses of Healthcare and Safety, Dept. of Justice



# eVRgreen Studio

## Summary

Interactive climate education

## Company Facts

<b>Website</b>	<a href="https://www.evrgreenstudio.com/projecten">https://www.evrgreenstudio.com/projecten</a>
<b>Email</b>	<a href="mailto:lindy@evrgreenstudio.com">lindy@evrgreenstudio.com</a>
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	1
<b>Years in Operation</b>	1
<b>Customers</b>	Fectar, Koos de Koala, 100%FAT, Neon Cortex

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education, Entertainment

### Which application areas do you work on?

Design/Visualisation  
Entertainment/Media/Gaming  
Product Development  
Training/Education

### Expertise, Products, Services and Solutions

Gamification and XR experiences on climate education

### What do you make?

We create interactive products to educate young learners about environmentalism and conservation. Through the use of extended reality (XR), we add to the digitalisation of education.

## Case Study/Achievement Website Link

In our portfolio you can find a number of animated animals alongside an XR experience to educate about their species and climate.

During our playtests we found that the material was very well remembered by the kids! More importantly, they had a great time.

We would love to add many more beautiful projects in co-creation.



## Testimonial

"Ik wil Zubo knuffelen" — Dex (10 jaar)

"Ik wist niet dat een ijsbeer een zwarte huid heeft" — Juna (5 jaar)

"Wij geven het een 9!" — Testpanel Jozefschool Aalsmeer (9-10 jaar)"



# Expivi

## Summary

Expivi is a Software as a Service that enables businesses to offer an amazing customer experience powered by a 3D configurator and Augmented Reality. The platform configures price and quote instantly, streamlines the flow from manufacturer to customer by automating the bill of materials for production, provides greater sales velocity and reduces production errors. Brands can give customers more choices without consuming an excess of products, and reducing inventory. Expivi accelerates the path towards a waste-free commerce industry and zero waste future. Founded in 2018, Expivi is headquartered out of Eindhoven in The Netherlands, and has established a team in Salt Lake City, USA

## Company Facts

<b>Website</b>	www.expivi.com
<b>Email</b>	isabel.brouwer@expivi.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	35-100
<b>Years in Operation</b>	4-6
<b>Customers</b>	Across many verticals. Examples are: Doppio, Prominent, Kingspan, Kimberley-Clark, Crocs, L'Oreal, Neopac

## Company Details

### Which immersive technologies are you active in?

Augmented Reality

### Which verticals or industry sectors do you operate in?

Architecture/Construction  
Commerce/Trade  
Consumer Packaged Goods (CPG)  
Fashion/Luxury/Beauty

### Which application areas do you work on?

Automation/Prototyping/R&D  
Design/Visualisation  
Marketing/Sales,  
3D Configuration

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

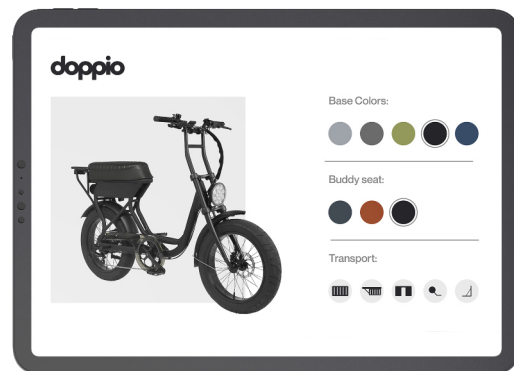
Platform provider

## Case Study/Achievement [Website Link](#)

Doppio, the two-seater e-bike brand was looking for a way to let their customers build bikes themselves, customized to their needs.

They collaborated with Expivi to create a configurator that uses 3D and Augmented Reality to visually and dynamically show customers all the possible product options — while producing smart and minimizing costs.

The configurator supports doppio's direct-to-consumer business model as doppio doesn't need to place bikes in each of their showrooms — reducing investment and logistical costs. Their prospects can configure their own bikes wherever they are, see the changes on touch screens and have the product virtually displayed in front of them in AR if they like.



## Testimonial

"We want to deliver an inspiring customer experience across all our touchpoints, whether customers are visiting our website, our brand store or any other product placement location. That's where our collaboration with Expivi comes in; together we've built a smart solution with which we'll deliver the full doppio experience to customers"

"Saying 'we don't have this bike or accessory in the shop right now' is a thing of the past"

"People want convenience, and with the configurator we are able to meet and exceed their expectations."

— Peter Eiselin, CEO and Founder of doppio



# EyeQ Learning by Smart2IT B.V.

## Summary

EyeQ is an online platform that enables you to use Virtual Reality (VR) for learning and training purposes. Improve the skills, knowledge, and performance of your employees by using this new way of learning! Virtual Reality is the most impactful, immersive, and cost-effective way to train, educate, and learn anytime and anywhere.

## Company Facts

<b>Website</b>	www.eyeq-learning.com
<b>Email</b>	info@eyeq-learning.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	7-10
<b>Customers</b>	Maxima Medisch Centrum Ziekenhuis, DriVR, Shell international, Brandweer



## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which application areas do you work on?

Defense/Military/Security  
Healthcare/Pharma

### Which verticals or industry sectors do you operate in?

Training/Education

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Platform provider





# Fectar

## Summary

Making AR/VR accessible for everyone, everywhere. That's what we call 'Democratizing the Metaverse'.

In the next five years, the real world and the digital world will come together, forming a world that will be experienced in entirely new dimensions. A new reality, also known as the Metaverse, with endless possibilities yet to be explored.

Today, 2 billion people already have a mobile device that allows them to enter the Metaverse in AR. This number will continue to increase as more people get access to the internet. However, before major adoption actually takes place, it must be made very accessible. And that's where Fectar comes in ...

Fectar is the stepping stone into the Metaverse from today onwards. From augmented reality on the devices we use today, towards a full Metaverse experience where real-and-virtual environments are fully merged, Fectar will be the multi-sided platform that makes the Metaverse accessible for everyone, everywhere.

## Company Facts

<b>Website</b>	www.fectar.com
<b>Email</b>	info@fectar.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	2-3
<b>Customers</b>	Nomomo, eVRgreenstudio, Holoheroes, CuraBHV.nl, Q Music, ROC Midden Nederland, TUI, Tilburg University, Trak Racer, Brabant Water, SPARK, 2Innov8 Learning HRO

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education Entertainment, Travel/Tourism  
 Architecture/Construction  
 Commerce/Trade  
 Defense/Military/Security

### Which application areas do you work on?

Analytics/Data Visualisation Remote Collaboration  
 Entertainment/Media/Gaming Service/Maintenance  
 Live Events/Curation Training/Education  
 Marketing/Sales

### Expertise, Products, Services and Solutions

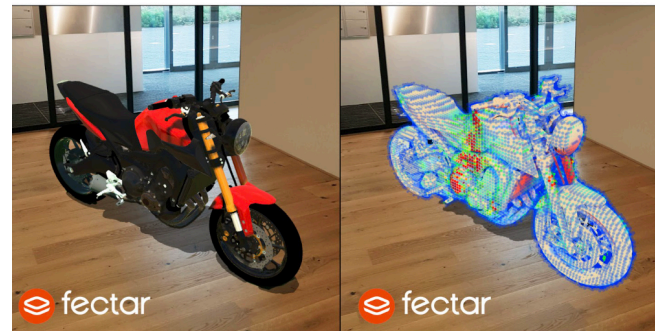
content management system for AR/VR, multisided platform

### What do you make?

N/A

## Case Study/Achievement Website Link

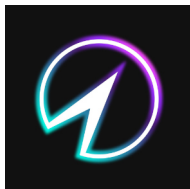
Recent publication in AIXR '3D Heatmaps: create measurable value in 3D'



## Testimonial

When it comes to innovation the first step is always the hardest. In Fectar we found a team to learn and grow with. They are accessible and actively engaged. Their collaboration will help us succeed in our project.'

— 2Innov8, L&D Police



# Galaxy Game Studio

## Summary

Galaxy Game Studio is a game development company located at Capelle aan den IJssel, the Netherlands. Our focus is to create and innovate VR environments for global impact.

## Company Facts

<b>Website</b>	<a href="https://galaxygamestudio.com">https://galaxygamestudio.com</a>
<b>Email</b>	<a href="mailto:maarten@galaxygamestudio.com">maarten@galaxygamestudio.com</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	2-3
<b>Customers</b>	N/A

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Academia/Education      Entertainment  
 Architecture/Construction      Fashion/Luxury/Beauty  
 Arts & Culture/Museums  
 Commerce/Trade

### Which application areas do you work on?

Automation/Prototyping/R&D  
 Design/Visualisation  
 Live Events/Curation  
 Product Development

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Custom Solutions, Experiences



# Goldviz

## Summary

Goldviz is the strategic partner in developing virtual content for your company. We ensure that your visual message connects seamlessly with applications for sales, marketing and training. We do this with high-end 3d, VR and AR. This virtual technology makes it possible to transfer information in a fun and effective way. Because you are completely immersed in a virtual world, your customers and staff absorb more information with Virtual Reality and Augmented Reality than during a standard product demonstration or training.

## Company Facts

<b>Website</b>	www.goldviz.nl
<b>Email</b>	info@goldviz.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	7-10
<b>Customers</b>	Philips, Rademaker, UMC Utrecht, VGZ, Ministry of infrastructure and environment, Rhenus Logistics, STC Group

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality, Games and animation

### Which verticals or industry sectors do you operate in?

Academia/Education	Energy, Entertainment
Architecture/Construction	Healthcare/Pharma
Arts & Culture/Museums	Industrial/Shipping/Urban Planning
Consumer Packaged Goods (CPG)	Rescue/Disaster/Emergency Services
Defense/Military/Security	Transportation/Mobility

### Which application areas do you work on?

Analytics/Data Visualisation	Marketing/Sales
Automation/Prototyping/R&D	Service/Maintenance
Design/Visualisation	Training/Education
Entertainment/Media/Gaming	

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Custom Solutions, Experiences

## Case Study/Achievement [Website](#)

We have been asked to build a digital twin of a 60 meter long dough processing production line that our client Rademaker produces and we made virtual training possible for the Rademaker Academy.

Our solution was a user-friendly virtual reality operator training where the trainee gets to know the ins and outs of a production line in 8 lessons. You are allowed to make mistakes and you learn by doing. Start exploring the line virtually by checking if the conveyor belts are empty. Learn to use the touch panel and learn to read and solve the error messages. Learn to recognize and solve errors in time to keep the production line running optimally.

The result: By combining theory and practice, rademaker makes their training more effective, safer, faster, more fun and cheaper.



## Testimonial

Goldviz developed a tool for us to replace the old school presentations. Our sales reps can now meet with potential customers and use an interactive 3D model to talk about the features of our machines. They now have a realistic model of a machine they can rotate, zoom-in or out and even make it run by pushing on the start button on the machine's operator panel. This has increased the customer's experience a lot.

— Ben Verbeeck, Global Business .Development at JBT FoodTech



# Hips. performance

## Summary

HIPS is a research studio created by Clementine Schmidt & Josse Vessies. Fascinated by human bodies and interactions in our digital age, our work focuses on researching new forms of theatricality induced by Virtual Reality and new media to (re)imagine their narrative function and potential for poetry. Coming from different background, Josse from dance and theater and Clementine from design and video making we try to merge our interest and knowledge to develop our idea and dramaturgy related to each new media."

## Company Facts

<b>Website</b>	<a href="https://hips-performance.com">https://hips-performance.com</a>
<b>Email</b>	<a href="mailto:hips.performance@gmail.com">hips.performance@gmail.com</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	1
<b>Years in Operation</b>	2-3
<b>Customers</b>	Stimuleringsfonds, Makershuis tilburg, MORPH.love

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Arts & Culture/Museums

### Which application areas do you work on?

Design/Visualisation  
Entertainment/Media/Gaming  
Live Events/Curation

### Expertise, Products, Services and Solutions

Dramaturgy of the new media in use in performance and art context

### What do you make?

N/A

## Case Study/Achievement [Website Link](#)

We got the chance to develop our last VR project, Meta-Movement-Land via the support of stimulerings fonds and Makershuis tilburg. A project that is around alterity and connexion to the other, questioning how this could be embraced with the medium of VR.

There is something intimate about holding hands. Is it because we can feel each other's pulse and temperature? Or because it transports ourselves out and makes us move to the possible inner self of somebody-else ?By entering the virtual-reality inner world that Darreal presents in her installation - each audience-member, one by one, becomes an unwitting actor in Darreal's body, a shared moment to discover another life form invisible to the common eye.





# HoloMoves BV

## Summary

HoloMoves activates patients in a playful way. We use Mixed Reality (MR) glasses. MR-glasses have the power to enrich the environment with holograms while the real world remains visible. At HoloMoves we use this technique to promote healthy movement behavior. Various exercise games for every body posture (lying, sitting and standing/walking) make exercise fun at every level of physical functioning. We also inform patients about the importance of physical activity, and the causes and consequences of medical conditions with the help of 3D visualizations and education modules.

## Company Facts

<b>Website</b>	www.holomoves.nl
<b>Email</b>	joep@holomoves.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	UMCU, De Hoogstraat Revalidatie

## Company Details

### Which immersive technologies are you active in?

Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Healthcare/Pharma

### Which application areas do you work on?

Design/Visualisation                      Physical environments  
Product Development  
Training/Education  
Patient Therapy/Rehabilitation

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Custom Solutions

## Case Study/Achievement [Website Link](#)

### Testimonial

[https://www.kcrutrecht.nl/wp-content/uploads/2021/09/Poster-DCRM-Baardman\\_Augmented-rehab-using-mixed-reality-in-spinal-cord-injury.pdf](https://www.kcrutrecht.nl/wp-content/uploads/2021/09/Poster-DCRM-Baardman_Augmented-rehab-using-mixed-reality-in-spinal-cord-injury.pdf)

[https://holomoves.nl/wp-content/uploads/2021/11/Oncologica\\_MR-beweeggames-op-de-hematologie\\_sept-2021-1.pdf](https://holomoves.nl/wp-content/uploads/2021/11/Oncologica_MR-beweeggames-op-de-hematologie_sept-2021-1.pdf)

— De Hoogstraat Revalidatie



imedu

### Summary

imedu provides tools to create online virtual learning environments in the metaverse, enabling educators worldwide to improve education and reach more students.

With our tools educators can easily set up interactive virtual learning environments that provide a better remote learning experience by using avatars and immersive, contextual locations. We add gamification and other tools to make personalized self-learning experiences, to motivate students and let educators spend their time more efficiently.

We strongly support the United Nations Sustainable Development Goal 4, to ensure inclusive and equitable quality education and promote lifelong learning opportunities for all.

### Company Facts

<b>Website</b>	<a href="https://imedu.io">https://imedu.io</a>
<b>Email</b>	<a href="mailto:hello@imedu.io">hello@imedu.io</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	1
<b>Customers</b>	Individual teachers & content creators, Almeerse Scholen Groep

### Company Details

#### Which immersive technologies are you active in?

Virtual Reality

#### Which verticals or industry sectors do you operate in?

Academia/Education

Business training

#### Which application areas do you work on?

Training/Education

Design/Visualization

Entertainment/Media/Gaming

Remote collaboration

Product Development

#### Expertise, Products, Services and Solutions

Educational software, virtual learning strategies, 3D world design and development, Gamification, Software development

#### What do you make?

Product, Custom Solutions, Platform provider

### Case Study/Achievement [Website Link](#)

We work with different educators, from primary school to higher education, to experiment and organize virtual classes. A nice example of how we can help schools cope with teacher shortage and innovative learning methods, is the project at Almeerse Scholen Groep.

Together with their innovation team we created and organized different virtual learning environments. These classes were given over a period of three months. The first results showed that students were very enthusiastic and motivated, teachers could spend their time more efficiently, and schools could reuse learning environments from other schools if they were short on staff for extra-curricular activities.



### Testimonial

"In our virtual learning environment children are in control of how they spend their day. They learn to plan and decide when to ask for help. A part of my group doesn't need help when they work in this environment, they help each other. A big advantage is that this gives me more time for students that do need my help.

While setting up a 3D learning environment sounds very complicated, it really isn't. You just need to have a good dose of enthusiasm.

And it 100% supports the goal to organize more project-based learning and train 21st century-skills."

— Danielle Brockhoff, Almeerse Scholen Groep



IMPROVIVE

Improvive

**Summary**

We create immersive experiences for healthcare, education, training, marketing & sales, and arts & performance. Our believable characters and environments are designed to match our client's needs. Our applications bring people together within VR, even across continents, allowing them to communicate non-verbally using full-body avatars. Our storytelling elements are adapted to work within VR using natural interactions. We make our VR-environments accessible to a broader audience by allowing them to connect through other devices like a PC.

**Company Facts**

<b>Website</b>	www.improvive.com
<b>Email</b>	info@improvive.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	10+ years
<b>Customers</b>	Healthcare, Education, Marketing, Arts & performance

**Company Details****Which immersive technologies are you active in?**

Virtual Reality

**Which verticals or industry sectors do you operate in?**

Academia/Education                      Healthcare/Pharma  
 Architecture/Construction  
 Arts & Culture/Museums  
 Entertainment

**Which application areas do you work on?**

Design/Visualisation                      Training/Education  
 Entertainment/Media/Gaming                      Patient Therapy/Rehabilitation  
 Marketing/Sales                      Physical environments  
 Product Development                      Performance Arts and Dance  
 Remote Collaboration

**Expertise, Products, Services and Solutions**

Software Development

**What do you make?**

Custom Solutions, Experiences

**Case Study/Achievement** [Website Link](#)

We work for a diverse set of clients. Here are examples of different projects. A storytelling project co-created with the youth in Den Helder, creating an experience around the complex topic of carrying knives. A live dance performance with two dancers in VR, one in New York the other in the Netherlands where the audience joined in VR. An interactive hospital space that helps medical professionals make design decisions to create a new hospital building. A drawing tool that enables children to express their feelings and dance with copies of their creations using a standalone VR headset.

**Testimonial**

Improvive were the perfect partner for our project SoulPaint. They offer a unique combination of strong development talent with leading industry knowledge, project management skills, and a deep understanding of the design and language of XR. We couldn't recommend them highly enough for projects ranging across arts and storytelling, training and healthcare.

— Sarah Ticho, Hatsumi VR



# inMotion VR B.V.

## Summary

inMotion VR is a fast-growing European based company, founded in 2016 in the Netherlands and with offices in Australia. We are focused on the ultimate goal to empower people worldwide to take control of their own health. With Corpus VR we boost people's mental and physical performance with gamified exercises using smart technologies like VR, biofeedback and motion sensors! Corpus VR is a one-of-a-kind Digital Therapeutics platform for physical-, occupational- and neuro-therapy that can be used for physical rehabilitation, pain relief and physical anxiety disorders. It offers maximum engagement and fun while giving Real-Time visualizations on progress. It also enables real remote care in an easy and friendly way. With scientific studies and unique collaborations, we make sure that our products always perfectly fit the needs of our clients.

## Company Facts

<b>Website</b>	<a href="https://inmotionvr.com">https://inmotionvr.com</a>
<b>Email</b>	<a href="mailto:gert-jan@inmotionvr.com">gert-jan@inmotionvr.com</a>
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	Sint Maartenskliniek, Jeroen Bosch Ziekenhuis, UZ Ghent, Ziekenhuis Netwerk Antwerpen, Rijnstate Ziekenhuis, Rijndam Revalidatie, VR Therapies UK,

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Healthcare/Pharma, Wellness

### Which application areas do you work on?

Patient Therapy/Rehabilitation

### Expertise, Products, Services and Solutions

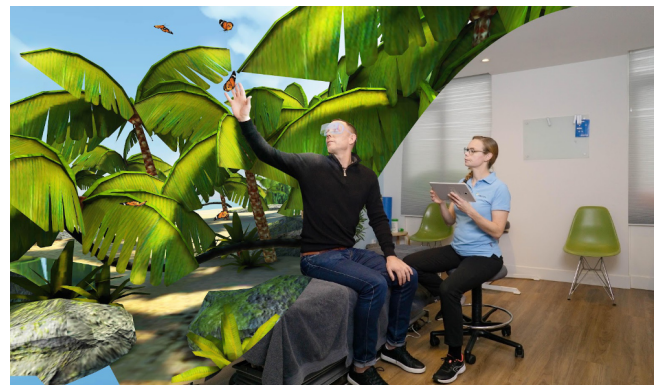
Software Development

### What do you make?

Product, Platform provider

## Case Study/Achievement [Website Link](#)

Corpus VR has been steadily growing as the major VR platform for physical healthcare in Europe and abroad. Corpus VR was one of the first VR platforms to receive a CE Medical Device Class 1 in 2019. Being nominated and winning multiple awards in the past few years (Blue Tulip Awards 2020, Health and Pharma awards best VR Physical Therapy Platform 2019 and Golden VR Awards 2019 to name a few). And with the release of our full body support in Q4 2021, we are the worlds first platform to offer that to the market. And selected by ZNA (Hospital Network Antwerp, one of the largest healthcare organizations in Europe) as the premier provider of their VR therapy solutions.



## Testimonial

The team at inMotion VR knows perfectly how to balance between innovation and practical use with their offerings. They are very open to approach and helpful in consulting with the needs within healthcare organizations. Even with other parties VR solutions. True experts!

— Lode Sabbe - Head Occupational Therapy UZ Ghent, Operational manager Smart Space UZ Ghent & Applied researcher Howest





# Jamzone

## Summary

Jamzone has its origin in an innovative psychology practice, but is now a fully stand-alone organization. We combine science, knowledge and insights from psychology, biology, technology and gamification to develop tools and solutions that help individuals to "Flourish with Stress"

We have created the awarded VR-game "Stressjam" in which you can train your personal stress system with biofeedback (HRV), supported by a coach. In addition we developed the app called "Brainjam" where we have fully integrated a digital/virtual coach to help you get insights and strive for healthy variations between focus and relaxation during the day.

All our tools have educational, personal coaching and gamification components fully integrated to not only make them useful, meaningful and pragmatic, but also fun!

## Company Facts

<b>Website</b>	www.jamzone.nl
<b>Email</b>	lieke@jamzone.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	4-6
<b>Customers</b>	Mental health (e.g. Maarsingh & van Steijn), Hospitals (e.g. Noord-West Academie and Nij Smellinghe), Coaching (e.g. Wallis Performance and Het Blijde Brein and Academy Coaching), Corporate development (e.g. Connection Company), Vitality (e.g. Tigra, Adaptics, Vitalmindz), Education (e.g. HAN_university of applied sciences, Saxion, Fontys)

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education	Healthcare/Pharma
Architecture/Construction	Rescue/Disaster/Emergency Services
Defense/Military/Security	
Energy	

### Which application areas do you work on?

Analytics/Data Visualisation	Training/Education
Design/Visualisation	Patient Therapy/Rehabilitation
Entertainment/Media/Gaming	Sports activities
Live Events/Curation	
Product Development	

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Custom Solutions, Experiences, Platform provider

### Case Study/Achievement Website Link

- Computable Award 2017 "Digital Innovation of the Year"
- Publication in "Games for Health Journal" Oct 2019 > Changing Stress Mindset Through Stressjam: A Virtual Reality Game Using Biofeedback
- Participant "start-up delta 2018", representing the Dutch Start-up ecosystem worldwide
- Semi-finalist "Accenture/ Blue-Tulip awards"
- Over 20.000 participants played Stressjam to improve stress-mindset and management



### Testimonial

"Stressjam and Brainjam are true therapy accelerators within psychological treatment. Communication about stress is very cognitive and, moreover, it does not stimulate behavioral change sufficiently. Stressjam and Brainjam makes clients immediately aware of their own stress reactions and they become really skillful with it too! I no longer want to work without these tools in our practice!"

— Irma van Steijn, Director and GZ-Psychologist > Maarsingh & van Steijn

"After only 10 minutes of game experience in Stressjam I already changed my opinion about stress. I was convinced stress is bad and should be avoided but stress is needed to perform, so it is better to make it useful in my life"

— Commercial director

"Even though the tropical island is a completely different environment than my work environment as a surgeon I was able to train my stress system and learned how to relax, but also how to focus. I am now confident about my ability to manage my stress and relaxation levels and not be overwhelmed by stressors from my surroundings."

— Surgeon Dutch hospital



# Let's Zoip

## Summary

You want to show your building, installation or products to your visitors in the best possible way. The best way to do this is to do it together!

Take your visitors by the hand with an interactive tour. Link directly to specific parts from other locations on the Internet or in the physical world. Unlock detailed extra information, from documents to videos that the visitor can watch himself, or together with you.

Let's Zoip is the result of 20+ years experience in professional internet and 3D technology services.

## Company Facts

<b>Website</b>	www.letszoip.com
<b>Email</b>	info@letszoip.com
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	2-5
<b>Years in Operation</b>	1
<b>Customers</b>	50+ secondary schools/colleges/universities

## Company Details

### Which immersive technologies are you active in?

Online Virtual Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Commerce/Trade  
Industrial/Shipping/Urban Planning

### Which application areas do you work on?

Automation/Prototyping/R&D	Product Development
Live Events/Curation	Training/Education
Marketing/Sales	Physical environments
Network/Streaming Services	Online Meetings

### Expertise, Products, Services and Solutions

Software Development

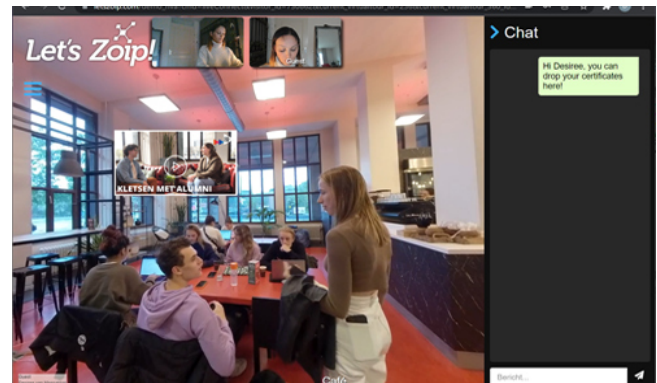
### What do you make?

Experiences, Platform provider, Online smart virtual meetings and events platform

## Case Study/Achievement [Website Link](#)

For educational organizations we create a virtual open house that is open all days of the year. Our customers can give online interactive tours and presentations, including live video calls.

For our industrial clients we create a virtual showroom to receive customers from all over the world. Give online interactive tours and presentations, including live video calls. Save CO2 emissions, travel expenses and time.



## Testimonial

"Let's Zoip has ensured that we can communicate with our target audience in an interactive way. Top!"

— Jurre Aagten, Pius X College

"The tour's informative hotspots and videos make it much more than a boring 3D presentation. The possibility of direct live contact with the visitor makes the tour more lively and gives it an extra dimension."

— Marc Boelsma, Vellesan College



# Lion Castle

## Summary

After being active as developers for almost 21 years we founded Lion Castle in 2016 and developed ourselves as a global publisher in the gaming industry.

Lion Castle is a global publisher of videogames, working together with the world's largest brands, partners and talent to deliver the best gaming experiences for our audiences. We develop, publish and market videogames for all platforms.

In the last few years Lion Castle has expanded its focus towards using the strengths and power of gaming grade quality with other industries, amongst them health and climate. We believe VR/AR to be vital in the future of this field.

## Company Facts

<b>Website</b>	<a href="https://www.lion-castle.com/">https://www.lion-castle.com/</a>
<b>Email</b>	Rnelis@Lion-Castle.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	4-6
<b>Customers</b>	Microsoft, Playstation, Nintendo, Discovery, EpicSoft, HTC, Apple.

## Case Study/Achievement [Website Link](#)

TrainR-VR - Using the power and quality of gaming industry veterans to motivate users to get or remain healthy and fit in VR with the help of a realistic, intelligent virtual coach.



## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Entertainment

### Which application areas do you work on?

Automation/Prototyping/R&D	Training/Education
Design/Visualisation	Patient Therapy/Rehabilitation
Entertainment/Media/Gaming	Sports activities
Marketing/Sales	

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Custom Solutions, Experiences



MTVR

### Summary

We produce interactive VR applications and 360° videos a.o. in the fields of soft skill training, HR assessments and brand activation, which give our customers clear insight into user behavior and choices. MTVR is part of Moving Target Media. We have many years of experience in the field of video and television production, storytelling, script development, online gaming and web development. Together with our partners we deliver complete interactive VR solutions.

### Company Facts

<b>Website</b>	www.movingtargetvr.nl
<b>Email</b>	info@movingtarget.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	2-3
<b>Customers</b>	Level, ING, eelloo, VR-assessments, VAndersMaesenKoch, Politie

### Company Details

#### Which immersive technologies are you active in?

Virtual Reality

#### Which verticals or industry sectors do you operate in?

Defense/Military/Security  
Youth care  
Academia/education  
Commerce/trade

#### Which application areas do you work on?

Marketing/Sales  
Training/Education

#### Expertise, Products, Services and Solutions

Our expertise lies in content development and creation of experiences.  
We mostly work with 360 Video.  
We also work as VR-consultants.

#### What do you make?

Interactive 360 video training, assessments, experiences.

### Case Study/Achievement [Website Link](#)

#### RECRUITING FOSTER PARENTS WITH 360° VIRTUAL REALITY

"The question 'do you want to be a foster parent too?' Really comes through," says a visitor. This virtual reality campaign will travel to schools and organizations in the near future. "With the VR glasses on, you are placed in the schoolyard of the popular TV hit comedy series De Luizenmoeder," says Maaïke Maas of Level, formerly Spirit Youth Care, who initiated the campaign. "A mother with a foster child enters the square and a conversation arises, among other things about prejudices."

The organization hopes to find and recruit new foster families with the virtual reality experience. The virtual reality campaign will travel to schools and organizations in the near future.

Source: NH-News



### Testimonial

The VR experience 'De Luizenpleegmoeder' was a beautiful and innovative concept. A top performance, both in terms of content and performance, resulting in a professional and surprising new means to remove prejudices about foster care. We are pleased that foster care can now also be viewed from a different perspective.

— Conny Zeilstra Level Foster Care



# MaMa Producties BV

## Summary

MaMa Producties BV is a design studio with a special knowledge of VR/XR and AR. In our projects technology and creativity merge in concept, innovation and content.

MaMa Producties BV started using VR in 2014 with a prize-winning application that used VR to let people experience what it's like to live with epilepsy. It proved the power of VR as the ultimate empathy machine.

After this we increasingly used a combination of Biofeedback, Neurofeedback and VR in our projects. With this we deliver adaptive VR worlds for Health Care and educational applications, or deliver essential insights in the spatial experience of diverse users for the building industry.

## Company Facts

<b>Website</b>	<a href="https://vr-mamaproducties.com">https://vr-mamaproducties.com</a>
<b>Email</b>	<a href="mailto:gudule@vr-mamaproducties.com">gudule@vr-mamaproducties.com</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	7-10
<b>Customers</b>	Gemeente Eindhoven, GGZ Eindhoven, Gelders Landschap & Kastelen, Sweco, Dutch Design Foundation, 4DR Studios, Kempenhaeghe, LWOE

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Architecture/Construction  
Arts & Culture/Museums  
Healthcare/Pharma  
Local government

### Which application areas do you work on?

Analytics/Data Visualisation  
Design/Visualisation  
Patient Therapy/Rehabilitation  
Physical environments

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Custom Solutions, Experiences

## Case Study/Achievement [Website Link](#)

MaMa Producties (as part of the Collective "Olifantenpad CS"), experimented during the DDW 2021 in the What If Lab, with a spatial design process with the city dwellers at the helm.

People designed their own public space in VR, with the help of a toolbox filled by designers and experience firsthand the effect of their choices. Afterwards, the different designs created this way, were tested with Neurofeedback to find the design that's best on both a conscious and a subconscious level.

In this way we can base our ultimate design decisions on the measurable experience of a diversity of urban citizens.



## Testimonial

Olifantenpad CS was one of our chosen designers for the Sweco Design Challenge. Through this challenge we asked designers to design the meeting place of the future. We immediately found them an interesting party because of their different areas of expertise (urban planner, VR-expert, lighting expert, urban psychologist etc.). In addition, they surprised us with their new look in the field of participation. With their VR tool they know how to actively involve people in the design process and neurofeedback offers potential for measuring the subconscious mind. An interesting concept!

— Kees Tillema - Sweco

METAMUNDO

## MetaMundo

**Summary**

The 3D NFT Marketplace for Building the Metaverse

**Company Facts**

<b>Website</b>	https://www.metamundo.co/
<b>Email</b>	hi@metamundo.co
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	1
<b>Customers</b>	Animoca Brands, Decentraland, Somnium Space, Sandbox, Cryptovoxels, Realm.art, Republic Realm.

**Company Details****Which immersive technologies are you active in?**

Virtual &amp; Augmented Reality

**Which verticals or industry sectors do you operate in?**

Architecture/Construction

Arts &amp; Culture/Museums

Fashion/Luxury/Beauty

**Which application areas do you work on?**

Entertainment/Media/Gaming

Live Events/Curation

**Expertise, Products, Services and Solutions**

Software Development

**What do you make?**

Experiences, Platform provider

**Case Study/Achievement** [Website Link](#)**Testimonial**

A single marketplace offering in-game items shared between multiple games could be a huge boon for content creators.

— VentureBeat





# Monobanda

## Summary

We are an award winning studio that explores and expands the boundaries of play and interaction. Our projects connect the human body, physical space and the virtual world. By creating new forms of meaningful play, our work fills the space between art, science and education.

We work together with scientists, psychologists and care professionals to create human centric experiences where people rediscover their own body and sense of expression through the power of play.

## Company Facts

<b>Website</b>	www.monobanda.eu
<b>Email</b>	niki@monobanda.nl
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	2-5
<b>Years in Operation</b>	10+ years
<b>Customers</b>	Science Museum Nemo, Radboud University, Games for Emotional and Mental Health Lab, Pluryn, Bitbridges, Kunstcentraal

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Arts & Culture/Museums  
Healthcare/Pharma

### Which application areas do you work on?

Automation/Prototyping/R&D  
Entertainment/Media/Gaming,  
Patient Therapy/Rehabilitation

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Custom Solutions, Pioneers. We start R&D into new forms of interactions for new target audiences.

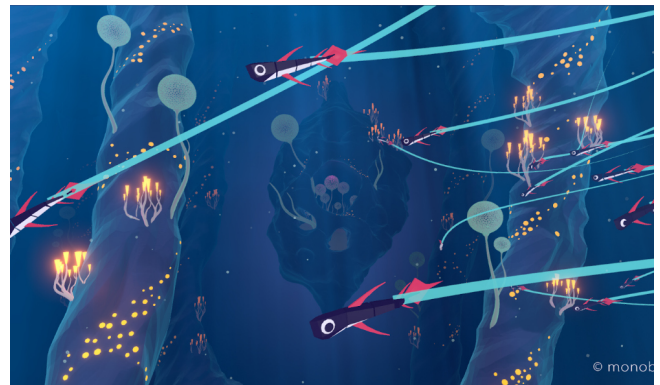
### Case Study/Achievement Website Link

A randomised control trial assessing the efficacy of one of our VR experiences  
<https://tmb.apaopen.org/pub/8vcup51/release/1>

Winner of the Dutch Directors Guild Best Digital Storytelling 2020 award  
<https://www.nevejan.nl/winner-dutch-directors-guild-award-interactive-2020/>

2017

- Dutch Game Award: Best Co Production. For Weltatem
- Dutch Game Award: Best Cross Media. For Weltatem





# NeuroReality

## Summary

We are a young team of scientists, game developers, and brain-enthusiasts. We believe that we can make a difference to 400+ million people living with the consequences of an acquired brain injury.

At NeuroReality, we believe that playful yet intensive, repetitive and personalized cognitive rehabilitation can improve overall health outcomes following brain injury. Due to the aging population, brain related disease will become much more common. This, along with rising healthcare costs, will make it increasingly difficult to provide care to our aging population.

We grasp the opportunity to use innovative technology to bridge the gap between what healthcare is needed and what can be provided.

## Company Facts

<b>Website</b>	www.Neuro-Reality.com
<b>Email</b>	koi@neuro-reality.com
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	10-35
<b>Years in Operation</b>	4-6
<b>Customers</b>	University of Utrecht, University of Chichester (UK), RadboudUMC, Hersenletsel.nl, Daan Theeuwes Center, Donders Brain Institute, Zorggroep Solis, Novum Zorg, and a number of other physical and cognitive rehabilitation facilities, SyncVR and XRHealth.

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Healthcare/Pharma

### Which application areas do you work on?

Analytics/Data Visualisation  
Product Development  
Training/Education  
Patient Therapy/Rehabilitation

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Custom Solutions

## Case Study/Achievement

Recently, Koji's Quest has been helpful for people suffering the foggy brain from long-COVID. Individuals suffering foggy brain used Koji's Quest as a cognitive rehabilitation tool. Individuals trained 30 minutes twice per week for six weeks. Study used pre and post measures of cognition. The results indicated that on average cognition improved significantly over the 6-week period.

Koji's Quest has six unique environments, each dedicated to an important cognitive domain including counting & numeracy, divided attention, selective attention, executive functioning, visuospatial and memory.



## Testimonial

### What Patients say about Koji's Quest

"I thought Virtual Reality would make me tired, but that was not the case at all. When I sit behind a computer for 30 minutes, I'm typically very tired, but I played Koji's Quest for almost an hour without realizing it. It felt great!"

—Man, 50, Traumatic brain injury

"I really enjoyed playing Koji's Quest. Virtual Reality is a great addition, as you focus on the task at hand. When I'm on my phone playing brain training games, I can get distracted, but here there's nothing else to pay attention to!"

—Woman, 50, Post-concussion Syndrome

### What Experts say about Koji's Quest

"Currently in the Netherlands only 1 in every 10 people who suffer from a stroke get the cognitive rehabilitation that they require. We believe the solution to this is not to build more rehabilitation centres, but through technical innovations such as Koji's Quest! This technology will help more people rehabilitate, yet keep healthcare affordable, which is why Hersenletsel.nl fully supports and cooperates with NeuroReality."

—Monique Lindhout, Director Hersenletsel.nl

"Those in need of rehabilitation often have multiple healthcare needs from occupational therapy, which means that there is not always much time left to actually train cognition extensively. This technology can make that possible."





# Nick van Breda Consultancy

## Summary

We provide training to organizations to leverage XR for business & education. We help in providing a proper benchmark, a self-paced step by step route to create a first MVP and prototype solution for clients or internal use. In which we can provide in secured Dutch XR hosting services for WebXR, custom avatars, custom world creation and brand styling. One day we offer photogrammetry solutions for AR showcases of 3D models or fully digital twins of rooms or buildings to use in social VR. The other day we are hosting hybrid events and let people experience the Metaverse where worlds collide into a shared playground. We host celebrations, family weekends and wedding parties in XR as well as design educational experience to research the cognitive load of the experience and improve gaps in immersion of skills training and contextual awareness.

## Company Facts

<b>Website</b>	nickvanbreda.com
<b>Email</b>	info@nickvanbreda.com
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	2-5
<b>Years in Operation</b>	2-3
<b>Customers</b>	Rijkswaterstaat Nova, Gemeente Rotterdam, Breda Installatiegroep, Avans Hogeschool, ICTU, XIFEO

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education,	Entertainment
Architecture/Construction	Travel/Tourism
Arts & Culture/Museums	Transportation/Mobility
Commerce/Trade	

### Which application areas do you work on?

Automation/Prototyping/R&D	Training/Education
Design/Visualisation	Physical environments
Live Events/Curation	Coworking & Events
Product Development	

### Expertise, Products, Services and Solutions

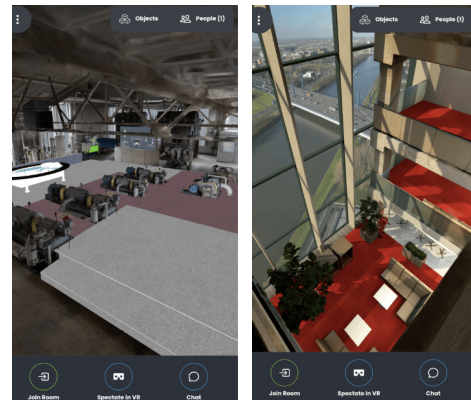
Software Development, My TEDx talk to as a visual for digital Twinning services, event production, training, consultancy, hosting and Innovation design

### What do you make?

Custom Solutions, Experiences, Platform provider

## Case Study/Achievement [Website Link](#)

We have held a student entrepreneurship pitch event with 450 participants and ran a massive event with over 170 speakers and 5500 participants in a week while also voluntarily helping Burning Man getting 40.000 people on board in VR, all in a 1,5 year timespan. Impossible to do in real life events for a team of 5 people, now possible with VR and remote working.



## Testimonial

"We attended a workshop with Nick about the use of VR possibilities within the Avans University of Applied Sciences and received fantastic support. We have built a Virtual cafe where we can come together digitally, very inspiring!"

— Judith Herrewijn, Teacher and ICT coach at the Avans Academy Associate degrees

"Nick van Breda has helped my organization to develop several AR models. These models are frequently used by colleagues in the Sales team, and contribute to closing more deals. Nick asked the right questions when determining the wishes and the desired deliverables, and ensured a quick delivery."

— Pieter van Oranje, Marketing & PR manager, Redjepakketje / Instabox Benelux

"With zero experience in VR, we started building our VR environment with the help of Nick and Dana Maria. In the middle of the pandemic, we did all our team sessions there. The nice thing about working with Nick and Dana Maria is that they really focus on teaching you something that makes you more independent every day."

— Emilija Savanovic, Rijkswaterstaat NOVA (<http://Nova-in-vr.nl>)

"Nick made us understand where the opportunities lie for our company. With training in building and hosting spaces in VR, we now have a nice digital Twin of our new training room BREINN where we can brainstorm hybrid and online with our stakeholders about the course of our company. With the guidance, we go one step further in making the training offer available 24/7 so that people can choose for themselves where and when they want to walk in to learn how to become more sustainable. We hope this will further accelerate the sustainability challenge and actively involve more and more citizens and companies in the creation of an energy-positive living environment."

— René Breda, Director Breda installatiegroep (Bredaboilerroom.nl)



# PWXR

## Summary

Active Esports Arena is a premium XR entertainment solution that focusses on the intersection of sports and gaming.

- The experience is about 2 teams of 2 players competing against each other by using the whole body as a controller in a virtual environment.
- It's great to play because of the high speed that can be achieved, and fun to watch from along the side-lines or even online.
- The experience can be portable and with build-up time as little as 30 minutes, it is ideal for events.
- It gives the opportunity for every player to stand in the centre stage, the most immersive way of entering the Metaverse. Run, jump, crawl; do everything needed to get the highest rank.

## Company Facts

<b>Website</b>	www.pwxr.world
<b>Email</b>	peter@pwxr.world
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	PSV (official partner)

## Company Details

### Which immersive technologies are you active in?

Full Body VR/AR gaming

### Which verticals or industry sectors do you operate in?

Entertainment  
Sports & Metaverse

### Which application areas do you work on?

Automation/Prototyping/R&D  
Entertainment/Media/Gaming  
Product Development  
Sports activities

### Expertise, Products, Services and Solutions

A platform for Full Body XR gaming at the intersection of sports & gaming

### What do you make?

N/A

### Case Study/Achievement [Website Link](#)

VDA China Award, IMGA China Award, Webby Honoree, Finalist Dutch Sports Innovation Award, PSV official partner, Dutch representative World Expo sport & innovation.



### Testimonial

"5G is about getting gaming more sportive! Here I have a glimpse of the future and hope you're stamina is up to it!"

— Arie Boomsma (Dutch Sports Celebrity), on behalf of KPN

PANOPTICE

Panoptice

**Summary**

Panoptice is a full Motion 360/360 High-resolution IMMERSIVE TECHNOLOGY company HQ'ed in The Netherlands. We are an early stage company that bridges the gap to true life-like immersive content for a wide range of applied usability merging the Real and Virtual world of the user with our forefront technology.

**Company Facts**

<b>Website</b>	www.panoptice.com
<b>Email</b>	Paul.Bosse@panoptice.com
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	Fektar, Dimenco, Walibi, Dutch Rsrailway Museum

**Company Details****Which immersive technologies are you active in?**

Virtual & Augmented Reality

**Which verticals or industry sectors do you operate in?**

Academia/Education	Defense/Military/Security
Architecture/Construction	Entertainment
Arts & Culture/Museums	Industrial/Shipping/Urban Planning
Commerce/Trade	Travel/Tourism

**Which application areas do you work on?**

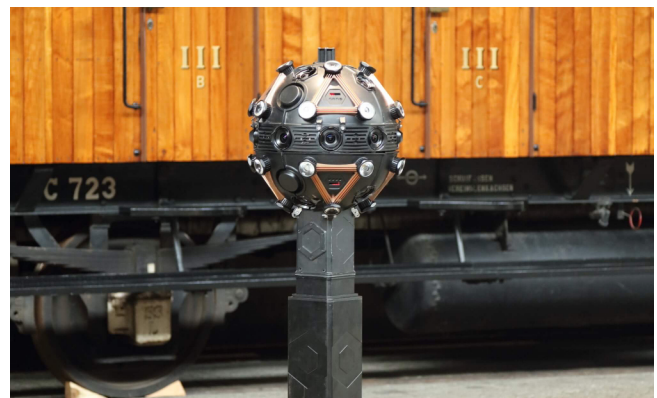
Design/Visualisation	Product Development
Entertainment/Media/Gaming	Training/Education
Live Events/Curation	Usability/Ergonomics
Marketing/Sales	Sports activities

**Expertise, Products, Services and Solutions**

Bespoke Hardware and Software to create content

**What do you make?**

N/A

**Case Study/Achievement** [Website Link](#)



# PlaygroundVR

## Summary

What do children miss the most during their hospital visits? Playing together with friends, in playgrounds! For most children playing outside is a normal thing to do. However, every year, more 150.000 times hospitalized children in the Netherlands have to miss these playful events as they are isolated in their rooms.

PlaygroundVR brings children together in a virtual playground to play with each other. In this colourful and open play area, children can forget their challenging situations for a while and play with other children, friends and family. Just like playing outside, children are free to do whatever they want and create their own games using their imagination. From balls, sticks to building blocks and snowflakes: anything can be used to play! And they can find all of this and more in our virtual playground.

## Company Facts

<b>Website</b>	www.playgroundvr.nl
<b>Email</b>	info@playgroundvr.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	2-3
<b>Customers</b>	Diakonessen Ziekenhuis, Diakonessenhuis, Nij Smellinghe, Sophia Kinderziekenhuis and others

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Healthcare/Pharma

### Which application areas do you work on?

Design/Visualisation  
Entertainment/Media/Gaming  
Remote Collaboration  
Patient Therapy/Rehabilitation

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Experiences

## Case Study/Achievement

PlaygroundVR was in the top 5 of the Philips Innovation awards 2019. We have raised 25K using donations in total to move PlaygroundVR forward.



## Testimonial

"We regularly use PlaygroundVR as an activity, especially for children who cannot leave their room. But we also regularly use the playground for children who are not ill, but have to visit the hospital for a psychosocial intake. Then it is used between parent and child.

A couple of weeks ago we also used PlaygroundVR as a distraction tool for a child who had fear during a blood test. The boy asked for it himself and taking the blood with a needle went perfect!"

— ZGT hospital - Leonie Holtmaat





# Raybit

## Summary

At Raybit we aim to create visualizations and interactive experiences for real estate, industry and entertainment. We create innovative solutions by leveraging technologies like game engines (specifically Unreal Engine). In addition to visualizations, these tools also provide a unique opportunity to create more interactive applications like configurators, VR/AR environments & digital twins. Before starting Raybit, our team worked on VR and AR productions for many years, one of the other founders also has a background in real estate.

## Company Facts

<b>Website</b>	www.raybit.nl
<b>Email</b>	info@raybit.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	1
<b>Customers</b>	Epic Games, Television, Architects, Interior Designers, Real Estate Developers

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Architecture/Construction      Industrial/Shipping/Urban Planning  
 Arts & Culture/Museums      Transportation/Mobility  
 Entertainment  
 Fashion/Luxury/Beauty

### Which application areas do you work on?

Design/Visualisation  
 Entertainment/Media/Gaming  
 Planning/Engineering  
 Product Development

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Experiences

## Case Study/Achievement

Raybit was founded early 2021. One of the projects we are currently working on is the second season of "De Perfecte Verbouwing", a Dutch tv show by RTL. In this show, architects battle one another with their redesign for a family home. We help develop the VR visualization in Unreal Engine which the architects use to present their design to the families.





# Royal NLR – Netherlands Aerospace Centre

## Summary

Royal NLR operates as an objective and independent research centre, working with its partners towards a better world tomorrow and sustainable, safe, efficient, and effective aerospace operations. As part of that, NLR offers innovative solutions and technical expertise, creating a strong competitive position for the aerospace sector.

AR/VR have been around for decades within aerospace. The recent advances and its increased accessibility create new opportunities within aerospace and beyond. We explore new concepts with our partners and help translating these into actual solutions and strategy.

Both domestically and abroad, NLR plays a pivotal role between science, the commercial sector and governmental authorities, bridging the gap between fundamental research and practical applications.

## Company Facts

<b>Website</b>	nlr.org
<b>Email</b>	roy.arents@nlr.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	>100
<b>Years in Operation</b>	10+ years
<b>Customers</b>	N/A

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Defense/Military/Security  
Transportation/Mobility  
Aerospace

### Which application areas do you work on?

Automation/Prototyping/R&D

### Expertise, Products, Services and Solutions

R&D

### What do you make?

NLR applies AR and VR technology to examine the technological capabilities; investigate human factors for applicability of that technology in situations relevant to aviation operators; wishes and requirements of the client, including mobility (training anywhere and anytime), complex training situations, augmenting training and simulation with data, cost savings; and looking into whether all of that is possible within existing regulations (certification), and, where this is not possible, contributing to the development of new regulations.

## Case Study/Achievement Website Link

**NUVEON:** Together with KLM Engineering & Maintenance, NLR launched a joint venture, NUVEON, for the development of new AR products for MRO (maintenance, repair & overhaul). NUVEON created an innovative AR training solution that outperforms existing training in terms of efficiency and effectiveness to improve everyday performance in maintenance.

**VCNS:** The NLR Virtual Community Noise Simulator (VCNS) supports airport communities and other stakeholders who want to experience aircraft noise in their own environment by using the latest augmented and virtual reality technologies including 3D audio. New aircraft types and new procedures can be examined and presented at any location before they are implemented or planned. The VCNS supports the discussion and acceptance of new decisions, rules and regulations in an unprecedented manner. The simulator can also be used for land planning activities, such as for wind parks, rail and road traffic, and industry noise.



## Testimonial

Olaf Hoftijzer, KLM on Nuveon: "Augmented Reality enables us to train on the aircraft while it is not actually there. This gives us a huge advantage especially for aircraft configurations not easily available. It is time to start developing new applications not only for training, but also to assist maintenance staff in their day-to-day work."

scopic\_LABS

Scopic\_\_Labs

**Summary**

We realise authentic engagement through interactive VR.

Our (VR) applications make people reflect on complex and sensitive subjects. They can train the trainer, elevate performance, create situational awareness, arouse emotions and initiate future memory. Scopic\_Labs was founded to develop immersive content and software that touches, to create realistic interactive experiences and put the "power of experience" to work."

**Company Facts**

<b>Website</b>	www.scopiclabs.com , <a href="https://vr-surveillance.com">https://vr-surveillance.com</a>
<b>Email</b>	justin@scopiclabs.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	7-10
<b>Customers</b>	Politie (Nederland, België, Duitsland), Defensie, Max Planck Institute, Hyundai, Gemeente Rotterdam

**Company Details****Which immersive technologies are you active in?**

Virtual Reality

**Which verticals or industry sectors do you operate in?**

Academia/Education	Entertainment
Arts & Culture/Museums	News/Journalism
Commerce/Trade	
Defense/Military/Security	

**Which application areas do you work on?**

Analytics/Data Visualisation	Product Development
Design/Visualisation	Training/Education
Entertainment/Media/Gaming	Patient Therapy/Rehabilitation
Marketing/Sales	Soft Skill training
Market Research	

**Expertise, Products, Services and Solutions**

Software Development

**What do you make?**

Product, Custom Solutions, Experiences, Platform provider

**Case Study/Achievement** [Website Link](#)

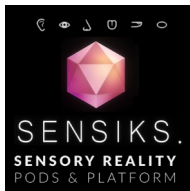
Interpol award nomination (2021), Webby Award nomination (2020), Gouden Kalf Nomination (2019), Evaluatie van een 360°-VR training tegen etnisch profileren (uTwente)

**Testimonial**

"The Virtual Reality training aims to professionalize police stops by making officers more aware of their unconscious bias. This awareness contributes to fair and effective police work, particularly the prevention of ethnic profiling."

—Bas Böing (Chief Inspector Dutch Police)





# SENSIKS.

## Summary

SENSIKS is a Dutch scale up company founded in 2016.

We create interactive sensory reality pods and platform for therapeutic or educational purposes. Our Pods are equipped with biofeedback sensors with which heartbeat, HRV, breathing and skin conductance can be measured for interaction or analysis.

Sensiks pods are utilized for relaxation, improving quality of life and assisting in treatment of PTSD, Anxiety and phobia's. Currently we are focusing more on multi-sensory telepresence and educational tools as well. Amongst our customers are hospitals, care homes, research institutes and corporates. We are looking for content partners in the space of mental health & wellbeing or serious gaming.

We offer a shared revenue model for content creators who's content is fitting for our customer base.

## Company Facts

<b>Website</b>	www.sensiks.com
<b>Email</b>	vrara@sensiks.com
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	NHS/MINDEF/ARQ/KLM/TNO/INRS/PWC/KINDT CLINICS/St.PHILADELPHIA

## Company Details

### Which immersive technologies are you active in?

Sensory Reality

### Which verticals or industry sectors do you operate in?

Academia/Education                      Healthcare/Pharma  
 Defense/Military/Security  
 Entertainment  
 Fashion/Luxury/Beauty

### Which application areas do you work on?

Analytics/Data Visualisation                      Product Development  
 Automation/Prototyping/R&D                      Training/Education  
 Design/Visualisation                      Patient Therapy/Rehabilitation  
 Entertainment/Media/Gaming                      Physical environments

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

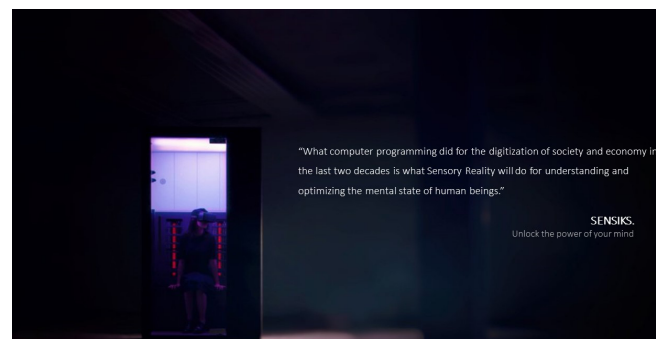
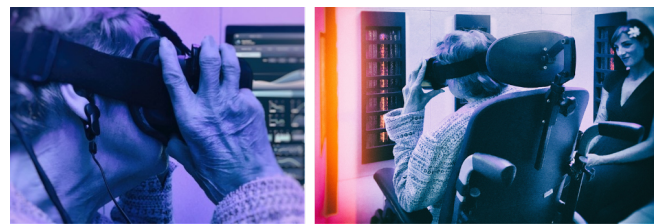
Product, Custom Solutions, Experiences, Platform provider, Sensory Reality Pods & Platform

### Case Study/Achievement [Website Link](#)

Sensiks conducted a 6-month trial together with St. Philadelphia, with 500 care locations the second largest care provider for mentally disabled and elderly people in the Netherlands.

Based upon Philadelphia's requirements, Sensiks designed wheelchair accessible pods in which patient as well as the caregiver could take place during the experience.

During the trial period, 120 clients including a fixed weekly control group of 30 patients' were offered various multisensory VR experiences. Subjective as well as objective user feedback such as HRV was measured. After the trial period, the gathered results were analysed and reported by TNO. The different states before, during, and after the sessions were projected. The results of the trial turned out very positive and several dozen pods are installed in several care homes.



### Testimonial

Sensiks Pods can help our patients and caregivers to release stress or activate the senses

— G. Wubs - St. Philadelphia



# SenseGlove

## Summary

SenseGlove enables touch in XR. Every interaction using the SenseGlove renders a virtual reality to feel like a physical real-world environment. This translation is a game-changer in training, simulation and design tasks within VR and AR. We provide force- and vibro-tactile feedback in a wireless glove that can be used in conjunction with standalone headsets. We offer this at a price-point affordable for any business. With SenseGlove you can scale and make your VR training more efficient by training real muscle memory.

## Company Facts

<b>Website</b>	www.senseglove.com
<b>Email</b>	info@senseglove.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	4-6
<b>Customers</b>	Universities, VR system integrators, Corporate Clients

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education	Industrial/Shipping/Urban Planning
Defense/Military/Security	Rescue/Disaster/Emergency Services
Energy	
Healthcare/Pharma	

### Which application areas do you work on?

Automation/Prototyping/R&D	Training/Education
Design/Visualisation	Usability/Ergonomics
Remote Collaboration	Patient Therapy/Rehabilitation
Service/Maintenance	

### Expertise, Products, Services and Solutions

Hardware Manufacturing

### What do you make?

N/A

## Case Study/Achievement [Website Link](#)

SenseGlove has over served hundreds of clients, from research institutions as Fraunhofer to corporations like Volkswagen, Proctor and Gamble and LNER.



## Testimonial

"The next big step towards truly immersive VR training is to have haptic interactions. Therefore, Volkswagen collaborates with SenseGlove to make this vision of scalable haptic VR training a reality"

— Malte Hedemann Referent Digital Realities (VR /AR) at the Volkswagen Group



# Serious VR

## Summary

Serious VR offers the VR Training Academy: the VR Training Academy is a SaaS solution to enable the industry and the training industry to train their workforce and gain insights on their performance. It consists of specially developed VR training applications and the VR training performance analytics platform. Training in VR accelerates the learning curve and enables to train and assess anywhere at any time without interfering the production or maintenance process. By capturing training performance data in VR, companies get real time insights in the performance and skill level of their workforce.

## Company Facts

<b>Website</b>	Vrtraining.academy , www.serious-vr.com
<b>Email</b>	info@vrtraining.academy , info@serious-vr.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	Apollo, Thales, AkzoNobel, VDL, Urenco, ETC, Fides, Cbt, Soma

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Industrial/Shipping/Urban Planning

### Which application areas do you work on?

Training/Education

### Expertise, Products, Services and Solutions

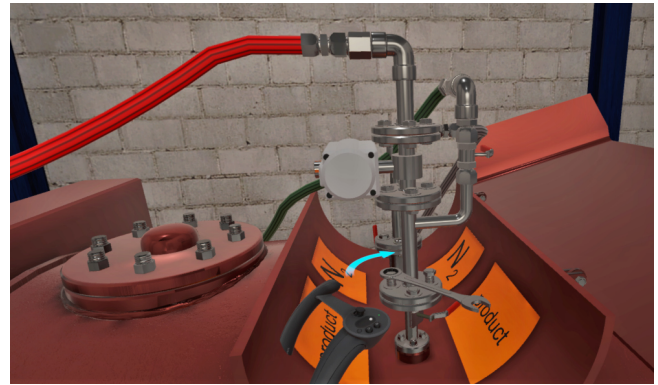
Software Development

### What do you make?

VR Training Applications

## Case Study/Achievement [Website Link](#)

The VR trainings we develop are combined with a performance analytics platform. With this combination a company can perform assessments in VR. In our VR trainings we offer different scenarios so different situations can be practised.



## Testimonial

These VR training applications are really convincing and I am excited This is not only beneficial for us but with this training method we can make the whole chemical industry safer.



# StickyLock

## Summary

StickyLock creates concepts and develops innovative apps and games. We have created multiple AR solutions for businesses in all branches such as architecture, advertisement, e-commerce, and furniture. We're committed to creating high quality games and application while using cutting-edge technology.

Beat your competitors to it with high-tech, but easy-to-use marketing that literally jumps from your phone or tablet. Make your customer interaction reach for the stars and stand out from the crowd. AR will have a significant impact on your business!

## Company Facts

<b>Website</b>	www.stickylock.com
<b>Email</b>	info@stickylock.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	35-100
<b>Years in Operation</b>	10+ years
<b>Customers</b>	B2B: furniture, architecture, Media & Advertising, E-commerce, Retail, Education, Healthcare.

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education	Entertainment
Architecture/Construction	Healthcare/Pharma
Arts & Culture/Museums	Travel/Tourism
Commerce/Trade	

### Which application areas do you work on?

Creating AR, VR, XR application

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Custom Solutions

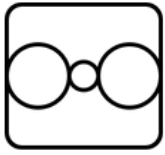
## Case Study/Achievement [Website Link](#)

When you are going to make an expensive purchase, you want to be sure that you are making an informed decision. Fashion and interior concern Berden Fashion and Living & More with top brands such as LeoLux, Vitra, and Pastoe wants to offer their customers precisely this certainty.

In their quest to serve the customers even better, they came across an Augmented Reality (AR) app developed by StickyLock. With this AR app customers can digitally place furniture seen in the store into their own homes as if the furniture is actually there.

Customers can walk around the furniture, move it, and zoom in on the details. This gives the customer a much clearer understanding of whether this piece of furniture is the right fit for their home.





SyncVR

# SyncVR Medical

## Summary

SyncVR Medical provides the largest Virtual and Augmented Reality platform for European healthcare. We are on a mission to improve healthcare for patients and healthcare staff by making accessible a library of XR applications developed by the best XR healthcare companies from all around the world.

## Company Facts

<b>Website</b>	SyncVR.tech
<b>Email</b>	floris@syncvr.tech
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	2-3
<b>Customers</b>	Radboudumc, Erasmus MC, AUMC, St. Antonius Ziekenhuis, OLVG, Zuyderland, as well as >125 other hospitals and healthcare providers in The Netherlands, Germany, UK, Denmark, Sweden and Belgium.

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Healthcare/Pharma

### Which application areas do you work on?

Training/Education  
Patient Therapy/Rehabilitation

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Custom Solutions, Platform provider

## Case Study/Achievement [Website Link](#)

Applications from the SyncVR Platform have been validated in numerous clinical studies.

A recent example is the COVRehab study, in which >40 long COVID patients rehabilitated using VR App 'SyncVR Fit', in which they performed daily physical, cognitive and mental exercises. As a result, dependence on physiotherapists decreased and rehabilitation intensity increased. Patients reported positively, some even continuing using the VR App after rehabilitation officially ended.

## Testimonial

It's just a playful way, because I'm very competitive. With balls flying at me in the goalkeeping exercise, I want to catch them all and I won't let one through. There is also a disadvantage to such glasses, and that is that you have no idea of time. However, there is an alarm clock and it just goes off after an hour and then it's been great.

— Anonymous patient





TNO

### Summary

TNO is undertaking groundbreaking research and development in the area of social XR. With the TNO Early Research Programme on Social XR, we develop the key media and network technology to enable XR communication at large. This research programme enables TNO to collaborate with partners to develop all kinds of applications around Social XR with TNO's Social XR platform. The aim is to develop this scalable open communication platform further. Something that benefits both partners and users. At the TNO MediaLab we are currently working on preparing video streaming for this new reality. We are also looking at new and improved techniques for capturing and rendering.

### Company Facts

<b>Website</b>	<a href="https://www.tno.nl/en/">https://www.tno.nl/en/</a>
<b>Email</b>	omar.niamut@tno.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	>100
<b>Years in Operation</b>	10+ years
<b>Customers</b>	universities, governments, system integrators, service providers, use case providers

### Company Details

#### Which immersive technologies are you active in?

Virtual & Augmented Reality

#### Which verticals or industry sectors do you operate in?

Defense/Military/Security	Industrial/Shipping/Urban Planning
Energy	Rescue/Disaster/Emergency Services
Finance	Transportation/Mobility
Healthcare/Pharma	

#### Which application areas do you work on?

Automation/Prototyping/R&D

#### Expertise, Products, Services and Solutions

Software Development

#### What do you make?

Platform provider, Technology modules

### Case Study/Achievement [Website Link](#)

Combat loneliness with Social XR - Together with healthcare provider MeanderGroep, we developed the first Social AR proof-of-concept that connects elderly in nursing homes with their family across distances. When faced with a global pandemic and the impact of lockdowns, we demonstrated how XR can strengthen the connection and reduce loneliness.



### Testimonial

"Everyone likes to receive visitors. But people in a nursing home are also very keen to receive visitors. Right now we have Corona. People become a bit isolated even though they can just telephone and see people through a window, it is still different when there are substantial visitors. A bit of touch, a bit of feeling of being together; that is currently very much missed. And think of expertise from a distance. In Limburg, Groningen and Zeeland, we have major problems with the availability of specific healthcare professionals, behavioral experts, and special specialists. That is why we are now working with TNO to see whether we can improve this with the help of technology."

— Bram Smeets, Innovation Manager MeanderGroep

TALESPIN

# Talespin

## Summary

Talespin is building the spatial computing platform to power talent development and skills mobility for the future of work. Founded in 2015, the company leverages its proprietary XR technology platform to deliver XR-based learning and training applications, mixed reality field tools to support employee job performance, and a new skills-based approach to work and productivity. With offices in Los Angeles and Utrecht, The Netherlands, Talespin is building a future of work where the distance between learning and execution is collapsed, enabling people to explore unique career paths that meet the needs of both businesses and individuals.

Talespin's investors include Cornerstone, Farmers Insurance Exchange, and HTC. Learn more at [talespin.com](https://www.talespin.com).

## Company Facts

<b>Website</b>	<a href="https://www.talespin.com/">https://www.talespin.com/</a>
<b>Email</b>	<a href="mailto:lulit.solomon@talespin.company">lulit.solomon@talespin.company</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	35-100
<b>Years in Operation</b>	4-6
<b>Customers</b>	N/A

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education	Finance
Commerce/Trade	Healthcare/Pharma
Consumer Packaged Goods (CPG)	Industrial/Shipping/Urban Planning
Energy	Transportation/Mobility

### Which application areas do you work on?

Training/Education

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Experiences, Platform provider

## Case Study/Achievement [Website Link](#)

PwC released a new study, "Understanding the Effectiveness of VR Soft Skill Training in the Enterprise," that highlights the effectiveness of VR-learning. Talespin collaborated with PwC to help enable the VR portion of the study, providing guidance and support on building the VR training course focused on the topic of diversity and inclusion training for managers and leaders.

The study was a joint effort conducted by PwC's Emerging Technology Group and U.S. Learning and Development Innovation team, with software support from Talespin, and hardware support from Oculus for Business from Facebook. The study showed exponential results in retention, time proficiency and emotional impact when employees train in VR.

## Testimonial

"By implementing Talespin's virtual human training technology, we will enable our claims representatives to practice critical interpersonal situations and complement our current training processes, empowering our employees and continuing to offer our customers quality service."

— Tim Murray, Head of Claims Shared Services at Farmers Insurance





# The Simulation Crew

## Summary

We were founded in a belief that you learn most by doing. We create VR simulations for users to experience virtual real life experiences, for training purposes. Imagine, you are right away in a setting in which your skills are challenged. We use free speech to communicate with virtual human who respond to what you say and what you do. Based on our experience in simulations we provide meaningful specific feedback to users, so they can improve themselves individually.

## Company Facts

<b>Website</b>	<a href="https://thesimulationcrew.com/">https://thesimulationcrew.com/</a>
<b>Email</b>	<a href="mailto:eric.jutten@simulationcrew.com">eric.jutten@simulationcrew.com</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	Hospitals, Higher Education, Transport, Municipalities

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Healthcare/Pharma  
Rescue/Disaster/Emergency Services  
Transportation/Mobility

### Which application areas do you work on?

Product Development  
Training/Education  
Patient Therapy/Rehabilitation

### Expertise, Products, Services and Solutions

Hardware Manufacturing

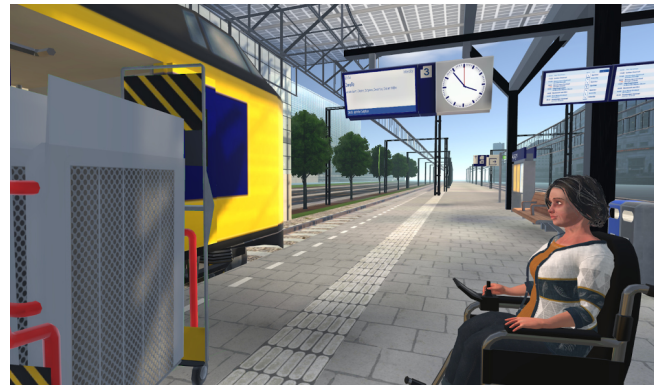
### What do you make?

N/A

## Case Study/Achievement [Website Link](#)

We create games in which we process the user's input and generate appropriate output. Our system makes use of a number of AI techniques, including:

- speech recognition,
- multi modal social signal analysis
- dialog modelling



## Testimonial

"(NS VR Communication training)

It was just real, / I was there and it was lifelike / Good instrument, better than roleplay / Nice to get feedback at the end / It is instructive, you'll get feedback that matters"

— Dutch Railways (NS)



# Therapieland

## Summary

Therapieland has been a market leader within the Dutch e-Health industry for over 8 years. We develop innovative digital solutions for various segments of healthcare.

One of our solutions is Virtual Reality. With our VR app called 'Blikopener' we provide a wide range of 'real life' situations (>150, 360 video's and animated) in which patients can work on their mental health.

- Process trauma with a virtual EMDR program
- Relax in soothing virtual environments
- Rebuild confidence by exposing patients to fearful virtual situations

We developed an advanced @desk version (with a Pico headset) and a basic @home version (on mobile) with which patients have access to Blikopener anytime and anywhere.

We provide a safe (CE, NEN and ISO certified) and user-friendly, widely applicable app, for the lowest price on the market.

## Company Facts

<b>Website</b>	www.therapieland.nl
<b>Email</b>	info@therapieland.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	35-100
<b>Years in Operation</b>	7-10
<b>Customers</b>	Therapieland is market leader within the Dutch e-Health industry, we provide our digital solutions for a broad range of therapists and practitioners (>15.000 professionals - GP, mental health care & hospital care).

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Healthcare/Pharma

### Which application areas do you work on?

Patient Therapy/Rehabilitation

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

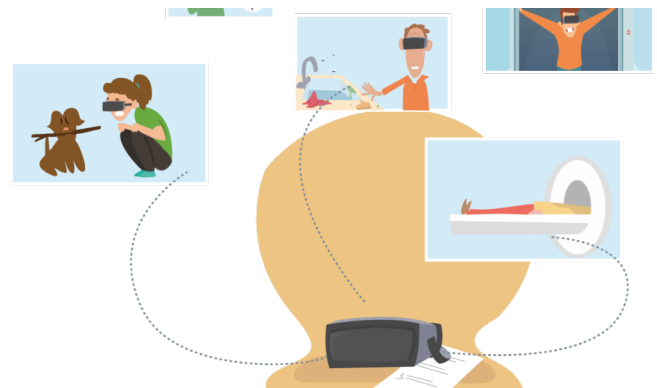
We have developed an app (Blikopener) that people can use to improve their mental health. VR therapy is an effective treatment method to allow clients to practice certain challenges in a safe environment. The app can be used by a practitioner during a therapy session or can be given as homework via the mobile app. The app contains >100 real-life situations for clients to practice.

## Case Study/Achievement [Website Link](#)

To demonstrate that we strive to develop the most valuable content for our users, we would like to show you our development process in collaboration with therapists and patients:

We recently developed an EMDR program, where as a start we interviewed various users (therapist and patients), studied the most recent literature and involved therapist and clients for a deeper collaboration. With this smaller group we met every 2 weeks to show and discuss our process. We tested the prototypes on the users. By doing this we made sure we kept our priorities right and developed the most valuable features for our end user.

This development process shows that we continue to innovate and want to expand our content and application functionalities, so it will help an even broader patient population in the future.



## Testimonial

"The Blikopener app is user-friendly and offers realistic situations that I can use instead of or in addition to exposure in vivo. Using the app offers me a nice additional treatment option."

— Froukje Jackson, Maarsingh & van Steijn - GZ psychologist & EMDR therapist.



# Tiledmedia

## Summary

Experience Next Generation Streaming.

Tiledmedia provides advanced streaming software for high quality Virtual Reality experiences that teleport viewers into a stadium, concert or other (live) event. Tiledmedia's software can stream up to a 16K resolution via the public internet, creating an experience with unparalleled video quality. Tiledmedia's ClearVR technology streams Premier League football for both BT Sport and Sky Sports on a weekly basis. It also powered the 2022 NBC Olympics VR by Xfinity app on the Oculus Quest 2, streaming Beijing 2022 in ultimate VR clarity.

Tiledmedia's streaming technology also provides "Mosaic Multiview": combine an infinite number of video streams on a single display, in VR headsets and on "flat" screens. Mosaic Multiview enables new and creative streaming user experiences. Imagine a football game where each viewer can individually choose what camera feeds they want to watch and personalize their layout by changing the amount, size, and positioning of each video.

The solutions can be applied separately or can be combined to create a high quality, interactive experience fitting exactly to your end users' needs.

## Company Facts

<b>Website</b>	<a href="https://tiledmedia.com">https://tiledmedia.com</a>
<b>Email</b>	<a href="mailto:hi@tiledmedia.com">hi@tiledmedia.com</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	4-6
<b>Customers</b>	Sky UK, BT Sport, LGU+, Intel, Stageverse, Cosm, Akamai, Deutsche Telekom, Pico, KanDao, KPN

## Company Details

### Which immersive technologies are you active in?

Virtual Reality Streaming, Multiview Streaming

### Which verticals or industry sectors do you operate in?

Entertainment, Sports, Media & Broadcasting, OTT streaming

### Which application areas do you work on?

Streaming/Media/Entertainment, live/on-demand, Multiview Streaming/ 360VR/ 180VR Distribution Technology

### Expertise, Products, Services and Solutions

Streaming next generation content

**High-Quality VR Streaming:** Tiledmedia's innovative VR technology allows the reduction of bandwidth needs by 75% through streaming only the viewport, at ultra-high quality. It is massively scalable, streams 4K-16K, mono and stereo, enables multi-camera with seamless switching, social experiences and is also available across devices. This solution can be combined with Mosaic Multiview as well.

**Mosaic Multiview:** Mosaic Multiview solution enables streaming events with an

infinite number of feeds, personalized viewing, complete customizable layout, seamless switching, live/on-demand and across flat devices and VR headsets.

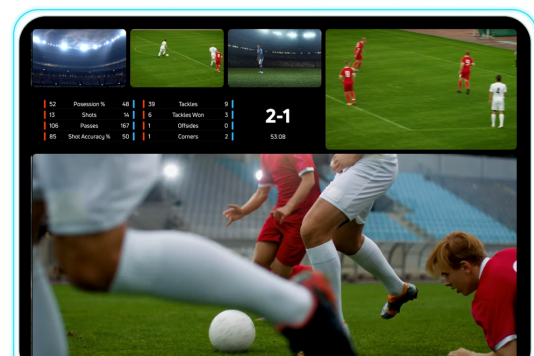
### What do you make?

Streaming solutions enabled through our Tiledmedia Cloud and Tiledmedia Player SDK

### Case Study/Achievement Website Link

Tiledmedia's technology was included in the NBC Olympics VR by Xfinity Oculus Quest and mobile apps. It has also enabled 76 English Premier League and UEFA Champions League football matches, streamed The Hundred cricket matches, all games across five Netball weekends, five Extreme E weekends and much more in 2021 alone.

Our technology also powered Stageverse's "Enter the simulation" Muse concert internationally, and enabled Sympatient's VR digital anxiety therapy. Moreover, our Clear VR technology powered the BT Sport App that won the IBC2021 Content Everywhere Award.



### Testimonial

I am very proud of what we have done with [4K] 360. But this [moving to 8K] is a massive step change. And that was echoed by everyone that engaged with it.

— Jamie Hindhaugh, COO BT Sport, in SVG Europe



# TitanSkinVR

## Summary

TitanSkinVR B.V. is specialized in securing and protecting VR headsets in public places. With the aluminium case, the "TitanSkin", fragile parts are protected to prevent damage and buttons will be covert. Also with the skin it is possible to secure/hang the setup in a proper way. It works best in combination with our retractable system from the ceiling. Beside our own designed and manufactured skin, we provide our clients with full service like additional distribution software and content.

## Company Facts

<b>Website</b>	www.titanskinvr.com
<b>Email</b>	info@titanskinvr.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	2-3
<b>Customers</b>	VR rooms, public libraries, education/training locations, Forum Groningen, VIEMR, VR Expert, A'dam VR Game Park, Schippers IT, Vision2Watch, Pico Interactive, Creative Works (US), Cap Sciences(FR), Warp VR, SPREE Interaction, Musiikkimuseo FAME

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Arts & Culture/Museums  
Entertainment

### Which application areas do you work on?

Entertainment/Media/Gaming  
Product Development

### Expertise, Products, Services and Solutions

We design, manufacture and distribute the TitanSkin and offer associated products. For the best setup we offer retractable ceiling systems, 5m long USB C charging cables and a solution to secure controllers with permanent power supply instead of using running down batteries.

### What do you make?

We make the possibility to demo VR experiences in public places without supervision.

## Case Study/Achievement [Website Link](#)



## Testimonial

"For one of our valued customers, we have used the TitanSkinVR. The perfect solution that is safe for the user, but also makes the VR glasses vandal-proof against damage or theft. Being able to choose the color and the high-quality finish creates a silver lining for the customer."

— Stafen Vogelzang – VIEMR





# Total Reality

## Summary

Create AR instructions independently on our platform. Last year, our team worked extremely hard to realize our dream. We dream of allowing customers to create augmented and virtual reality instructions independently. It is a solution that can be applied in the entire Industrial Life Cycle (ILC). From concept and design, to marketing and sales to maintenance and support. The Industrial Life Cycle Platform is of added value in all phases of the ILC.

The video below shows a shot of the platform and the online editor. Instructions are added to the 3D model independently. You can experience how easy this is. Then in the video we show how it can be visualized in practice.

## Company Facts

<b>Website</b>	<a href="http://www.totalreality.nl">www.totalreality.nl</a>
<b>Email</b>	<a href="mailto:info@totalreality.nl">info@totalreality.nl</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	4-6
<b>Customers</b>	N/A

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Industrial/Shipping/Urban Planning

### Which application areas do you work on?

Analytics/Data Visualisation      Training/Education  
Automation/Prototyping/R&D  
Marketing/Sales  
Service/Maintenance

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Platform provider

## Case Study/Achievement [Website Link](#)

Autoliv Mixed Reality Instructions app

Autoliv develops airbags and seatbelts for all leading car manufacturers worldwide. These products are tested in-house with crash test dummies. In order to perform proper crash tests, a car model must be exactly replicated. This takes a lot of time. The Hololens app we have developed accelerates this assembly process. Coordinates of parts are shown in the right positions, so mechanics can quickly place the right parts in the right position.



## Testimonial

"Kaak uses our ILC platform as a launching customer.

Kaak began testing our ILC platform in January 2021. With results! Not only are their assembly processes more efficient thanks to our platform. Customers want more, staff embrace the new way of working and even more can be done remotely. In this article you can read what, according to Manager R&D Frank Verouden, are the 10 biggest advantages of the platform.

Independently create virtual and augmented reality instructions. Our ILC platform makes it possible. From prototyping to marketing / sales and from maintenance to support: the platform proves its value in all phases of the Industrial Life Cycle. Certainly, it is also very easy to implement. Moreover, with the simple online editor you are always fully in control."

— Royal Kaak



# Unbound XR

## Summary

Unbound XR is the one-stop-shop for VR enthusiasts and professionals. With a wide range of virtual, augmented and mixed reality hardware and accessories we provide the largest assortment of extended reality products.

Next to our complete catalog we offer complete consultancy and training packages. With our in-house specialists we provide on-location demonstrations for all kinds of virtual, augmented and assisted reality practices.

- ✓ Complete VR, AR, MR hardware and accessories catalog.
- ✓ Dedicated VR/XR hardware and software specialists.
- ✓ XR consultancy, training and workshops.
- ✓ Extended experience with helping starting VR Arcades.

## Company Facts

<b>Website</b>	www.unboundxr.eu
<b>Email</b>	service@unboundxr.eu
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	KLM, Philips, The Park, Police, Education, Government, Health

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education	Finance
Architecture/Construction	Healthcare/Pharma
Arts & Culture/Museums	Industrial/Shipping/Urban Planning
Commerce/Trade	News/Journalism
Consumer Packaged Goods (CPG)	Rescue/Disaster/Emergency Services
Defense/Military/Security	Travel/Tourism
Energy	Transportation/Mobility
Entertainment	Unbound supplies hardware to all industry sectors
Fashion/Luxury/Beauty	
Food/Beverages	

### Which application areas do you work on?

Automation/Prototyping/R&D	Usability/Ergonomics
Entertainment/Media/Gaming	Patient Therapy/Rehabilitation, Physical environments
Product Development	Unbound supplies hardware to all application areas
Remote Collaboration	
Service/Maintenance	
Training/Education	

### Expertise, Products, Services and Solutions

Hardware Manufacturing

### What do you make?

Unbound XR is re-seller and distributor for leading worldwide VR/XR brands, such as HTC VIVE, HP, Microsoft, Virtuix, RealWear and many more.

## Case Study/Achievement

Unbound XR is the preferable XR hardware partner for large companies, such as KLM, the Netherlands Police and different Universities in The Netherlands, Belgium and Germany.

Large companies choose Unbound XR, since we are specialised in XR hardware/accessories and we like thinking along with the company. Next to that our sales channel is very friendly for companies and large organisations to order from (for example via payment per invoice).



## Testimonial

"Unbound has the most attentive and caring support I have met online yet. I have purchased a haptic vest from them which came fast and in all good packed and good condition. Sadly the vest didn't match well to my expectations with my setup at home although it worked perfectly fine and as advertised.

I have contacted their support for a refund and they got back to me immediately helping me out with the whole refund process and making it easy and fast (faster than they actually said it will take).

The team in Unbound xr is very nice and super supportive. I would highly recommend them and would consider future purchases through them"

— Eran Tobi, via Google Reviews



# VR Expert

## Summary

VR Expert is Europe's leading provider of VR & AR hardware. We focus on service and perfect delivery. Providing VR/AR hardware advice, installation, support and distribution services. We can configure your headset, install your software. Ship internationally to any wished addresses and optionally can be the first line of support. Along with these services we also provide our clients with a Knowledge Base, a central hub of information to get started with the hardware and software.

## Company Facts

<b>Website</b>	<a href="https://vr-expert.nl">https://vr-expert.nl</a>
<b>Email</b>	<a href="mailto:sales@vr-expert.nl">sales@vr-expert.nl</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	35-100
<b>Years in Operation</b>	7-10
<b>Customers</b>	Fugro, Telekom, SyncVR Medical, Uptale, Salesforce, Damen

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Architecture/Construction	Finance
Defense/Military/Security	Industrial/Shipping/Urban Planning
Energy, Entertainment	Rescue/Disaster/Emergency Services
Fashion/Luxury/Beauty	Transportation/Mobility
Food/Beverages	

### Which application areas do you work on?

Design/Visualisation	Product Development
Entertainment/Media/Gaming	Remote Collaboration
Live Events/Curation	Service/Maintenance
Marketing/Sales	Training/Education
Network/Streaming Services	

### Expertise, Products, Services and Solutions

Hardware and software distribution and enterprise services

### What do you make?

VR Expert is Europe's leading provider of VR & AR hardware. Active in the Netherlands, Belgium, France and Germany. With offices in Utrecht and Cologne. Our mission is to help companies successfully implement VR&AR hardware solutions.

### Case Study/Achievement [Website Link](#)

Fugro is a Geo-data specialist who obtains advanced information about the subsurface and structures.

Fugro asked VR Expert to supply AR hardware for a remote support solution. The AR hardware had to function in extreme (weather) conditions in which Fugro works.

We advised Fugro the RealWear HMT-1. This AR headset is made for the industry; protected against drops and water and dust proof.

We have supplied Fugro with more than 40 RealWear HMT-1 headsets that have been sent around the world. We also provide support and maintenance to Fugro and we contribute to keeping the solution operational.



### Testimonial

"The VR Expert team offered great advice in choosing the right hardware and accessories for our environment. They also helped validate our use case with extensive testing. In the end, we purchased over 40 RealWear HMT-1s which have been deployed across our global fleet as our Remote Expert solution for providing assistance to our vessels from onshore. We're proud of our teamwork and look forward to expanding business together,"

— Hannes Swiegers, Global Director Remote Operations and Support Services, Fugro.





# VR Gorilla

## Summary

VR Gorilla is an award-winning virtual reality production studio, based in Amsterdam. VR Gorilla focuses on making breathtaking VR films and experiences that are perfected for high-end VR headsets and 360 & VR platforms.

Our goal is to create experiences that have a positive impact on the world. We believe that telling a great story is a powerful way to inspire people.

Our background as filmmakers gives us the advantage of knowing how to tell a story and really captivate your audience.

## Case Study/Achievement [Website Link](#)

Our main passion lies in creating immersive film that brings positive impact. So our most precious projects are some of the human interest productions we've done with NGO's in Congo, Lebanon and Irak, as well as some productions focussed on wildlife and nature which we've shot in Komodo, Indonesia and Murchison Falls, Uganda.

## Company Facts

<b>Website</b>	<a href="https://www.vr-gorilla.com">https://www.vr-gorilla.com</a>
<b>Email</b>	<a href="mailto:info@vr-gorilla.com">info@vr-gorilla.com</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	7-10
<b>Customers</b>	KLM Royal Dutch Airlines, Erasmus MC, Johan Cruijff Arena, DSM, Stichting Vluchteling, Amref Flying Doctors, Nespresso, Red Bull

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Academia/Education	Finance
Architecture/Construction	Healthcare/Pharma
Arts & Culture/Museums	Industrial/Shipping/Urban Planning
Commerce/Trade	News/Journalism
Entertainment	Rescue/Disaster/Emergency Services
Fashion/Luxury/Beauty	Travel/Tourism
Food/Beverages	Transportation/Mobility

### Which application areas do you work on?

Design/Visualisation	Patient Therapy/Rehabilitation
Entertainment/Media/Gaming	Sports activities
Marketing/Sales	Physical environments
Training/Education	

### Expertise, Products, Services and Solutions

Content production, storytelling as well as app development

### What do you make?

VR Gorilla is an award-winning virtual reality production studio, based in Amsterdam. VR Gorilla focuses on making breathtaking VR films and experiences that are perfected for high-end VR headsets and 360 & VR platforms.

Our goal is to create experiences that have a positive impact on the world. We believe that telling a great story is a powerful way to inspire people. Our background as filmmakers gives us the advantage of knowing how to tell a story and really captivate your audience.

**VIRTUAL  
REALITY  
LEARNING  
LAB**

# VR Learning Lab

## Summary

We believe that Virtual and Augmented Reality are powerful computer interfaces that create possibilities for new ways of learning and solving problems. This allows people to understand the world -and the humans in it- a little better.

We do fundamental research, curate existing applications and create prototypes. We share our knowledge through our blog, (online) courses, workshops and masterclasses.

In addition to this, we develop our own VR and AR applications, support students who want to get started with VR and offer advice to schools and other organisations on the latest developments in the field.

## Company Facts

<b>Website</b>	<a href="https://vrlearninglab.nl/?lang=en">https://vrlearninglab.nl/?lang=en</a>
<b>Email</b>	<a href="mailto:mail@vrlearninglab.nl">mail@vrlearninglab.nl</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	4-6
<b>Customers</b>	Universities, training companies, publishers, primary schools, vocational education and libraries

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Arts & Culture/Museums

### Which application areas do you work on?

Automation/Prototyping/R&D  
Design/Visualisation  
Training/Education

### Expertise, Products, Services and Solutions

Training & research

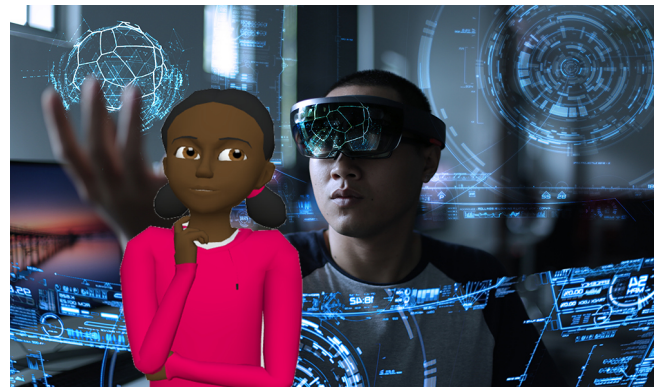
### What do you make?

We explore how we can learn with VR and how xR will change our future lives. We create prototypes and teach students and professionals how to create our digital world.

## Case Study/Achievement [Website Link](#)

We developed the game 'ARe you Ready?' which was played by >50.000 kids in the Netherlands. They explore a future scenario where they wear AR headsets every day and experience how this could change their daily lives. The questions in the game encourage them to think about the future. At the same time this was research for us.

International version coming soon.



## Testimonial

"This was a truly inspiring master class. Now I have a good overview of the possibilities that VR & AR offer for education. There was enough room to explore our own ideas and to start our own project."

— Sonia Palha - University of Amsterdam



# VR MedicalSIM

## Summary

My name is Martien strik, i am a critical care nurse for more than 11 years. In my field of work i have experienced first hand how important quality education and immersive simulation training is. But the reality is that there are not a lot of possibilities for this: because of high expenses, personell shortages and high workload. The Corona cisis has exposed another mayor problem: The current training structure of medical education could NOT meet the requirements with regard to: Flexibility/ Raptic upscaling/creating specific content and the need for distance learning (because of the Corona). This is exccactly where extended reality provides a solution for

## Company Facts

<b>Website</b>	www.vrmedicalsims.nl
<b>Email</b>	info@vrmedicalsims.nl
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	5-10
<b>Years in Operation</b>	2-3
<b>Customers</b>	Provrex

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
 Defense/Military/Security  
 Healthcare/Pharma  
 Rescue/Disaster/Emergency Services

### Which application areas do you work on?

Training/Education  
 Virtual medical (simulation) training

### Expertise, Products, Services and Solutions

We distribute and develop virtual medical simulation applications and we are working on a Learning Experience Platform for medical simulation training

### What do you make?

VR MedicalSIM distribute and develops medical simulation training applications using Virtual Reality/Augmented Reality and Mixed Reality. Furthermore we are working on a Learning Experience Platform for COVID'19 and medical education with the following components: Virtual Reality/Augmented Reality and Mixed Reality/ E-learning/ (360) instructional video's



# VR Owl

## Summary

Full service VR & AR Agency with over 35 employees, offices in The Netherlands and Germany and a global client base. We are one of the few companies who offer a full package in concepting, 3D, 360, development and operations.

## Company Facts

<b>Website</b>	<a href="https://www.vrowl.io">https://www.vrowl.io</a>
<b>Email</b>	<a href="mailto:tim@vrowl.nl">tim@vrowl.nl</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	4-6
<b>Customers</b>	Police, Unilever, Huawei, Government, USAR, Ford, Coca Cola

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Architecture/Construction	Food/Beverages
Arts & Culture/Museums	Healthcare/Pharma
Commerce/Trade	Industrial/Shipping/Urban Planning
Consumer Packaged Goods (CPG)	Rescue/Disaster/Emergency Services
Defense/Military/Security	Travel/Tourism
Energy, Entertainment	Transportation/Mobility
Fashion/Luxury/Beauty	

### Which application areas do you work on?

Automation/Prototyping/R&D	Service/Maintenance
Entertainment/Media/Gaming	Training/Education
Marketing/Sales	
Planning/Engineering	

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Custom Solutions, Experiences, Platform provider

## Case Study/Achievement [Website Link](#)

We're working with the Dutch Police to offer multiplayer training for their detectives but also a CPR training for all their staff. This is the start of a long term cooperation to take education within the police force to the next level.



## Testimonial

During our collaboration, VR Owl has always kept to its agreements, provided clear overviews regarding costs and expectations and professionally organized remote progress presentations. VR Owl stands head and shoulders above the other suppliers for which I offer my compliments.

— Giny Verschoor G.D.I - Politieacademie



# VR-Innovations

## Summary

VR-Innovations is a young and enthusiastic team. We develop interactive media for the business market. Like company staff training or virtual testing of your prototype.

We use data tracking in our simulations for AB-testing and evaluations. In addition, we help visualize your company through augmented reality projections or interactive virtual tours.

## Testimonial

Thanks to VR-Innovations, parents feel even more at home in our Ronald McDonald House. Good listening, flexible, creative and taking me by the hand. I look back on a great collaboration that taught me how powerful you can convey a message.

— Lianne Booijink - Manager Ronald McDonald Huis Zwolle

## Company Facts

<b>Website</b>	<a href="https://www.vr-innovations.nl/">https://www.vr-innovations.nl/</a>
<b>Email</b>	<a href="mailto:info@vr-innovations.nl">info@vr-innovations.nl</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	Kadaster, KVK, Ronald McDonald Huis, Veiligheidsregio IJsselland, Hogeschool Saxion, Bsquared Airport Design Innovations, FC Twente, Ziekenhuis Geledeerse Vallei, Hogeschool Windesheim, Webasto, Zestor, Jobtrans, TechForFuture, Cuperus, Burgers' Zoo, Landstede MBO, Cibap vakschool voor vormgeving, Hanz, Stichting Bedrijfsopvolging Bakkerij, Zendel, Het Vliegende Paard, Ubbo Emmius, Ubuntu Media

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education      Transportation/Mobility  
 Architecture/Construction  
 Arts & Culture/Museums  
 Rescue/Disaster/Emergency Services

### Which application areas do you work on?

Analytics/Data Visualisation      Training/Education  
 Automation/Prototyping/R&D  
 Design/Visualisation  
 Marketing/Sales

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Custom Solutions, Experiences



VREE

### Summary

VRee was founded five years ago by two students with the ambition to make XR technology available for everyone. In those five years, VRee has proudly developed training projects for the Dutch Ministry of Defense, the Police, the Fire Department, and Summa College, to name a few. Our main focus is providing effective XR training tools in a multiplayer environment using any hardware you desire while experiencing low latency. You can easily make this yourself using our platform or we can make this for you, ready to use. We are the all-in-one solution to your future in XR.

### Company Facts

<b>Website</b>	<a href="https://www.vree.world/">https://www.vree.world/</a>
<b>Email</b>	<a href="mailto:m.mohseni@vree.world">m.mohseni@vree.world</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	4-6
<b>Customers</b>	Dutch Ministry of Defense, Police, Fire Department, Summa College, Philips, Lumo Labs, de Brabantse Ontwikkelings Maatschappij, Saasen, Apollo Journey, Xsense, HP, Pillow's Willow VR Studios, Unbound VR, Senseglove

### Company Details

#### Which immersive technologies are you active in?

Virtual & Augmented Reality

#### Which verticals or industry sectors do you operate in?

Academia/Education	Rescue/Disaster/Emergency Services
Defense/Military/Security	Transportation/Mobility
Entertainment	
Healthcare/Pharma	

#### Which application areas do you work on?

Automation/Prototyping/R&D  
Entertainment/Media/Gaming  
Training/Education

#### Expertise, Products, Services and Solutions

Software Development

#### What do you make?

Custom Solutions, Experiences, Platform provider

### Case Study/Achievement

The training solution we developed for the Dutch Ministry of Defense is something we're very proud of. This application trains military personnel to build a satellite receiver in a safe, virtual environment so they know exactly what to do in the real world. This training reduces the risk of injury, damage to costly materials, and can be done with multiple people from anywhere in the world.



### Testimonial

"VREE is a good partner in devising, developing and executing VR training courses in which we were helped exactly how it should be done."

— Ewout van dort , Head Research and Development Office, The Dutch Department of Defense



# VROOM Training

## Summary

We are toolmakers. VROOMtraining develops tools for end-users to use. Tools to easily create VR/AR content, without having to use difficult game-engines.

## Company Facts

<b>Website</b>	www.vroomtraining.com
<b>Email</b>	jaap@vroomtraining.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	1
<b>Years in Operation</b>	10+ years
<b>Customers</b>	ASML, Canon, Océ, Stedin, Cognitas

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Industrial/Shipping/Urban Planning

### Which application areas do you work on?

Training/Education

### Expertise, Products, Services and Solutions

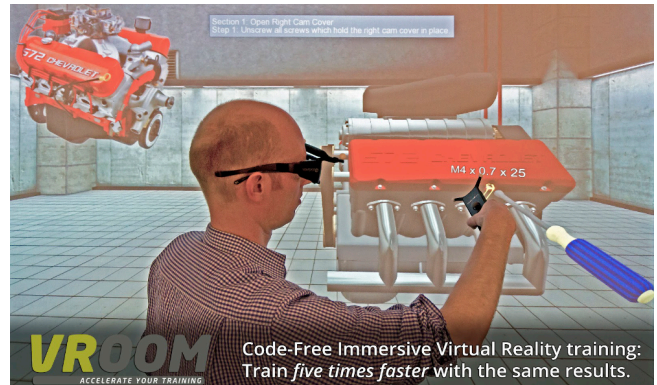
Software Development

### What do you make?

Product, Platform provider

## Case Study/Achievement

Code-Free creation of VR/AR training content. No difficult game-engines, but easy-to-use visual tools to create your own content. We do not make content, our customers do. Therefore it is difficult to show any cases. Contact us for more information.





VRELAX

VRelax

**Summary**

VRelax is a scientifically validated virtual reality app aimed at people within the mental health sector, hospitals and businesses. With VRelax they can manage their stress levels themselves. It is a relaxation tool against stress, burnout, anxiety and gloominess.

But it is also a distraction tool for pain diversion, physical discomfort and medical technical procedures. From mild stress to severe mental illness, VRelax can provide relief from any form of stress at any time and place.

**Company Facts**

<b>Website</b>	www.vrelax.com
<b>Email</b>	info@vrelax.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	2-3
<b>Customers</b>	Zilveren Kruis, Politie, AMC, UMCU, UMCG, OLVG, Erasmus MC, Odion, Tactus, King's College London, Cosis, Rijnstate, VNN, SAP, Prinses Maxima Centrum, TNO

**Company Details****Which immersive technologies are you active in?**

Virtual Reality

**Which verticals or industry sectors do you operate in?**

Commerce/Trade, Healthcare/Pharma

**Which application areas do you work on?**

Analytics/Data Visualisation	Product Development
Design/Visualisation	Training/Education
Marketing/Sales	Patient Therapy/Rehabilitation
Market Research	

**Expertise, Products, Services and Solutions**

Software Development

**What do you make?**

Product

**Case Study/Achievement** [Website Link](#)

We want to make sure that VRelax really works. Scientific research is therefore an important part of VRelax. Wim Veling, psychiatrist and professor at the University Medical Center Groningen (UMCG), does this research with the team of his Virtual Reality mental health lab.

Fifty people with mental health problems used VRelax for ten days and also took part in ten days of relaxation exercises. We wanted to know whether VRelax has an immediate positive effect on how people feel, and whether VRelax helps better than the relaxation exercises that are now the standard method. By using VRelax people immediately felt much more relaxed and happy. They were less stressed and anxious. VRelax worked better than the standard relaxation exercises.

**Testimonial**

"Thanks to VRelax, I know how to find the right energy again and get out of my gloomy thoughts."

— Richard van Nuul / Manager restaurant chain

"I sleep better and stay in positive thoughts without feeling depressed. I would say more glasses, less pills"

— Marlies Nauta / Logistics employee int. transport company

"From the moment I put on the VRelax glasses I felt it. Calmness! What a great innovation"

— Arjan Tillema / IC nurse UMCG



# VRinSCHOOL

## Summary

We help schools to work with VR in 3 steps. Software for making VR, learn to make and hardware.

## Company Facts

<b>Website</b>	www.vrinschool.nl
<b>Email</b>	tom@vrinschool.nl
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	4-6
<b>Customers</b>	More then 50 schools (VO & HO onderwijs)

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Schools

### Which application areas do you work on?

Training/Education

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Custom Solutions, Platform provider

## Case Study/Achievement [Website Link](#)

Case: Blended learning with VR in corona time (news: NOS, AD, Omroep Brabant etc.)



## Testimonial

"We are proud to be on the forefront to help schools in a new way with blended learning. In different innovative projects with schools we started blended learning with virtual reality. One of the use cases is Vista College. Within this school there were 25 students who received education from their homes. After research with students and teachers there was a lot of positive feedback. Some quote from students were:

"As if I was in our own school, but this time in a virtual way"

"I had the feeling I was together in a class with my friends, although in real time I was alone in my sleeping room."

"It's really learning by doing, cool!"

Also there was a lot of media coverage from national and local media. For the future the goal is to help schools make their own VR content and use this in blended learning. This way students can be more active during learning from home."

— Vista College Heerlen



# VSTEP Simulation

## Summary

NAUTIS Maritime Simulator products are designed to facilitate the education and examination of your students or employees. We are dedicated to help you achieve your learning goals and build comprehensive educational plans.

A team of experienced and highly qualified software developers, project managers, designers, testers, support staff, engineers, industry experts and master mariners allow us to accurately create a simulator solution tailored to client-specific training requirements. With nearly 20 years of experience as a simulator developer, VSTEP understands its customers' needs and the way to realise them. We work hard to offer everyone at VSTEP a comfortable environment in which diversity is cherished.

**Case Study/Achievement** [Website Link](#)

## Company Facts

<b>Website</b>	www.vstepsimulation.com
<b>Email</b>	info@vstepsimulation.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	35-100
<b>Years in Operation</b>	10+ years
<b>Customers</b>	Ministry of Defence, Schiphol, Shell, Tata Steel, Gezamelijke Brandweer, Martime college Harlingen, Nova college Ijmuiden, ROC Friese port Urk, ROC Kop van Noord Holland, Chevron, Fidenia, Petronas

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Academia/Education  
Commerce/Trade  
Defense/Military/Security

### Which application areas do you work on?

Training/Education

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product



# Virtual Lab 17

## Summary

Virtual Lab 17 is a Digital Reality Agency.

At Virtual Lab 17 we create digital experiences in virtual environments through 360-degree media, Virtual Reality (VR) & Augmented Reality (AR)

Let your customers experience your products in new ways. We bring your products closer to your target audience, by bridging the gap between viewing & buying online through Digital Reality.

We create simple to use VR e-learning experiences with complex branching paths for your employees or students, so they will learn quicker and easier in their own language, in every environment you can think of.

## Company Facts

<b>Website</b>	<a href="https://www.virtuallab17.nl">https://www.virtuallab17.nl</a>
<b>Email</b>	<a href="mailto:info@virtuallab17.nl">info@virtuallab17.nl</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5-10
<b>Years in Operation</b>	2-3
<b>Customers</b>	Dura Vermeer, KleenTec, Petrebels, ROC van Twente, Easywalker, Nijha, Testo, VOS trappen, Cogas

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education	Travel/Tourism
Architecture/Construction	Transportation/Mobility
Arts & Culture/Museums	
Commerce/Trade	

### Which application areas do you work on?

Design/Visualisation  
Entertainment/Media/Gaming  
Marketing/Sales  
Training/Education

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Custom Solutions, Experiences, Platform provider

## Case Study/Achievement [Website Link](#)

Petrebels has a large assortment with cat furniture and scratching posts in all shapes and sizes. For them we created digital twins of their collection scratching posts. These digital twins can be viewed in the webshop in 3D and with one press on the AR button you can project the digital twin in to your own space through your phones camera. The best thing is: without installing any app, so you don't have to step out of the customer journey.

With these digital twins its also very easy to get product photo's or any new content without the need of a photographer, studio etc. We will just setup a digital 3D space where we can render any photorealistic image with the product. From now on; content is never a problem.



## Testimonial

"Very impressed with the results of the digital twins, they look real and the size is being correctly projected in to our customers houses."

— Petrebels, Dennis Steenbakkens



# Virtual Play

## Summary

Virtual Play is a studio characterized by versatility and making original developments in creative software. Virtual Play primarily focuses on Applied Games, Virtual Reality (VR), and Artificial Intelligence (AI). Virtual Play also specializes in developing software to work with unique physical hardware. One of the spearheads is installations in the public space, which includes both educational set-ups for museums and Brain Computer Interfacing (BCI) for companies.

Our projects are diverse and driven by a desire for innovation. At the same time, Virtual Play aims to remain socially involved by realising meaningful projects with medical or educational applications.

## Company Facts

<b>Website</b>	<a href="https://virtualplay.games/">https://virtualplay.games/</a>
<b>Email</b>	<a href="mailto:info@virtualplay.nl">info@virtualplay.nl</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	10+ years
<b>Customers</b>	AMC hospital, CORPUS 'reis door de mens', KWF Dutch Cancer Society, ProRail, European Academy for Integrated Orthodontics, Elle Wonen, PostNL, Renault, Rijkswaterstaat, The National Maritime Museum, Teylers Museum, The Dutch House of Representatives (Tweede Kamer), VNCI, The Netherlands Nutrition Center (Voedingscentrum), War Child

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Academia/Education	Entertainment
Architecture/Construction	Healthcare/Pharma
Arts & Culture/Museums	Travel/Tourism
Commerce/Trade	Transportation/Mobility

### Which application areas do you work on?

Design/Visualisation  
Entertainment/Media/Gaming  
Training/Education  
Patient Therapy/Rehabilitation

### Expertise, Products, Services and Solutions

Software Development

### What do you make?

Product, Custom Solutions, Experiences



# Virtuwalk

## Summary

Working as a creative producer of VR content since 2001: (MC Escher virtual reality ride in Escher Museum The Hague) Léon Wennekes was always intrigued by the development of a device that gives you the freedom to move safely into 3D worlds. Together with Frank Nieuwenhuijs we developed the VirtuWalk. Currently working for an alternate EMDR therapy but also we are developing for simulation, (multi-user) gaming and much more.

## Company Facts

<b>Website</b>	<u><a href="https://www.virtuwalk.nl">URL</a></u>
<b>Email</b>	Leon@Virtuwalk.onmicrosoft.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	2-3
<b>Customers</b>	therapists, institutions, architects, Family Entertainment Centers, care homes, private people, themeparks, science museums, heritage centers

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Arts & Culture/Museums  
Entertainment  
EMDR therapy / psycho therapy

### Which application areas do you work on?

Design/Visualisation	Training/Education
Entertainment/Media/Gaming	Patient Therapy/Rehabilitation
Product Development	Sports activities
Remote Collaboration	Physical environments

### Expertise, Products, Services and Solutions

Both hardware and software development

### What do you make?

We developed the Virtuwalk, a patented haptic VR treadmill that delivers a full immersive illusion of free movement through 3D worlds. The user can safely hold on to a steering wheel and is free to move in the 3d world. Currently we are working on a multi-user version.

### Case Study/Achievement [Website Link \(Dutch Only\)](#)

For now it is the development of the EMDR therapy in which the client really walks through a therapeutic forest, with stimuli and real-time interaction with the therapist.



### Testimonial

The psychiatrists with whom we develop the product are enthusiastic about the possibilities of real walking into VR worlds as part of a therapy.

— Dennis van Leeuwen: Connect2Care



# VR4Learning

## Summary

VR4learning makes learning personal, measurable and an unforgettable adventure. With the help of real 360 video scenarios, Augmented Reality and Smart Sensing the training becomes more fun and effective. Learn while participating in 360 interactive videos via escaperooms, minigames and social scenarios. Discuss, interact with 3d models and experience together in virtual class and training rooms. Developing e-learning inhouse, producing 360 videos around the globe and give train the trainer workshops. VR4learning is a 1 stop shop.

## Company Facts

<b>Website</b>	www.vr4learning.com
<b>Email</b>	roger@vr4learning.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	5
<b>Years in Operation</b>	4-6
<b>Customers</b>	Swissport, SKYcademy, Orientation Travel Productions, CoVince, Goodwork Personal Development, Zaankracht

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Commerce/Trade  
Entertainment  
Travel/Tourism  
Transportation/Mobility

### Which application areas do you work on?

Marketing/Sales  
Training/Education

### Expertise, Products, Services and Solutions

Vr camera consultant and developer of interactive learnings with the help of VR and AR

### What do you make?

VR camera consultant and operator who knows how to use this medium as best as possible on physical locations. Developing interactive story based learnings with the use of VR, AR as well as normal photo and video for the aviation industry.

## Case Study/Achievement

We transformed an ordinary 4 day training for ramp employees at airports into a blended learning journey. With the help of real story based 360 videos, AR models and normal photos and videos employees learn all aspects to safely perform their job.



## Testimonial

The 360 interactive photos and videos made the e learning so much more fun. The game element in the course made me want to finish the different safety modules and see how I scored.

*Dennis de Lange (student airside safety training)*





# Warp VR

## Summary

Warp VR offers a unique story-based solution for immersive learning. Companies like Shell, KLM, NS, Tata Steel and Erste Bank use this approach to train their workforce in safety, security and soft skills in a realistic and personalized way.

VR training helps companies to upskill their employees up to 4x faster than classroom training and e-learning — even at a time when training budgets are shrinking and in-person training may be off the table. VR learners are significantly more confident to act on what they learned after training, and show a 75% increase in learning quality and retention, a 40% reduction in training time, and a 70% performance improvement.

## Company Facts

<b>Website</b>	<a href="https://www.warpvr.com/">https://www.warpvr.com/</a>
<b>Email</b>	<a href="mailto:hello@warpvr.com">hello@warpvr.com</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	4-6
<b>Customers</b>	Selection of customers: Shell, Heijmans, ABN-AMRO, Erste Bank, Sallinger, Dutch Railroads (NS), KLM, ROC Airport College, Tata Steel, Stedin, CSU, Merck, Dutch Ministry of Finance, Dutch National Fire Service, Dutch National Police, STC

## Company Details

### Which immersive technologies are you active in?

Virtual Reality, 360° video

### Which verticals or industry sectors do you operate in?

Academia/Education	Finance
Commerce/Trade	Healthcare/Pharma
Defense/Military/Security	Industrial/Shipping/Urban Planning,
Energy	Rescue/Disaster/Emergency Services,
Food/Beverages	Transportation/Mobility

### Which application areas do you work on?

Training/Education

### Expertise, Products, Services and Solutions

Software Development, Content Development, Script writing, 360° Video Production, Workshops, Enterprise Services

### What do you make?

Platform provider, enabling customers to create their own immersive learning experiences. Transform the way you upskill your workforce today with the Warp VR platform, enterprise services and extensive partner network to create & distribute immersive training scenarios. Discover the easy and powerful way to train your employees anytime & anywhere on their smartphone, tablet or VR headset. Improve their performance with comprehensive analytics that integrate with your LMS.

## Case Study/Achievement [Website Link](#)

People at Shell often work in demanding roles and extreme conditions, and need to ensure that they can operate safely at any time. The company created an enterprise-wide learning strategy to improve safety, innovation and performance.

Warp VR helps Shell to improve safety training with interactive story-based, real-life scenarios in 360° video. This helps employees and contractors to learn at every step of their journey, from recruitment and onboarding to training and refreshers. Each department can easily create and film their own scenarios, resulting in a scalable solution that provides real impact and a better user experience, at less cost.



## Testimonial

"Warp VR's platform and approach helped us to improve our digital learning offering by adding behavior and emotion to employee training. This is a great addition to e-learning, where we are limited to transferring knowledge and showing how it is applied."

— Terry Savoie (Organizational Development & Learning Manager), Shell Global Solutions International



# WeMakeVR

## Summary

WeMakeVR: an internationally renowned developer of Immersive Experiences. Notable productions: 'Ashes to Ashes', 'Meeting Rembrandt' and "Angels of Amsterdam", which was the first Dutch work ever to be selected for the Venice Biennale competition. Their metaverse the co-production "The MetaMovie presents: Alien Rescue", recently won "Best Multiplayer Experience" at Raindance.

They are known for innovating and pioneering in this new medium; with award-winning works across art, education, entertainment, healthcare, gaming, and live VR experiences, they demonstrate how this medium has the potential to disrupt and positively impact many industries. The team share this knowledge by speaking at international conferences, coaching new talent, and collaborating with festivals such as the Venice International Film Festival, IDFA, and NFF.

## Company Facts

<b>Website</b>	<a href="http://www.WeMakeVR.com">http://www.WeMakeVR.com</a>
<b>Email</b>	<a href="mailto:hello@WeMakeVR.com">hello@WeMakeVR.com</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	2-5
<b>Years in Operation</b>	7-10
<b>Customers</b>	Tommy Hilfiger, Samsung, ID&T, Heineken, Artis, 3FM, Oculus, JBL, IBM, New York Symphony Orchestra, London Symphony Orchestra, Berliner Philharmoniker, KPN, JBL, and many more.

## Company Details

### Which immersive technologies are you active in?

Virtual Reality

### Which verticals or industry sectors do you operate in?

Academia/Education	Healthcare/Pharma
Arts & Culture/Museums	Travel/Tourism
Entertainment	Cultural Heritage
Fashion/Luxury/Beauty	Music, Opera

### Which application areas do you work on?

Automation/Prototyping/R&D	Training/Education
Design/Visualisation	Patient Therapy/Rehabilitation
Entertainment/Media/Gaming	Physical environments
Live Events/Curation	LBE / portable LBE (Location Based Entertainment)
Marketing/Sales	
Remote Collaboration	

### Expertise, Products, Services and Solutions

WeMakeVR is an internationally renowned developer of Immersive Experiences, with notable productions such as 'Ashes to Ashes', 'Meeting Rembrandt' and most recently "Angels Of Amsterdam". They also produce projects that exist in the metaverse, among which the co-production "The MetaMovie presents: Alien Rescue", which recently won "Best Multiplayer Experience" at the Raindance Immersive festival. They are known for innovating and pioneering in this new medium; they demonstrate how this medium is evolving into a format which is not "just" gaming or film, but ventures beyond. With award-winning works across art,

education, entertainment, healthcare, gaming, and live VR experiences, they demonstrate how this medium has the potential to disrupt and positively impact many industries. The team share this knowledge by speaking at international conferences, coaching new talent, and collaborating with festivals such as The Venice International Film Festival, IDFA, and NFF. In addition to its "Guinness Book of World Records"-listing, WeMakeVR has won multiple awards for narrative, innovative and educational VR productions, and continues to strive for innovation in storytelling and exploration of the new language of Immersive Experiences. The team works with universities and supports projects to develop best practices for Immersive storytelling and production techniques, as well as research meaningful applications, such as educational, cultural heritage or documentary experiences.

### What do you make?

WeMakeVR: internationally renowned developer of Immersive Experiences. Notable productions: 'Ashes to Ashes', 'Meeting Rembrandt', 'Angels of Amsterdam'. They also produce metaverse works, such as the co-production "The MetaMovie presents: Alien Rescue". ("Best Multiplayer Experience"-Raindance) With award-winning works across art, education, entertainment, healthcare, and metaverse experiences, they demonstrate how this medium has the potential to disrupt and positively impact many industries.

### Case Study/Achievement [Website Link](#)

About Angels of Amsterdam

Angels of Amsterdam is a critically acclaimed Immersive experience (VR), which had its world premiere at the 78th Venice Biennale. It is the first Dutch VR-work ever to be selected for the official competition. The work has received praise for bringing together historical storytelling and groundbreaking VR-innovation in an unprecedented way.

The work was created by Avinash Changa, VR maker and director of WeMakeVR, and Anna Abrahams, filmmaker and VR programmer for EYE Film Museum in Amsterdam.

For this work, WeMakeVR developed new production workflows to integrate highly realistic digital human characters in a 6DoF VR-experience. This unprecedented level of realism had a significant impact in the way users emotionally connected with the characters, which is one of the key achievements of the project.





# Witteveen+Bos

## Summary

Around the world, both public- and private-sector clients call on Witteveen+Bos to help resolve the challenges they face. We provide advice to contractors, engineering and architectural firms, energy and water companies, railway and port authorities, and industry. In the public sector, we work for national governments, water boards, and provincial and local authorities. Our activities cover the entire chain, from policy-making and design to contracting and supervising construction. Witteveen+Bos aims to establish long-term relationships with her clients that enables us to meet their needs and expectations as effectively as possible while delivering maximum added value.

Executing projects on water, infrastructure, environment and construction is our core process. Our recommendations and designs focus mainly on four areas of expertise.

## Company Facts

<b>Website</b>	<a href="https://www.witteveenbos.com/">https://www.witteveenbos.com/</a>
<b>Email</b>	<a href="mailto:pieter-bas.de.visser@witteveenbos.com">pieter-bas.de.visser@witteveenbos.com</a>
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	>100
<b>Years in Operation</b>	10+ years
<b>Customers</b>	Municipality of Amsterdam, Rijkswaterstaat, TenneT, City Council of London

## Company Details

### Which immersive technologies are you active in?

Virtual & Augmented Reality

### Which verticals or industry sectors do you operate in?

Architecture/Construction  
Transportation/Mobility  
Engineering

### Which application areas do you work on?

Analytics/Data Visualisation      Training/Education  
Automation/Prototyping/R&D  
Design/Visualisation  
Product Development

### Expertise, Products, Services and Solutions

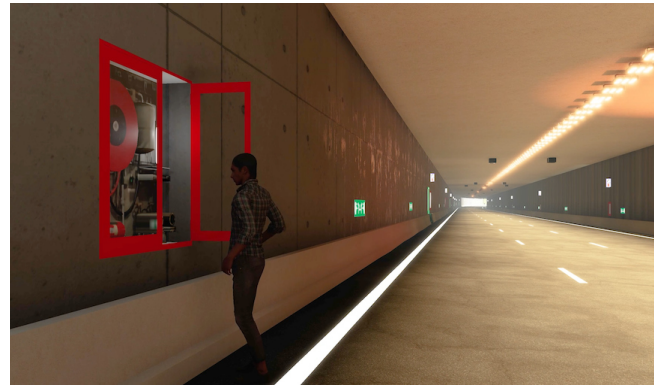
Software Development

### What do you make?

Product, Custom Solutions

## Case Study/Achievement

In the past two years we have been working on a digital twin of two tunnels in Amsterdam. These virtual representations help the municipality of Amsterdam with maintenance and control of the tunnels. With these digital twins we can simulate several emergencies and train controllers in how to respond.





# XR Group

## Summary

The world has thousands of languages. Mankind has hundreds of different interpretations.

Our job is to communicate to make visually clear for anyone, in any industry.

With new technologies and self-developed software we reach your desired objective. Design phases, sales processes or training purposes, your issue becomes a visual success.

## Company Facts

<b>Website</b>	www.xr-group.nl
<b>Email</b>	marketing@xr-group.nl
<b>Pitchdeck</b>	Available on request
<b>Company Size</b>	10-35
<b>Years in Operation</b>	10+ years
<b>Customers</b>	Mosa, Nedcar, Sekisui, Movico, Ranpak, Mayfran, Van Aarsen, Marcelissen

## Company Details

### Which immersive technologies are you active in?

3D/VR/AR/MR or just XR

### Which verticals or industry sectors do you operate in?

Architecture/Construction  
Commerce/Trade  
Consumer Packaged Goods (CPG)  
Entertainment

### Which application areas do you work on?

Analytics/Data Visualisation	Marketing/Sales
Automation/Prototyping/R&D	Product Development
Design/Visualisation	Training/Education
Entertainment/Media/Gaming	Physical environments

### Expertise, Products, Services and Solutions

Software Development

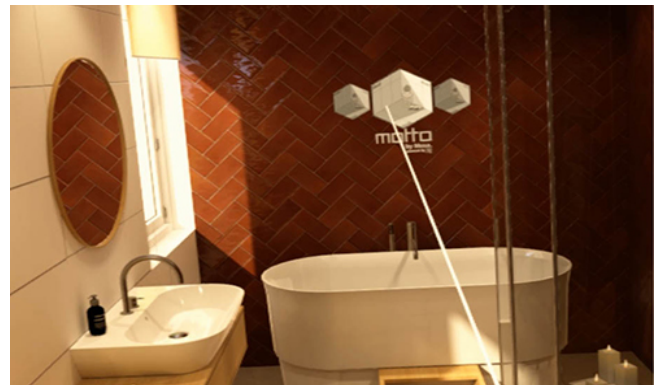
### What do you make?

Custom Solutions, Experiences

## Case Study/Achievement [Website Link](#)

Mosa Tiles, a large international tile manufacturer, presented their range through 'The Mosa Roadshow'. This mobile showroom allows them to show products at any location. But then came Covid-19. The standard became as little contact as possible, 1.5 meters away and staying at home as much as possible. This was precisely the reason why Mosa Tiles called in us: 'How can we still present our range to our (potential) customers in these times?'.

We developed a virtual showroom for Mosa. A showroom in which products are presented to customers worldwide and throughout the year, without them having to be physically present. A beautiful and innovative solution for today, but also certainly for the future.



## Testimonial

'Due to the compact organization there are short lines and communication is fast. By making a joint briefing, the optimal result is obtained. Customer wishes and technical possibilities are therefore simultaneously converted into a working model. Due to the good competencies of XR, the output is maximum. They contribute ideas without self-interest and during the project, new insights were quickly picked up and the deadlines set were met. The result is innovatively surprising and simply works well.'

— Mark Janssen - Mosa

X U V E R

XUVER

**Summary**

XUVER is a software company founded in 2016 to make easy online virtual walks through a 3D model with multiple people at the same time. Through out the years XUVER evolved into a metaverse company. XUVER is a self-service 3D communication platform to connect and engage with people in your own virtual space. Host meetings, tours, events, Showrooms, virtual support rooms, Online sales booth or just a smooth clubhouse for your customers or community to share thoughts and ideas. XUVER combines collaborative tools like chat, audio and video with the engaging power of forums, review sites and immersive experience of VR meetings and 3D tours into one immersive virtual experience.

**Company Facts**

<b>Website</b>	www.xuver.com
<b>Email</b>	info@xuver.com
<b>Pitchdeck</b>	N/A
<b>Company Size</b>	10-35
<b>Years in Operation</b>	7-10
<b>Customers</b>	Spotler, Safeshops, Act Now, Collabed, Viisiit, eco catalogue, Vinvin, Active Lifestyle Club, Intergarant, Provrex

**Company Details****Which immersive technologies are you active in?**

Web3 , Virtual Reality

**Which verticals or industry sectors do you operate in?**

Academia/Education	Food/Beverages
Commerce/Trade	Healthcare/Pharma
Entertainment	News/Journalism
Fashion/Luxury/Beauty	

**Which application areas do you work on?**

Design/Visualisation	Network/Streaming Services
Entertainment/Media/Gaming	Remote Collaboration
Live Events/Curation	
Marketing/Sales	

**Expertise, Products, Services and Solutions**

Software Development

**What do you make?**

Platform provider, 3D Content services

**Case Study/Achievement** [Website Link](#)

Hybrid event, Act Now put online their own Tech Summit metaverse for visitors to meet and expositors to display their videos and websites. This way there is a physical and virtual side to the event which hosts about 1000 C-level visitors of SME's in the Benelux

**Testimonial**

"XUVER's ACT NOW Metaverse is used for many activities before, during and after the Tech Summit, which will take place in the spring of 2022. Brouwers: "With the ACT NOW Metaverse, people can get to know each other beforehand in a virtual environment. During the summit, we want to live stream keynote speakers and events. You can also collect information from special stands and watch videos from our partners. And afterwards, there is room for relaxation: chat and network with other tech entrepreneurs."

Brouwers explains why XUVER was allowed to provide the ACT NOW Metaverse: "We were looking for a way to make virtual meetings possible so that entrepreneurs can network in all kinds of different ways. Essentially we wanted to combine the virtual and the physical event."

— Peter Brouwers, ACT Now



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