

# VR Bus Ride – Solution & Vision

## Elevator Pitch

**Our VISION** is to provide a daily life simulation training through a virtual bus ride simulation, in which we provide and grow new skills for persons with learning disabilities (anxiety and sheltered employment needs to come in 2023). Each user group will be provided with their own log-ins – ensuring that the right skill training and development are provided to each of their specific needs.

**Why:** We want to develop the tools needed for direct virtual skill transference, in order to strengthen the life prospects, independence and enhancing the quality of life for some of our most challenged citizens, whilst in parallel reducing the future costs to society.

- Globally **1 Billion people / 15% of the Worlds population** have a disability. 2022 Europe Population: **521 Million** (Incl. NO & UK), **87 million** persons in the EU have some form of disability.

## Qualifying Questions towards end customer

- How are you currently supporting children and adolescents in with learning disabilities, in expanding their skillsets and becoming more independent in your schools?
- How are you currently developing social skills for adults suffering from anxiety and how do you ensure their active participation in society through your centers?
- How are you supporting sheltered employment persons in gaining jobs today in your municipality?
- Are you investing in technology to support in opening up society for disadvantaged individuals, ensuring enhancement of their future prospects?

## Solution Overview

We want to offer the daily life simulation training of the within the VR realm which runs on Meta 2, of a specific bus route. Within this bus route, the passenger will be guided by a cartoon character, who will act as a support throughout the trip. Guiding the passenger with payment, finding a seat, dealing with noise, distractions and what to focus on.

Along the way, the passenger will be encouraged to take note of recognizable milestones (to learn the route), such as churches, town halls, etc. Once the passenger has completed the first level, they will be encouraged to proceed to the next levels with more complicated set-ups and challenges. Reward for successes are incorporated into the different levels.

## Target Audiences

Municipalities, Special Schools (Learning Disabilities) & Support Organizations.

## Benefits Statement

**Following 2021- 2030 10 Year Strategic Social Inclusion Focus for EU** <http://www.inclusion-europe.eu/european-commission-presents-strategy-for-the-rights-of-persons-with-disabilities-2021-2030/>

### For our three user groups:

- ▶ **Learning Disabilities:** (customer = municipalities or special schools)

Benefit: Ability to expand skillsets and long-term gain independence. And cost savings for the municipalities and state, who e.g. in DK spend an average of **\$190 Mio.** Pr. Year on transportation for persons with learning disabilities.

- ▶ **Coming 2023 - Anxiety:** (customer = support organizations)

Benefit: Provide tools to support in being active members of society. On average 12% of all EU countries suffer from anxiety and this figure is rising, we can provide the means to stop it from becoming a lifelong limiter. (400.000 persons in DK alone 2022 with an annual spend of **\$1.5Bn** – 700.000 in total if Psych wards included).

- ▶ **Coming 2023 - Sheltered Employment:** (customer = municipalities).

Benefit: Direct skill transference from VR to real life, giving the ability to teach new skills for employment purposes and gain independence (average monetary costs in DK for the municipality of **\$19.6 Mio.**).

## Search Tags

**UK: Learning Disabilities, Autism Spectra Disorder, ASD, Neurodiversity, ADHD, ADD, Attention Deficient Disorder, Hyperactiveness.**

DK: Indlæringsvanskeligheder, Autisme Spektrum, AS, Neurodiversitet, ADHD, Hyperkinetiske Forstyrrelser, Hyperaktivitet.

SE: Inlärningssvårighet, Autismspektrumtillstånd, AST, Neurologisk Mångfald, ADHD, Aktivitets- och Uppmärksamhetsstörning, Hyperaktivitet

NO: Lærevansker, Autismespekterforstyrrelser, ASF, Nevrodiversitet, ADHD, Hyperkinetisk Forstyrrelse, Hyperaktivitet.

FI:



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