



Accelerate interpersonal
skill development and
measure improvement.



Virtual Reality Training

Powered by
MOTH+
FLAME



The New Reality



Closing a skills gap through traditional training has increased by more than 10 times in the past four years, jumping from 3 days to 36 days.



Employees between 30 and 45 years old have had the greatest **increase in resignation rates**, with an average increase of more than 20% between 2020 and 2021



More than **120 million workers** in the world's 12 largest economies may **need to be retrained/reskilled** in the next 3 years as a result of intelligent/**AI-enabled automation**.



While 78 percent of senior leaders are happy with the career prospects at their current company, **only one-third of non-managers are happy** with the opportunities offered by their current organizations.

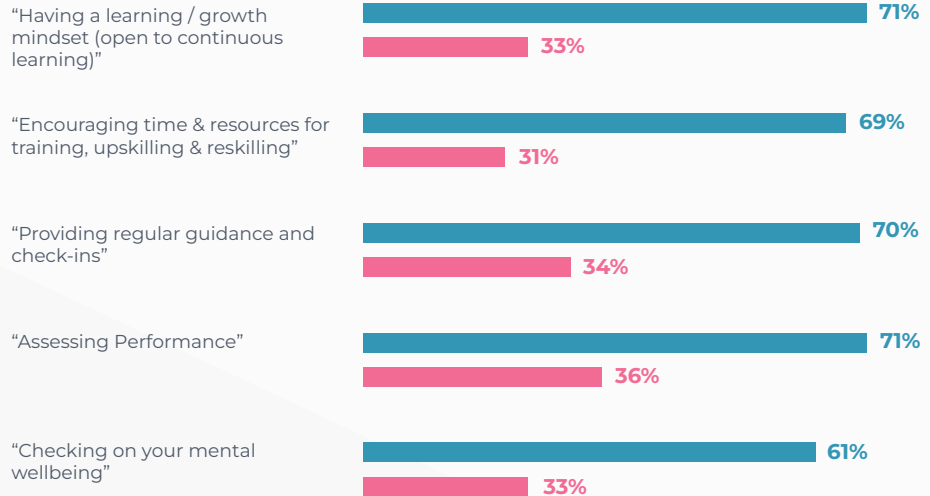
People-Leader Disconnect



Overestimating management performance to address growing dissatisfaction among employees.

% who say their manager has met or exceeded their expectations in the following ways:

Leaders
Non-managers



A safe, non-judgemental way to practice interpersonal skills



- With scenario-based virtual training, learners practice tough conversations in simulated, real world environments
- Learners practice new language and skills, reinforcing learning by speaking words out loud
- When learners speak, characters in the experience respond to simulate the impact of how they use their words



Proven effectiveness

98% preferred by leadership

275% increase in confidence

3.75x more emotional connection to the content than classroom training

30 min in VR vs. 10 hours in the classroom

4x more focused than e-learners

4x faster than classroom training on average

End-to-End Virtual Reality Solution



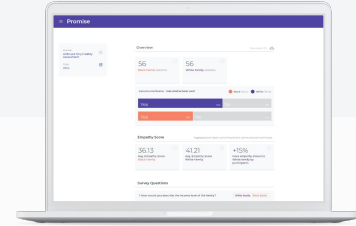
Learners take classes in VR headsets

- Human Power Skills Library
- Immersive training scenarios
- Easy to use interface
- Works on any VR headset



Supported by a robust cloud infrastructure

- Simple to administer
- Update content instantly across network
- Easy to roll out and scale
- State of the art network security



Skills Dashboard

- Skill Development Reporting
- Instructor & Student Access
- Team/Department Aggregate Baselineing
- Confidence Measurement

About Moth + Flame

Moth+Flame is an award-winning technology studio with a specialization in developing immersive VR, AR and NLP software products.

Moth+Flame customers include: Netflix, Accenture, IMAX, Estee Lauder Companies, Nick, Google, Oculus, AMC, Discovery, MTV, AT&T, Ram Truck, AMD and Taylor Swift.

Moth + Flame work has been recognized for excellence by institutions including Television Academy, Cannes Lions, Mobile World Congress, SXSW, AICP NEXT, Future of Storytelling, Clio, Sundance, Tribeca Film Festival and has been permanently archived in the Museum of Modern Art.

Award winning work for:

NETFLIX

facebook

Google

amazon

AT&T

accenture

nickelodeon

FOX

RAM

AMD

Taylor Swift

THE WALKING DEAD

Recognition

MOBILE
WORLD CONGRESS
WINNER BEST AR/VR



CLIO
AWARDS

SXSW
INNOVATION AWARD FINALIST

