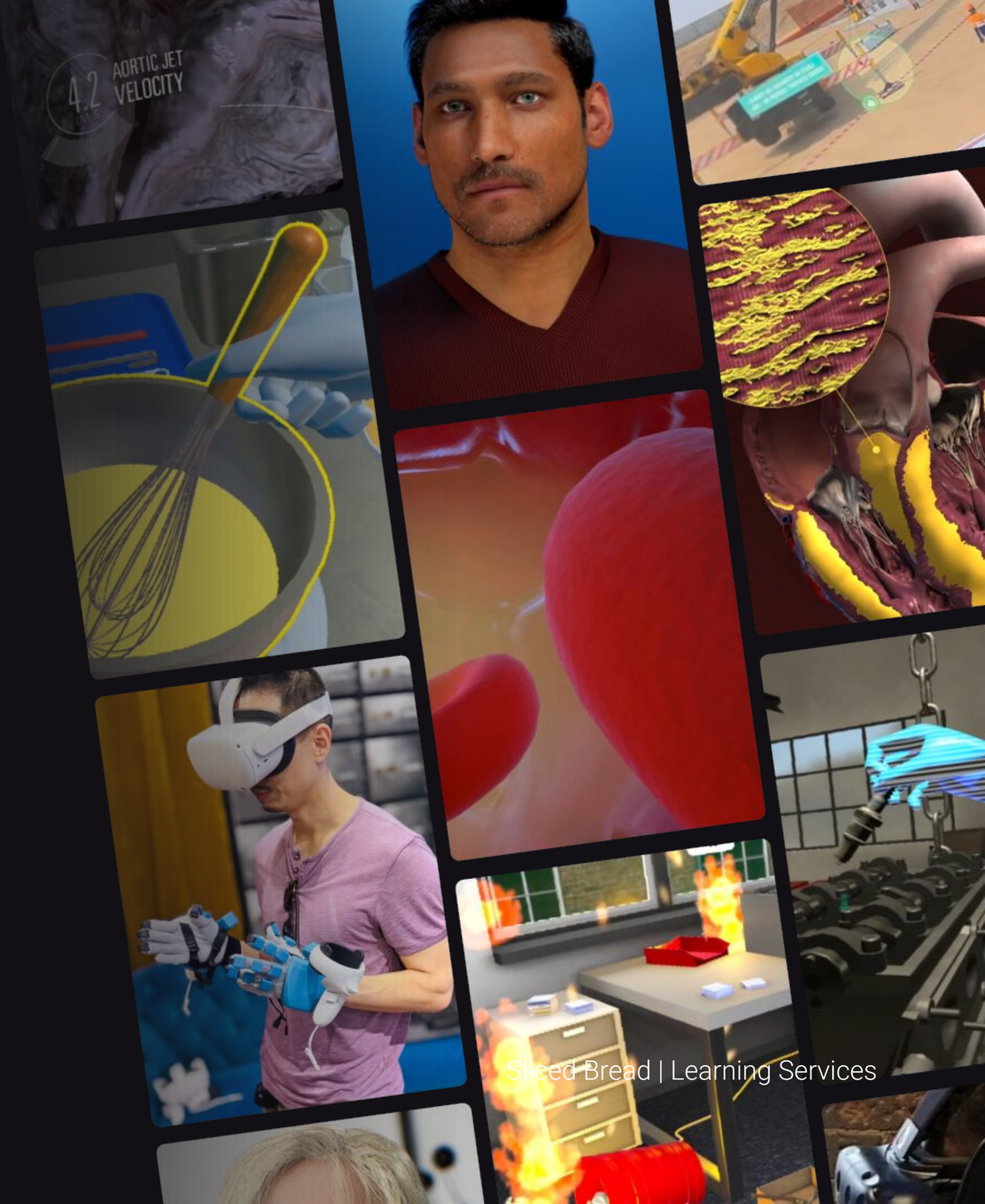
Simulation-based learning

Learn by doing simulation experiences

Our services in simulation-based learning



Sliced Bread | Learning Services



25

Years of learning for large organisations

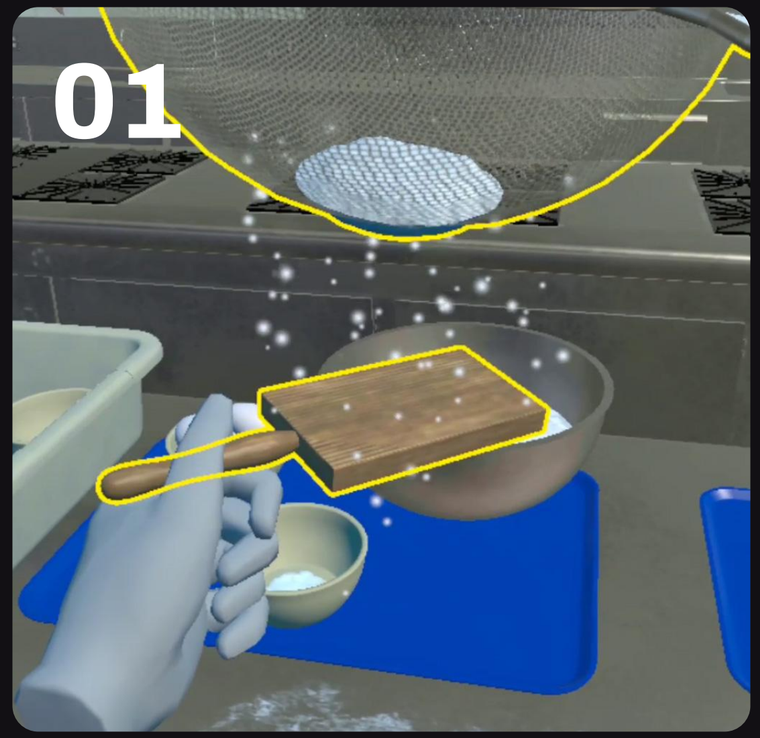
Some skills can only be learned by doing: a knife cut, a clinical decision, the first seconds of a fire. Real practice costs money, carries significant risk and is dependant on a tutor being there.

Our simulations let people repeat a task until it sticks, make mistakes without harm or waste, and get guidance whenever they need it.

The result is confident learners who arrive at the real environment ready to take on the task at hand.

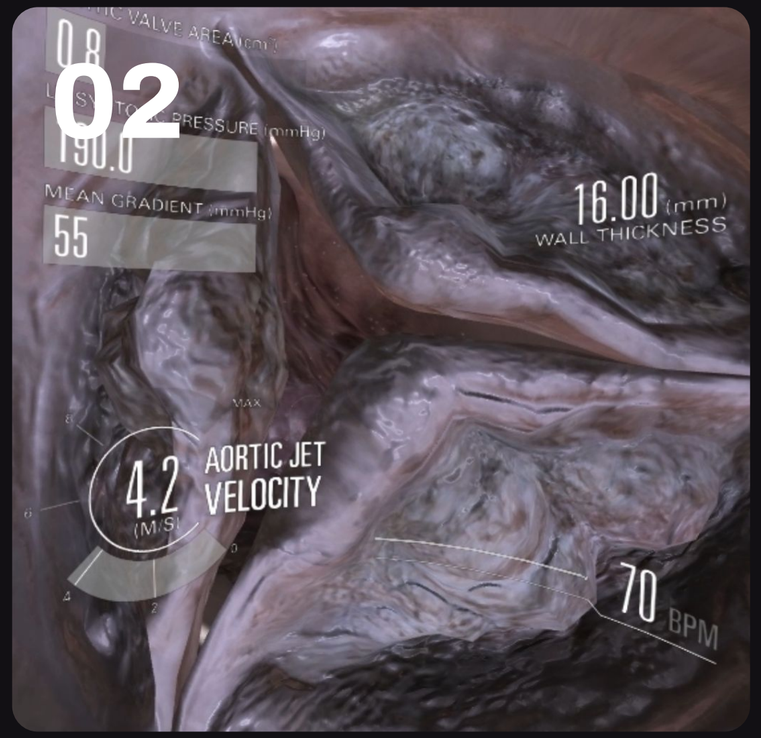
Three sectors, one way of learning

Simulation-based content shaped around the skills each sector needs.



Hospitality

Cooking techniques, recipes and butchery skills.



Healthcare

Award-winning XR and AI training avatars for immersive education.



Life-skills

Fire safety, XR site awareness training and everyday conversations.



Teaching Cooking Skills Through Virtual Reality

A virtual kitchen. Learners weigh, mix, whisk and plate in a realistic kitchen, guided through each recipe one step at a time.

The recipe library

- Pasta (Gnocchi)
- Pastry Cream
- Sauce (Hollandaise)
- Baking (Cupcakes)
- Pastry (Quiche)

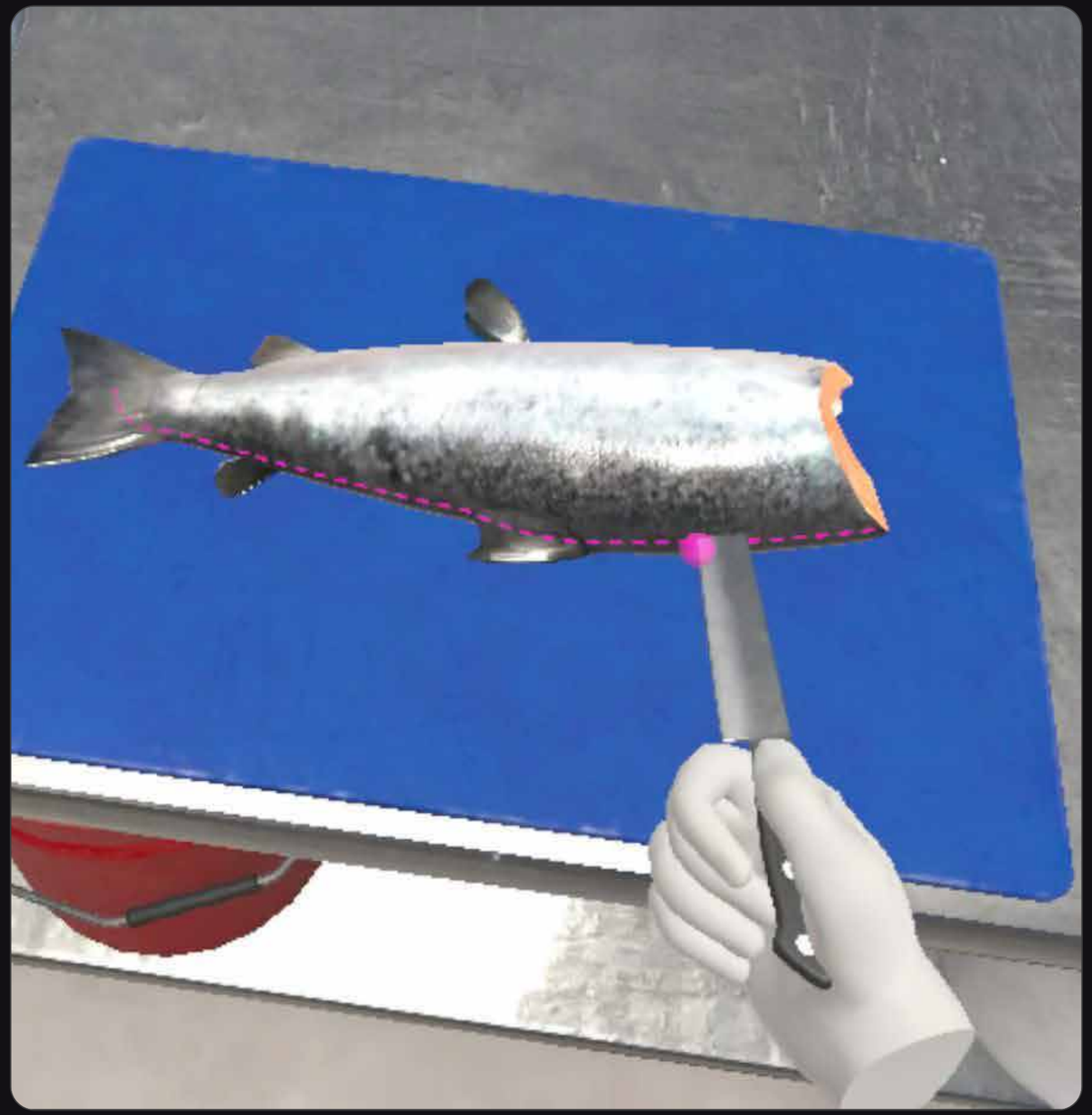
Each recipe builds a core technique, supporting skills that carry over to the next dish and into the real kitchen.

VR Headsets

A standalone experience, easily portable to varying locations

Browser-based

SCORM compliant, module-based experience for use on desktop PC



Learn the cut

The simulation experience combines guided practice with assessment and performance tracking, giving students the freedom to repeat procedures, learn from mistakes and build confidence at their own pace.

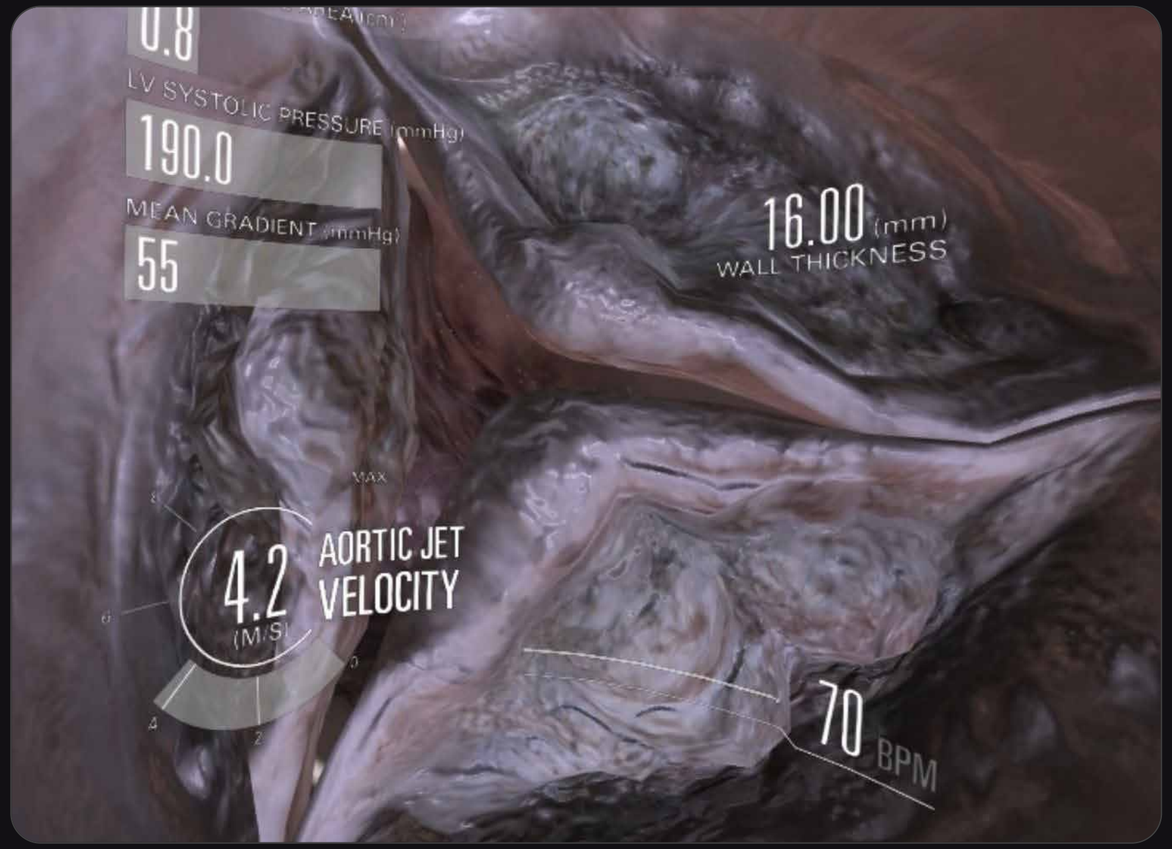
VR Butchery provides a safe, repeatable training environment that reduces material waste and supports practical teaching.

It demonstrates how simulation-based learning can develop real-world skills while minimising the costs and risks associated with physical training.

6	0	∞
Proteins covered	Product wasted	Repeats per cut

Understanding science

Bring complex scientific concepts to life through interactive learning experiences that improve audience retention.



Virtual Valve XR

This experience was designed to immerse users in a realistic simulation of aortic stenosis, helping them understand the condition, and its impact on the heart.



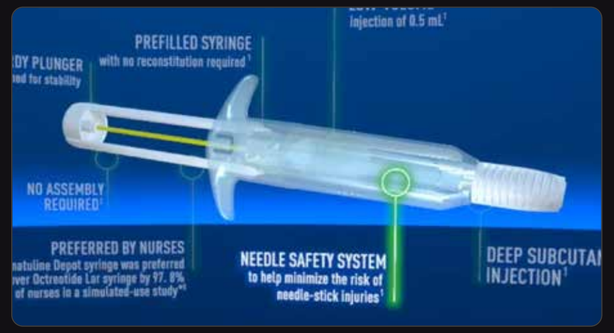
ATTR-CM Awareness

Explore the tool and understand the progression of ATTR-CM



Sickle Cell Disease

Focuses on a character called Nathan who has sickle cell disease



Understanding devices

Interact with virtual medical devices to explore their key components



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The Virtual Valve VR experience had the honour of achieving the highest scoring entry at the entire PM awards, with a definite WOW! factor.

PM Society Awards · 4 awards including Gold for HCP education

Ready for anything



Fire Safety Training

The VR training was designed to interact in a real life simulation without risk and educate users on measures to take to prevent an incident.



Hazard Awareness AR

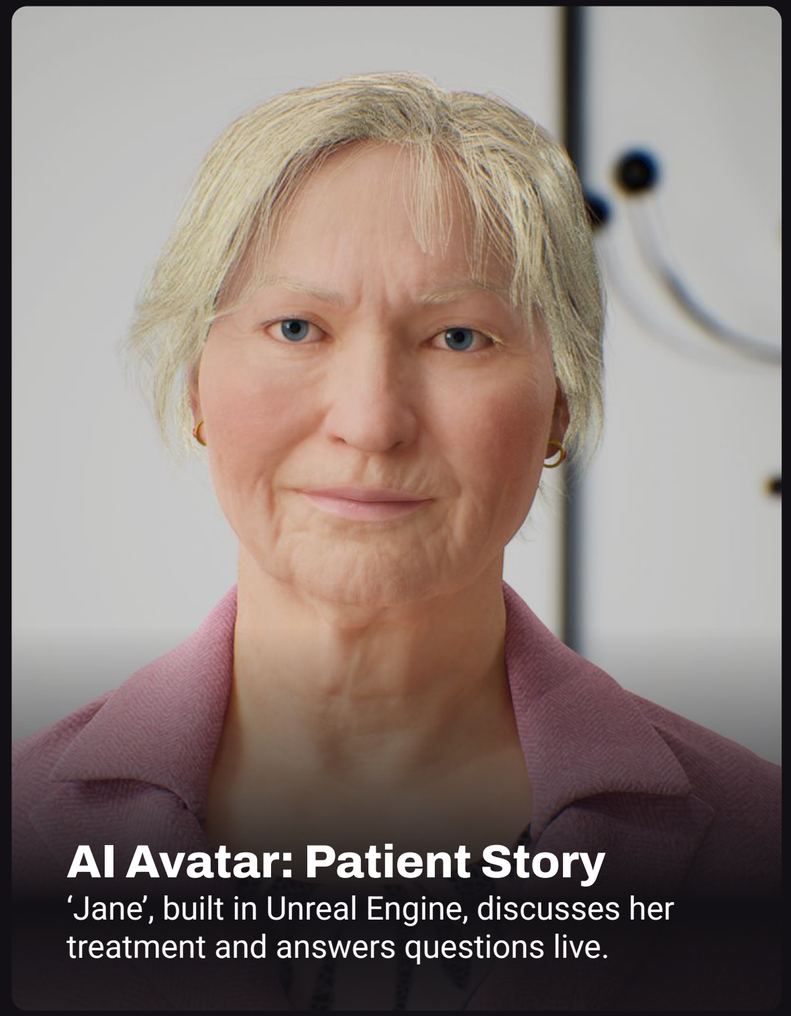
Facilitator lead presentation tool designed to deliver engaging interactive, immersive content. Whether conducting onboarding sessions, immersive inductions, or health and safety training.



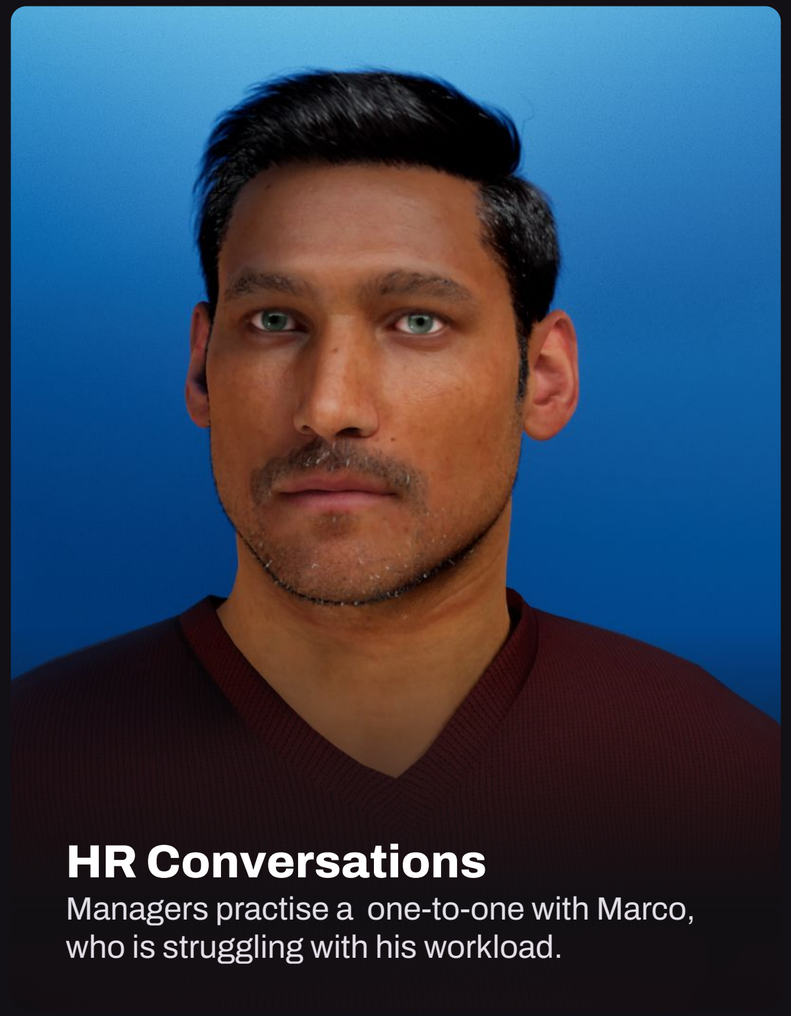
Haptic Glove Engineering

Haptics allows the learner to ‘feel’ the objects, and brings vocational learning closer to reality. Users put together the components of an engine in a safe environment.

AI-driven experiences



AI Avatar: Patient Story
‘Jane’, built in Unreal Engine, discusses her treatment and answers questions live.



HR Conversations
Managers practise a one-to-one with Marco, who is struggling with his workload.

We use AI to create smarter, more responsive learning experiences that adapt to the learner. From conversational AI characters and realistic role-play to personalised feedback and intelligent assessment, our solutions give people the opportunity to practise skills, explore different scenarios and learn from their decisions.

AI can be integrated into e-learning, immersive experiences, games and virtual environments, creating training that feels less scripted and more like the situations people encounter in the real world.

Working with us

Ask for a demo

thebestthingsince.com | +44 207 148 0526

Structured e-learning

SCORM verified and assessed courses that run on any LMS.

Interactive & gamified

Learners make choices, see consequences and learn by doing

Immersive XR

Risk-free XR training, linked to any LMS via xAPI.

AI-driven experiences

Avatar based training for practising difficult conversations.