

# THE FABiO PROJECT

## Revolutionising Scenario-Based Immersive Learning

Version 2.2 09/06/2023 - By Richard Williams

- F** Faceless
- A** Autonomous
- B** Body  
for
- I** Immersive
- O** Opportunities

Enables  
viewers to explore  
and engage with

**IMMERSIVE  
SCENARIOS**

## Introduction:

**FABIO is an innovative headless autonomous body designed for immersive video production. With its integrated 360-degree camera positioned where the head would be, FABiO enables viewers to explore and engage with immersive scenarios in a whole new way. By looking around within the virtual reality environment, viewers can see the clothes and uniforms of the characters they are immersed in, enhancing their connection to the scenario and providing valuable context.**

Imagine watching a 360-degree video where a flight attendant deals with a difficult passenger. With FABiO, you can look down and see the flight attendant's uniform, instantly understanding your role in the interaction. This level of immersion and context facilitates training programs and educational initiatives focused on conflict resolution and managing challenging behaviour. FABiO empowers individuals to learn and experience in a controlled yet realistic environment, fostering skill development and empathy.

## Advantages & Benefits:

One key advantage of FABiO is its ability to provide a realistic point of interaction for actors. Acting in immersive scenarios becomes more authentic and compelling when actors can respond to a physical presence. FABiO's headless design offers this interaction while offering the convenience and flexibility of a controlled shooting environment.

Unlocking endless possibilities, FABiO revolutionises immersive experiences across various industries. From training professionals in customer service and interpersonal communication to offering unique perspectives, FABiO's versatility knows no bounds. It empowers content creators to push the boundaries of storytelling and engage audiences in unprecedented way.

- **Increased immersion:** Viewers can look down and see clothing or uniforms, heightening their sense of immersion and creating a more engaging experience.
- **Improved understanding:** Detailed clothing and uniform visuals provide viewers with a better understanding of the scenario's context, leading to more informed and educated audiences.
- **Enhanced learning:** Seeing the tools and instruments used in procedures, for example, helps viewers grasp medical procedures more effectively, improving learning outcomes.

FABiO is a powerful tool that has the potential to revolutionize immersive video production. Its versatility spans various applications, promising to elevate the quality of education and training. Join us as we redefine immersive storytelling with FABiO's cutting-edge design and capabilities.

# Plan for Three Visits to the University of Suffolk for Immersive Learning Filming

**OVERALL GOALS:** The overarching objective of the three visits is to create an immersive learning resource focused on conflict resolution. By leveraging the capabilities of FABIO, our Faceless Autonomous Body, and the University of Suffolk's Health & Wellbeing building, we aim to capture high-quality immersive footage that simulates realistic scenarios. This resource will serve as a valuable tool for training programs and educational initiatives in conflict resolution and managing challenging behaviour.

## VISIT ONE

### Filming Test Footage Purpose

During this visit, our primary aim is to capture test footage in key locations of the University of Suffolk's new Health & Wellbeing building. The simulated hospital ward, community flat, doctor's reception and potentially the paediatric area provide diverse settings for immersive scenarios. By filming in these locations, we can assess the effectiveness of FABiO and the 360-degree camera setup, refine our filming techniques, and ensure optimal framing and lighting.

**Off-Site Activities:** Following Visit One, the IKON Training team will return to our offices to edit the footage captured during the visit. We will carefully review the test footage, analysing its quality, and refining our approach to maximise the immersive experience. Additionally, we will focus on writing engaging and realistic conflict resolution scenarios that can be filmed during Visit Two.

## VISIT TWO

### Filming the Conflict Resolution Scenario Purpose

During this visit, we will film a specific scenario within the Health & Wellbeing building. This scenario will involve actors/volunteers portraying various roles, enabling us to capture realistic interactions. By carefully scripting the scenario and coordinating with the actors, we aim to create compelling footage that effectively portrays conflict and its resolution.

**Off-Site Activities:** Following Visit Two, the IKON Training team will dedicate significant time to edit and re-edit the footage captured during the scenario. This phase is crucial in ensuring that the final footage effectively conveys the conflict resolution process and provides an engaging and educational experience for viewers.

## VISIT THREE

### Review, Amendment, and Finalisation Purpose

During this visit, our focus will be on reviewing and evaluating the filmed footage from Visit Two. We will assess its educational value, effectiveness in conveying conflict resolution principles, and overall quality. Based on this evaluation, we will make any necessary amendments, capture additional shots or retakes if required, and seek approval from the University of Suffolk for the final immersive learning resource.

**Off-Site Activities:** After Visit Three, the IKON Training team will perform the final edits and refinements based on feedback and approval from the University of Suffolk. This stage will involve carefully incorporating any requested changes, polishing the footage, and ensuring that the immersive learning resource meets the desired standards.

## TIMELINE

Each visit will be completed within a single day to maximise efficiency and minimise disruption to the University of Suffolk's activities.

### Action Items:

- **Coordinate with the University of Suffolk for access to filming locations**
- **Transport and set up equipment for each visit**
- **Review and refine footage during off-site editing sessions**
- **Script development and planning for the conflict resolution scenario**
- **Coordinate with actors/volunteers for Visit Two**
- **Seek feedback, approval, and make necessary edits based on input from the University of Suffolk**
- **Finalise and deliver the immersive learning resource**

**Note:** The specific activities and timeline can be adjusted based on the availability and requirements of the University of Suffolk and the IKON Training team.