



# EON Reality White Paper

## EON Decision Simulator

Revolutionizing Decision-Making Training Through Extended Reality (XR)



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## Introduction

The EON Decision Simulator transforms traditional decision-making training into immersive, engaging, and highly interactive scenarios. Designed to prepare users for high-pressure, critical thinking environments, the simulator provides realistic narrative contexts, robust interaction with virtual characters, and immediate visibility of decision consequences.

## Why Choose the EON Decision Simulator?

Traditional decision-making training methods can be abstract, disengaging, and lack real-world context. EON addresses these limitations through:

- **Narrative-Driven Engagement:** Users are deeply immersed in compelling, high-stakes stories.
- **Interactive Decision Points:** Realistic and emotionally charged scenarios encourage critical and strategic thinking.
- **Real Consequences:** Immediate, visible outcomes reinforce the importance of strategic decision-making.
- **Enhanced Learning:** Detailed feedback and adaptive guidance improve knowledge retention and practical skills.

## What is the EON Decision Simulator?

The EON Decision Simulator utilizes immersive Extended Reality (XR) technologies to create realistic, high-stakes decision scenarios in fields such as healthcare, disaster response, crisis intervention, and business management. It offers:

- **Compelling Mission Framework:** High-stakes, consequence-driven scenarios tailored to specific roles such as medical directors, crisis negotiators, emergency responders, or business executives.
- **Character-driven Interactions:** Virtual characters with distinct personalities and roles guide and react to user decisions.
- **Scenario Adaptability:** Multiple decision points with branching outcomes based on user choices.
- **Visual and Auditory Feedback:** Enhanced realism through character actions, visual annotations, and sound effects.

# How Does the EON Decision Simulator Work?

The simulator provides structured mission-driven learning experiences:

1. **Mission Introduction:** Users receive scenario contexts, roles, and character introductions.
2. **Decision Points:** Each point includes interactive character dialogue, multiple-choice decisions, adaptive hints, and immediate consequences.
3. **Real-Time Consequences:** Users observe direct impacts of decisions through narrative and visual storytelling.
4. **Feedback and Scoring:** Detailed narrative feedback linked to user decisions with an adaptive scoring system for measuring learning progress.

Read more about the [EON Decision Simulator Technical Architecture](#) and in complete interactive scenarios for Narrative-Driven Educational in [EON Decision Simulator Mission Dialogues](#)

## Detailed Use Cases and Interactive Dialogues

### Use Case: Hospital Triage – "Code Blue: Critical Decisions Under Pressure"

**Role:** Emergency Department Attending Physician

**Scenario:** Users manage a mass casualty incident, making critical triage decisions under resource constraints.

#### Interactive Dialogue Extract:

- **Avatar (Dr. Chen):** "Multiple casualties incoming! Patient Jenkins has severe chest pain, possible MI. Teenager Alex has a fractured arm. Only one trauma bay is available. Your call?"
- **User:** "Prioritize Alex."
- **Avatar (Nurse Rodriguez, concerned):** "Doctor, Jenkins' symptoms could indicate a heart attack—shouldn't we reconsider?" (-1 point)
- **User:** "You're right. Take Jenkins first."
- **Avatar:** "Good choice—Jenkins' ECG shows an active MI. Rapid treatment initiated."

### Use Case: Disaster Management – "Operation Aftershock"

**Role:** Emergency Management Director

**Scenario:** Coordinate multi-agency response after a severe earthquake.

#### Interactive Dialogue Extract:

- **Avatar (Captain Reyes):** "Four critical areas: Downtown high-rises, Harbor tsunami threat, damaged Hospital, residential gas leak. Four rescue teams available. Prioritize?"
- **User:** Requests Hint
- **Avatar (Engineer Wu):** "High-rise collapses could trap the most survivors; Harbor area faces immediate tsunami danger."
- **User:** "Deploy teams to Downtown, Harbor evacuation, Hospital, and gas leak area."
- **Avatar (Fire Chief Simmons):** "Teams dispatched. Balanced strategy considering immediate threats and long-term rescue potential."

### **Use Case: Crisis Intervention – "Escalation Point"**

**Role:** Crisis Negotiator

**Scenario:** Hostage situation in a bank.

#### **Interactive Dialogue Extract:**

- **Avatar (Officer Rodriguez):** "Multiple communication channels available. Which initial approach?"
- **User:** "Public communication through bullhorn."
- **Avatar (Dr. Mitchell):** "Public communication might escalate tension. Direct contact could provide better control." (-1 point)
- **User:** "Contact suspect's cell phone directly."
- **Avatar (Officer Rodriguez):** "Good decision. Direct contact established, stabilizing negotiations."

### **Use Case: Business Strategic Planning – "Pivot Point"**

**Role:** Interim CEO

**Scenario:** Strategic turnaround for declining technology company.

#### **Interactive Dialogue Extract:**

- **Avatar (CTO Mira Patel):** "Our consumer line is losing ground. Options: incremental improvements, heavy R&D investment, or pivot to specialized segments."
- **User:** Requests Hint
- **Avatar (James Rodriguez, CFO):** "Specializing in enterprise security devices could leverage existing IP and reduce competition pressure."
- **User:** "Pursue specialized market segment—security devices for enterprises."
- **Avatar (CTO Patel):** "Strategically sound. Market potential aligns well with our core technology."

## **Conclusion**

The EON Decision Simulator transforms decision-making training through engaging immersive missions, realistic narrative frameworks, interactive character-driven scenarios, and immediate consequence visualization. It provides learners with essential practical skills, empowering them to confidently face real-world, high-stakes decision-making situations with competence and clarity.