

EON Reality

Brainy Multi-Avatar Soft Skills Engine

Create. Experience. Verify.

AI-Powered Multi-Stakeholder Crisis Leadership Training
With Contextual Worlds, Whisper Coach & Branching Consequences

March 2026



Why Soft Skills Training Is Broken

Organizations lose millions because leadership, communication, and crisis management can't be taught with slides and role-play scripts.



Role-Play Doesn't Scale

Hiring actors or trainers for every scenario is expensive, inconsistent, and impossible to standardize across global operations.



Assessment Is Subjective

Observers disagree, rubrics are vague, and there's no data trail. Leaders pass or fail based on opinion, not evidence.



No Contextual Grounding

Soft skills training happens in meeting rooms, divorced from the physical reality of the situations being discussed.



One Scenario, One Chance

Live exercises are one-shot events. Learners can't retry, explore alternatives, or see how different choices lead to different outcomes.

One Engine. Three Innovations.

The Multi-Avatar Engine combines contextual worlds, AI-driven stakeholders, and objective assessment in a single platform.



CONTEXTUAL WORLD

The learner sees the crisis environment — the incident site, equipment, responders — grounding every conversation in physical reality.



MULTI-AVATAR DIALOGUE

AI stakeholders with competing priorities, emotional states, and world awareness. Real-time whisper coaching guides without scripting.

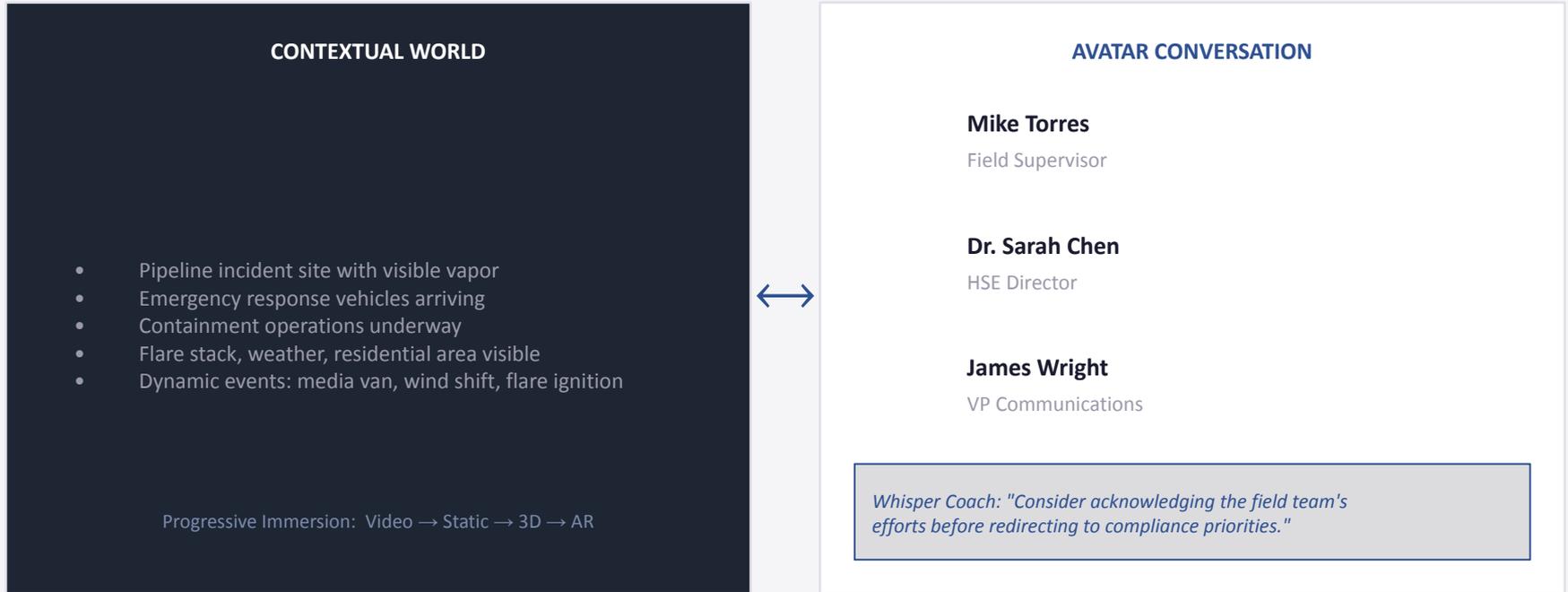


OBJECTIVE ASSESSMENT

Radar graph scoring, quote-based feedback, and a branching consequence tree show exactly how decisions led to outcomes.

The Split-Panel Architecture

Left panel shows the crisis world. Right panel hosts the multi-stakeholder conversation. Both communicate in real-time.



The Scenario Flow

Every session follows a structured progression. From scene-setting to debrief in under 15 minutes.



How The AI Agents Work



Independent AI Agents

Each avatar is powered by its own AI instance with unique personality, goals, knowledge scope, and emotional state model.



Scenario Orchestrator

Central controller managing turn order, event injection, escalation triggers, and world-avatar synchronization across all agents.



Relevance-Based Turn System

All agents process user input simultaneously and return relevance scores. The highest-scoring agent responds first — world events shift relevance dynamically.



World-Aware Whisper Coach

A parallel AI coach monitors conversation in real-time, generating contextual suggestions that reference both avatar behavior and visible environment.



Assessment Aggregator

Collects interaction data from all agents and the world panel, synthesizing unified scoring across six competency dimensions.

The Contextual World Engine

The left panel follows the Sentient Worlds Progressive Immersion Ladder — increasing realism at each level.

1

Video Context

Pre-rendered Genie 3 walkthrough of the crisis environment. 60-second scene-setting with ambient audio.

2

Static + Annotations

Annotated view with labeled key locations. Dynamic highlights respond to avatar conversation references.

3

3D Exploration

Genesis 2.0 interactive 3D scene. Learner can look around. Real-time avatar-world synchronization.

4

AR Integration

Augmented reality mode. Avatars appear as volumetric presences within the physical world. Full spatial immersion.

Available for March 6 Demo

Post-Demo Phases

Tri-Modal Assessment Output

Upon completion, the system delivers three integrated assessment components — objective, evidence-based, and actionable.



Radar Graph Visualization

Spider chart scoring across all competency dimensions (0–100). Color-coded: red (needs improvement), yellow (developing), green (proficient). Benchmark overlay for role level.



Quote-Based Feedback

Extracts specific quotes from the conversation. Three-column format: What You Said, Why It Matters, What Would Be Stronger. References visible world context.



Branching Consequence Tree

Visual decision tree mapping the learner's path against alternatives. Click any node to see what would have happened. Color-coded outcome indicators.

Six Competency Dimensions

Every interaction is scored across six leadership dimensions. The system captures what rubrics and observers miss.



Communication Clarity

Directness, appropriate detail level, audience adaptation



Decision Authority

Decisive action, clear delegation, accountability ownership



Stakeholder Management

Balancing competing priorities, de-escalation, consensus



Emotional Intelligence

Empathy, composure under pressure, reading emotional cues



Situational Awareness

Referencing visible context, responding to world events



Crisis Prioritization

Triaging urgency, resource allocation, sequencing decisions

Pipeline Incident Crisis Management

Executive-level multi-stakeholder crisis leadership training
grounded in a pipeline incident environment

Create. Experience. Verify.

The Stakeholders

Three AI avatars with competing priorities. Each has independent goals, emotional states, and world awareness.

MT

Mike Torres

Field Supervisor

Personality

Defensive, hands-on, protective of his team

Goal

Protect the field team. Minimize blame. Fix the problem.

Trigger

Becomes more defensive when compliance is mentioned before containment

DSC

Dr. Sarah Chen

HSE Director

Personality

Methodical, compliance-focused, fact-driven

Goal

Ensure OSHA notification, containment documentation, environmental protection.

Trigger

Insists on documentation before public statements or media engagement

JW

James Wright

VP Communications

Personality

Polished, urgent, reputation-conscious

Goal

Control the narrative. Prepare public statement. Manage media.

Trigger

Escalates urgency when media presence is detected in the contextual world

Branching Decision Categories

The consequence tree captures five types of decision points, each affecting scenario trajectory and assessment scoring.

1

Critical Decisions

Major inflection points that significantly alter scenario outcome — evacuation scope, OSHA notification timing, media authorization.

2

Tone Choices

Moments where the learner's emotional approach meaningfully affected stakeholder responses and trust levels.

3

Delegation Points

Instances where the learner assigned or failed to assign tasks. Effective delegation is scored as a leadership competency.

4

Information Gates

Points where the learner chose to share or withhold information from specific stakeholders, affecting transparency scores.

5

Environmental Response

Moments where the learner acknowledged or ignored visible world events, directly impacting stakeholder trust and situational awareness.

Multi-Platform Delivery

Author once. Deploy everywhere. Full feature parity across desktop, tablet, mobile, and VR.



DESKTOP / TABLET

Split-panel layout: contextual world on left (55%), avatar conversation on right (45%). Whisper coach at bottom of right panel. Mode toggle for Training vs. Assessment.



MOBILE

Vertical stack: contextual world on top (40%), avatar conversation below (60%). Swipe gestures to expand either panel. Thin whisper coach overlay above input.



VR (QUEST 3)

Contextual world becomes the immersive environment. Avatars appear as volumetric presences within the 3D scene. Whisper coach as HUD element. Phase 2 delivery.

Development Roadmap

Three phases from demo delivery to full production platform.



The soft skills module with contextual world (Video + Static). Split-panel UI, three avatar scenario, whisper coach, assessment radar and quote feedback.

Genesis 2.0 3D world in left panel. Branching consequence tree visualization. Emotional intelligence via voice tone. Light interaction in contextual world. AR mode.

Full activity integration alongside conversations. Scenario builder marketplace. Vertical persona packs beyond O&G. Peer benchmarking and organizational leaderboards.

Industry Applications

The Multi-Avatar Engine adapts to any industry requiring leadership, communication, and crisis management training.

Oil & Gas

Crisis command, incident response, regulatory negotiation, media management

Manufacturing

Production leadership, safety culture, quality escalation, supplier negotiation

Healthcare

Patient communication, ethics boards, incident disclosure, team coordination

Aviation

CRM, incident response, passenger communication, regulatory compliance

Energy

Outage management, public safety, community engagement, grid operations

Data Centers

Incident escalation, vendor coordination, client communication, change management

EON Reality

Create. Experience. Verify.

AI-powered soft skills training with contextual worlds,
multi-stakeholder dialogue, and objective assessment.

25 Years of Innovation | 80+ Countries | 136+ Million Users

eonreality.com

