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## ASX RELEASE

# VECTION COMMERCIALISES FRAME S TRAINING TO TRADE UNIONS

## Providing access to 1.5m member workers

Vection Technologies Ltd (ASX:VR1) (**Vection** or the **Company**), a multinational software company that creates **3D**, Virtual Reality (**VR**) and Augmented Reality (**AR**) solutions, is pleased to announce the commercialisation of FrameS Training to the Italian General Confederation of Independent Trade Unions (**GCITU**).

The GCITU is an Italian autonomous trade union confederation with 1.5 million members<sup>1</sup>, representing workers active in both the public and private sectors including the health, education, agriculture, banking, television, postal and transport sectors.

### Highlights

- **Vection to commercialise FrameS Training to Italy's biggest autonomous trade union confederation**
- **Vection to develop initial FrameS Training safety modules addressing the agricultural sector**
- **GCITU plans to develop a comprehensive catalogue of VR-based training courses for its members, via the FrameS Training platform**
- **GCITU represents 1.5m member workers active in both the public and private sectors**
- **Agreement via Vection's distributor and reseller network, demonstrating the validity of Vection's commercialisation strategy**
- **Agreement follows on from Vection's FrameS Training first deployment into the Oil and Gas sector for leading Oil & Gas international general contractor, Bonatti S.p.A. (ASX: 29 October 2019)**

### FrameS Training: GCITU

During the 2020 calendar year, the GCITU plans to roll-out a comprehensive catalogue of immersive Virtual Reality training and induction courses for its members. As part of this strategic vision, the GCITU is initially targeting the agricultural sector, via an initial subset of VR safety training modules.

The GCITU plans to establish a first classroom equipped with 10 Virtual Reality workstations where its members can participate in its FrameS Training software courses.

The virtual reality classroom is a self-contained space equipped with state-of-the-art hardware and FrameS Training software required to deliver ultra-realistic virtual reality experiences, allowing workers to move with a fair degree of freedom, closely replicating a real-world worksite experience.

<sup>1</sup> [www.avvenire.it/economia/pagine/confsal-margiotta-vogliamo-far-nascere-una-lobby-del-lavoro](http://www.avvenire.it/economia/pagine/confsal-margiotta-vogliamo-far-nascere-una-lobby-del-lavoro)

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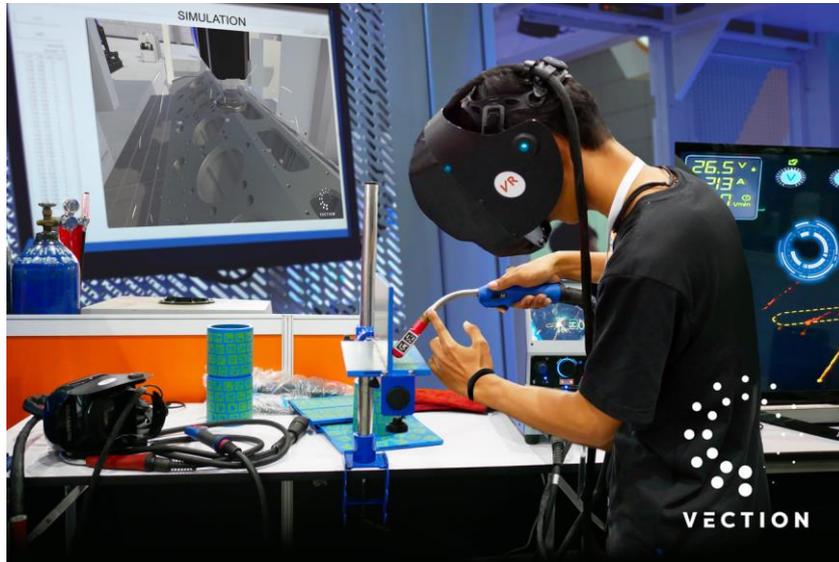
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This initial engagement to deliver VR hardware and FrameS Training software modules, will generate ~\$130,000 in short-term revenue for Vection<sup>2</sup>.

Additional modules addressing the training and induction requirements for further market segments and work functions will be developed on an ongoing basis with the GCITU following this initial engagement.

### FrameS Training: Overview

FrameS Training is an educational tool which provides workers with immersive Virtual Reality based worksite inductions and reduces injuries related to unsafe situations and man/machine interactions.

FrameS Training represents the best-in-class training tool for the GCITU, bridging the gap between theory and competency for workers with locations dispersed nation-wide.

FrameS Training ensures workers' competency, providing:

- Familiarisation and understanding of machinery and equipment prior to real-life use, providing an operational foundation to the worker
- Real-time feedback to the instructors, highlighting potential issues prior to real-life evaluation, thus reducing risk of injuries
- Immersive Virtual Reality training and induction result in more effective learning outcomes:
  - Real-life-like sensations and feelings
  - Accurate muscle memory development

<sup>2</sup> €/AUD Exchange Rate at 3 February 2020. Source: Reserve Bank of Australia



**Gianmarco Biagi, Managing Director of Vection, commented:**

*“This initial engagement with the Italian General Confederation of Independent Trade Unions is a strong step forward in our commercialisation strategy for FrameS Training in the European market.*

*We believe that Virtual Reality and in particular FrameS Training, represent the future of workforce training and induction. This agreement will enable Vection to access a significant portion of the local workforce, while collaborating with one of the biggest autonomous trade union confederations in Italy.”*

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**About Vection (ASX:VR1):**

Vection is a multinational software company that makes 3D, Virtual Reality (VR) & Augmented Reality (AR) software services for the engineering, manufacturing, architecture, construction, education and healthcare industries. Vection operates on an Enterprise business model based on bespoke fees and on a Software as a Service (SaaS) business model based on recurring subscription revenue.

[www.vection.com.au](http://www.vection.com.au)

**About the Italian General Confederation of Independent Trade Unions:**

The Italian General Confederation of Independent Trade Unions is the biggest autonomous trade union confederation in Italy with 1.5 million members, representing workers active in both the public and private sectors including the health, education, agriculture, banking, television, postal and transport sectors.

*ASX release authorised by the Board of Directors of Vection Technologies Ltd.*