

## Step 2 – Choosing Your VR Headset Devices

Xflash Systems specializes in developing VR training systems for; airlines, airports, operators & government agencies toward the goals of; reducing your costs, enhancing training value for students, reducing the need for travel & making better use of your current expensive physical training resources.

This guide is part of a free series. To ensure you have access to the entire series of Xflash VR implementation guides, please [VISIT THIS PAGE](#)



**START:** Ask yourself & your training team, these quick queries;



How important are;

- (a). cost per device (b). VR image quality
- (c). battery life & (d). requirement for external computer to drive VR headset to your training operations?



Once you have identified those desired qualities in a VR device, check the example options below, to see how they stack up...

Obtain your VR equipment from the manufacturer or integrator. Some manufacturers, such as Oculus require you to have a device registered under a Business license from them, in order to install enterprise-level VR training apps



### Oculus QUEST

**PROs:** inexpensive, no computer needed, wireless, wide array of apps available, good support, hand recognition, many developers

**CONS:** requires battery recharge, comfort issues unless supplementary comfort steps are taken

Get feedback; expose a small number of current students to VR modules on one or two VR devices & observe response & learning rates. ("train VR, test physical"). Involve your Regulator at every opportunity...

Adjust & tailor training, as needed...



### HTC Vive / Vive Pro

**PROs:** inexpensive, wide array of apps available, good support, good comfort, image quality, no battery charging needed

**CONS:** has a wire to headset, needs a powerful stand-alone computer (\$2,000 or more), needs a number of associated sensors & wires set up & an area where setup can live



### Varjo VR-2 / VR-2 Pro

**PROs:** amazing, sharp graphics for specialty aviation apps, military & gov, good support, no battery charging needed

**CONS:** quite costly, has a wire to headset, needs a powerful stand-alone computer (\$2,000 or more) & an area where setup can live

Contact Us for a free VR savings evaluation & aviation VR device comparison;

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