

Banking Financial VR

The software is a classroom teaching assistance software for **financial comprehensive training courses** and **banking comprehensive business training courses** offered to **vocational colleges**, financial service and management majors. It is also suitable for **pre job training** of employees in **banks**.

The software is set up into four modules based on business types: **customer business, personalized business, internal processes, and bill identification**. It uses a combination of theoretical learning, model cognition, practical exercises, and practical assessments to explain teaching knowledge points. By collecting real bank data and integrating guidance from frontline experts in universities, **it realistically restores the working environment and standardized business operation processes of bank counters**, allowing students to conduct practical operations in a highly simulated environment, improving their practical and on-site response abilities, greatly enhancing the conversion between teaching and practical applications. At the same time, teachers can quickly grasp students' learning situation and provide targeted guidance and assistance for students.



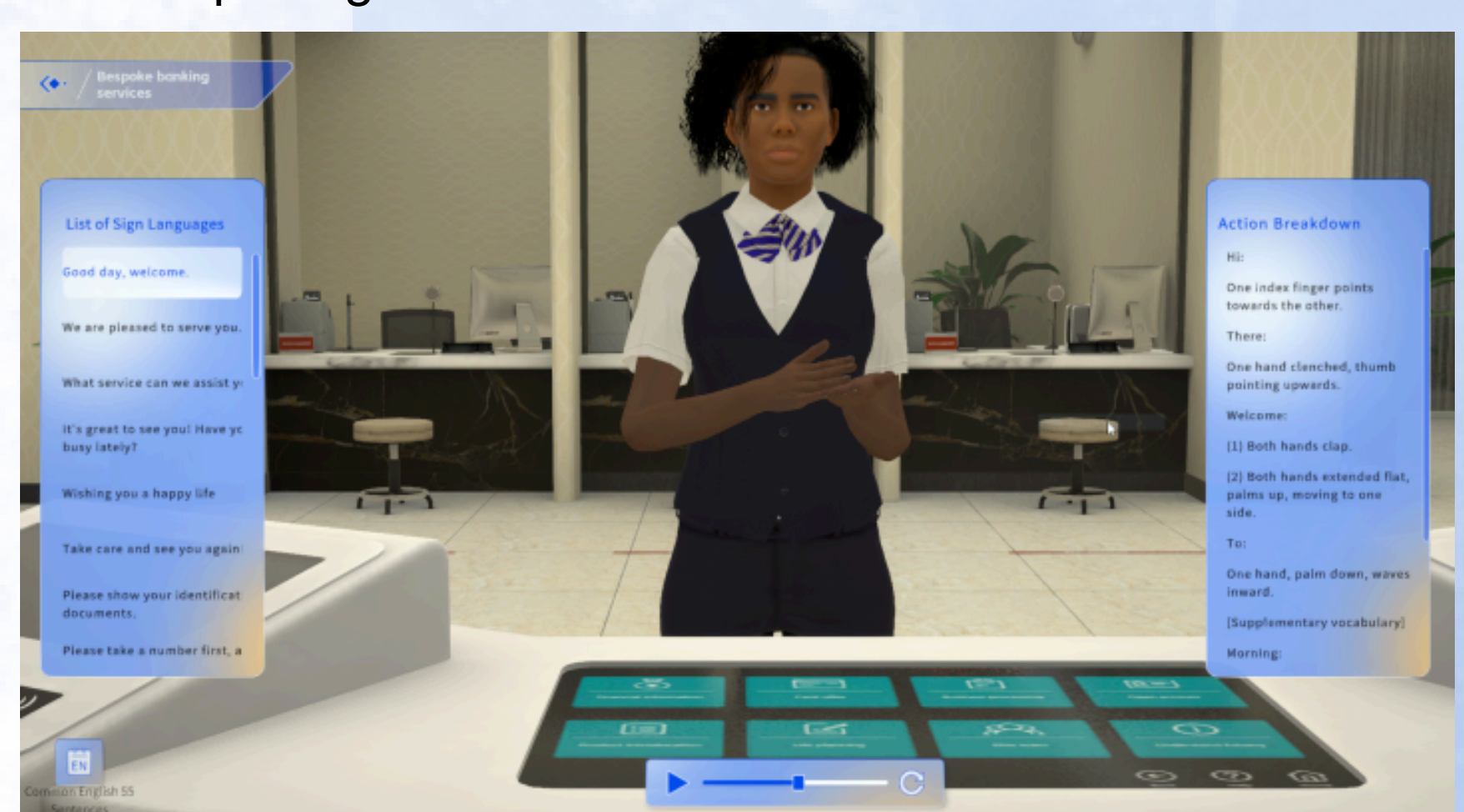
Simulated counter business training, learning how to perform currency exchange operations based on customer needs, including currency exchange of different denominations.



Learn the storage of containers and the responsibilities of container supervisors, familiarize oneself with the container opening process, master the operation methods and details of container opening.



Learn how to identify the authenticity of foreign currency, including checking special anti-counterfeiting marks and paper features. Including foreign currencies: HKD, GBP, JPY, EUR, USD



Users can learn basic sign language expressions for communicating with clients with hearing impairments, improving their service capabilities.

Highlights

- By utilizing **virtual reality technology**, provide a realistic working environment for bank counters, allowing users to engage in practical exercises and experience the job firsthand.
- Users play the role of bank staff and interact with customers from a **first person perspective** to complete business operations such as account opening, deposit, withdrawal, etc., helping students master customer business processes and improve their comprehensive business abilities.
- Users play the role of dispatchers from a **god's perspective** or **third person perspective**, controlling different roles to perform internal process tasks such as ticket identification and sign language animation learning, helping students master internal business processes and improve teamwork skills.
- Provide **high simulation models** and **high-definition anti-counterfeiting features** of international mainstream currencies and bills, restore anti-counterfeiting effects, help students systematically master the knowledge points of bill identification, and improve users' bill identification abilities.
- Provide **25 commonly used sign language animations** and **55 commonly used English audio-visual sentences**, effectively improving users' ability to provide services for special groups.

Functionalities

| Modules | Content |
|-----------------------|--|
| Customer Business | Practical training and assessment on currency exchange, counterfeit currency collection, corporate cash receipts, and corporate cash payments. |
| Internal Process | Practical training and assessment on the opening of storage boxes, cash collection by tellers, cash dispensing by tellers, and packaging of storage boxes. |
| Bill Identification | Cognitive models and interactive games for currency identification, counterfeit and residual currency, and bill recognition. |
| Personalized Business | Common sign language cognition and trial listening learning of common English sentences. |