SME IAN Blueprint: A Comprehensive Visual Guide to VR Training with Tiny AI

Dynnovators Studio • July 2025

Disclaimer: This blueprint is intended for **illustrative and educational purposes only**. It outlines a proposed roadmap for building an Immersive Adaptive Narrative (IAN) training system, inspired by 2025 VR trends and real-world SME use cases [1].

While it includes visuals, specifications, and practical guidance, **Dynnovators Studio** and **Hugo Morales** make no guarantees regarding performance outcomes, platform stability, or the continuity of any third-party services. All tools, costs, and implementation steps should be independently verified before deployment.

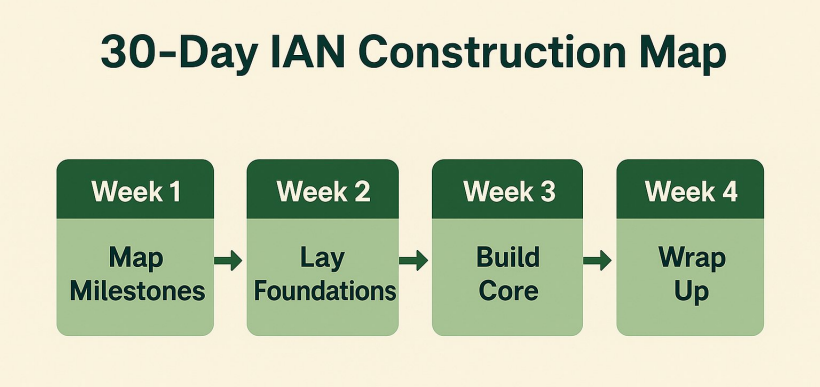
The Quest: Revolutionize Training in 30 Days

You're an SME warrior battling costly errors, bored trainees, and a lean budget. Your mission: craft a WebXR-powered IAN training system with tiny AI to slash errors by 20-30% and skyrocket engagement to 70% [1]. This blueprint is your detailed battle plan—think of it as a treasure map with diagrams, tools, and a sprinkle of wit. No wizardry required, just a $500 Jetson and some elbow grease.

Wit: This isn't rocket science—it's VR training science. Buckle up.

Blueprint Overview

This 30-day journey unfolds over four weeks, each phase building toward a fully functional VR training module. Expect clear objectives, actionable steps, required tools, and deliverables, all enhanced with visual aids like diagrams and charts for maximum comprehension.



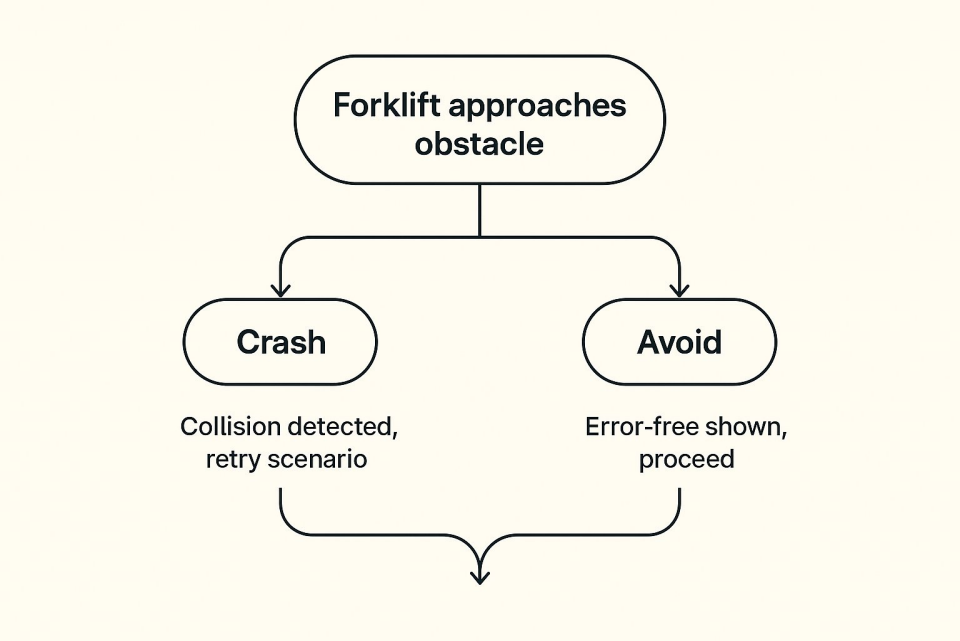
Week 1: Lay the Foundation

Objective
Pinpoint your training pain point and design a narrative framework.

Steps
1. **Identify the Problem**: Pick a specific issue (e.g., “Forklift collisions” or “Customer service flops”) [1].
2. **Sketch the Narrative**: Draft a story graph with one scenario and two outcomes. *Example*: Scenario: “Forklift approaches obstacle.” Outcomes: “Crash” or “Avoid.”
3. **Visualize It**: Use a simple tool to map it out.

Tools & Materials
- **Tool**: Pen/paper or Miro for digital storyboarding [3].
- **Time**: 2-3 hours.

Deliverable
A story graph with decision points and outcomes.



Wit: No story, no glory. This is where your training epic begins.

Week 2: Build the VR Skeleton

Objective

Set up a WebXR environment to capture user interactions.

Steps

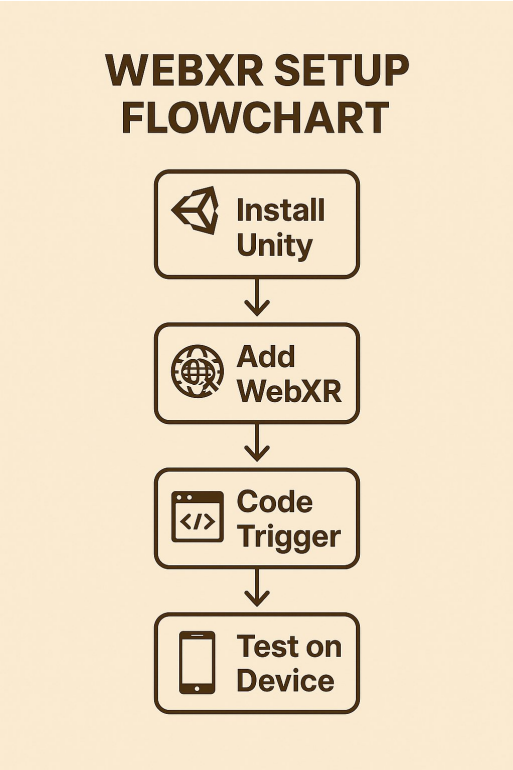
1. **Install Unity**: Download Unity 2025.2 ([Unity Learn](https://learn.unity.com)) [3].
2. **Enable WebXR**: Integrate WebXR support ([Immersive Web](https://immersiveweb.dev)) [4].
3. **Add Interactivity**: Code a basic trigger (e.g., gaze or click to “Avoid obstacle”).
4. **Test It**: Run it on your hardware.

Tools & Materials

- **Software**: Unity 2025.2 (Free), WebXR API (Free).
- **Hardware**: Meta Quest 3 ($499) or smartphone ($200+) [1].
- **Specs**: 1080p resolution, 60 FPS minimum.

Deliverable

A clickable VR prototype with one interactive element.



Wit: Triggers are your VR sword. Swing wisely.

Week 3: Infuse Tiny AI Magic

Objective

Integrate tiny AI to create an adaptive narrative with branching paths.

Steps

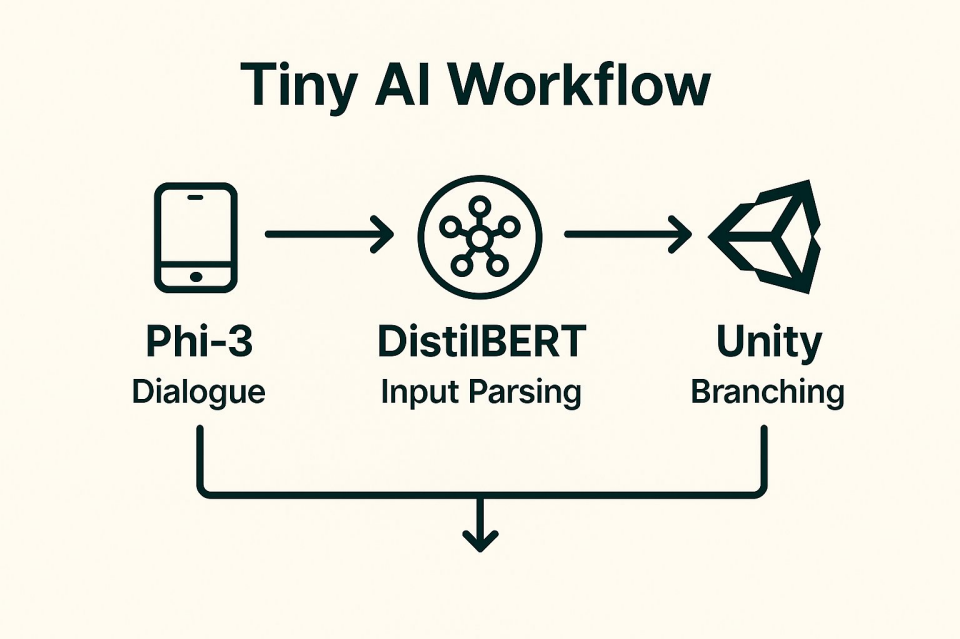
1. **Choose Your AI**: Import Phi-3 ([Ollama](https://ollama.ai)) for dynamic dialogue [2].
2. **Parse Inputs**: Use DistilBERT ([Hugging Face](https://huggingface.co)) to interpret user actions [2].
3. **Code Logic**: Link AI outputs to Unity for narrative shifts (e.g., “Crash” triggers “Try again!”).
4. **Optimize**: Ensure <50ms response time [2].

Tools & Materials

- **AI Models**: Phi-3 (Free), DistilBERT (Free).
- **Compute**: NVIDIA Jetson Nano ($500) for edge processing [2].
- **Specs**: 8GB RAM, 4-core CPU.

Deliverable

A VR scene with one adaptive narrative sequence.



Wit: Tiny AI’s your wise sidekick. Let it steer the story.

Week 4: Polish and Deploy

Objective

Test, refine, and launch your training module.

Steps

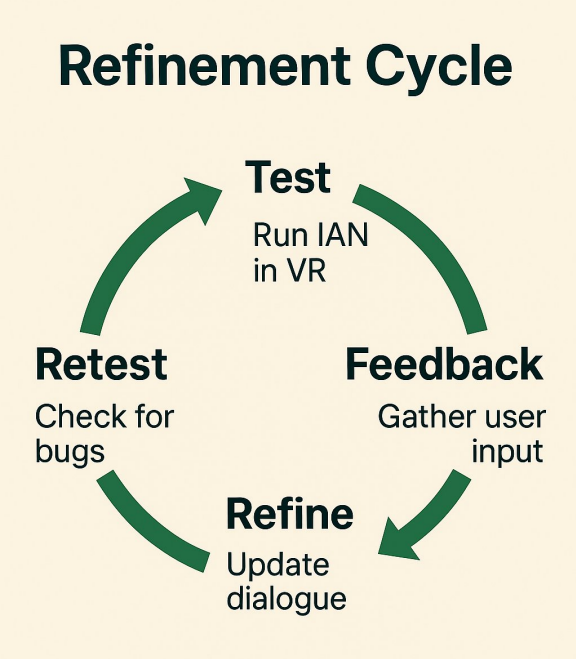
1. **Pilot Test**: Run the sim with 5-10 trainees.
2. **Gather Feedback**: Note issues (e.g., “Confusing UI” or “Too laggy”).
3. **Refine**: Adjust latency (<50ms) and UI clarity [2].
4. **Measure Success**: Use pre/post-tests to track error reduction [1].

Tools & Materials

- **Software**: Moodle API for tracking ($500 plugin) [5].
- **Time**: 3-5 days.

Deliverable

A polished VR training module ready for rollout.



Wit: Feedback’s your compass. Ignore it, and you’re lost.

Specifications & Resources

Tools

Component	Tool/Resource	Cost (USD)	Specs	Source
VR Platform	Unity 2025.2	Free	1080p, 60 FPS	Unity Learn (https://learn.unity.com) [3]
WebXR	Immersive Web API	Free	Browser-compatible	Immersive Web (https://immersiveweb.dev) [4]
Tiny AI	Phi-3, Gemma-2	Free	1-2 GB model size	Ollama (https://ollama.ai) [2]
Parsing	DistilBERT	Free	<500MB model size	Hugging Face (https://huggingface.co) [2]
Hardware	Meta Quest 3	$499	1832x1920 per eye	[1]
Compute	NVIDIA Jetson Nano	$500	8GB RAM, 4-core CPU	[2]
Tracking	Moodle API	$500	API integration	Moodle (https://docs.moodle.org/dev/Web_services_API) [5]

Dimensions & Requirements

- **Space**: 2x2m play area for VR safety.
- **Power**: 10W (Quest), 15W (Jetson).
- **Bandwidth**: 10 Mbps for WebXR streaming.
- **Latency**: <50ms for smooth AI response [2].

Cost-Benefit Analysis

Item	Cost (USD)	Benefit	Source
Development	$1k-$4k	20-30% error reduction	[1]
Hardware	$499/unit	70-80% engagement	[1]
Tiny AI	$0-$1k	20% retention boost	[2, 6]
ROI	25x	$50k/incident savings	[6]

Wit: Spend a little, save a lot. Your CFO will thank you.

Success Metrics

KPI	Target	Purpose	Source
Cost/Employee	<$100 (USD)	Affordable training	[1]
Time-to-Competency	<2 weeks	Faster onboarding	[1]
Error Reduction	20-30%	Safety & efficiency	[1]
Engagement	70%	Motivated trainees	[1]

Your Reward

- Investment: $1,000-$4,000 [1].
- Payoff: 20-30% fewer errors, 70% engagement, 25x ROI [1, 6].
- Next Steps: Scale up or tap into grants like the EU's €5k SME Digital Fund [7].

Wit: You're not just building training. You're crafting a legacy.

References

[1] Knowledge Anywhere, *Virtual Reality Training*

[2] Hugging Face, *SmolLM*

[3] Unity, *Unity Learn*

[4] Immersive Web, *Developer Home*

[5] Moodle, *Web APIs*

[6] OSHA, *Data & Statistics*

[7] European Commission, *EU SME Strategy for a sustainable and digital Europe*