
KHORA
AN AWARD-WINNING XR PRODUCTION STUDIO
SXSW
FILM & TV FESTIVAL 2024
WINNER
XR EXPERIENCE
AUDIENCE AWARD
Danish Digital Award
DANISH DESIGN AWARD
WINNER
2020
Liljeprisen
2019 Winners
OFFICIAL
SELECTION
GENEVA
INTERNATIONAL
FILM
FESTIVAL
2017 Official Selection

OUR STORY

Khora is a concept derived from Plato, defined as a place between the real and non-real that wavers between what we can sense and what is yet to be.

In 2015, we pioneered the production of high-end immersive content in the Nordics to widen access to XR. We have introduced +150.000 people to XR and hosted +5000 workshops. Our portfolio contains +600 XR experiences across arts, culture, education, health, games and simulated training.

Our team of 12 XR experts keeps pushing the boundaries of immersive media. We care about spatial storytelling because it provides educational and meaningful experiences that can bring us closer to our shared home and each other.



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WE COLLABORATE WITH PARTNERS TO CREATE CUTTING-EDGE XR

We collaborate with commercial clients and global institutions to introduce immersive media within multiple sectors. We have documented expertise in driving innovation through partnerships and publicly funded programs, such as EU Horizon, the Danish Innovation Fund and ERC - contributing to research, digital transformation, and impactful XR productions, as well as world-class artworks and award-winning marketing campaigns.



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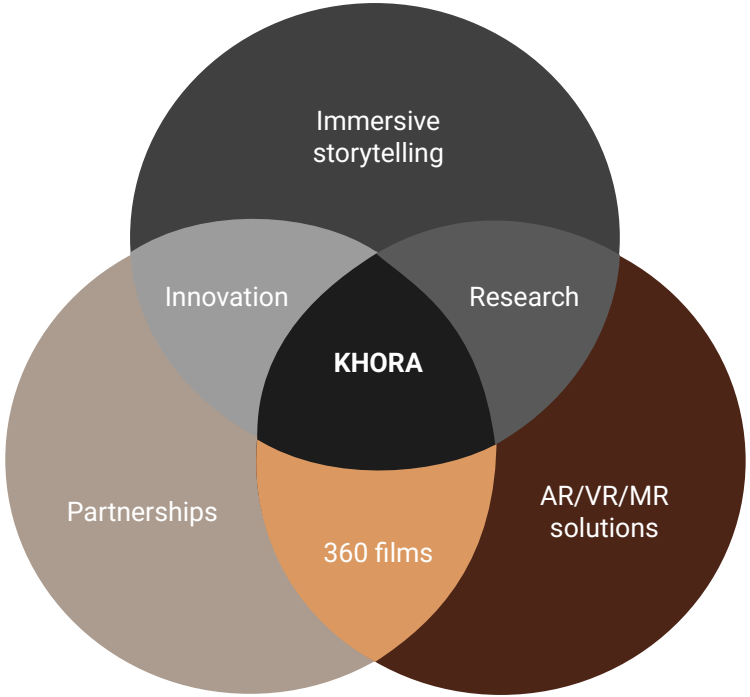
HOW WE REALIZE THE VALUE POTENTIAL OF XR

Our Theory of Change is grounded in a belief that immersive media can transform how we learn, heal, and connect. By combining innovative use of technology and unconventional partnerships, we build experiences where XR can deliver the most value.

Our approach is to solve problems. We bridge gaps by increasing engagement and accessibility — whether it's for learning, therapy, commercials, or storytelling.

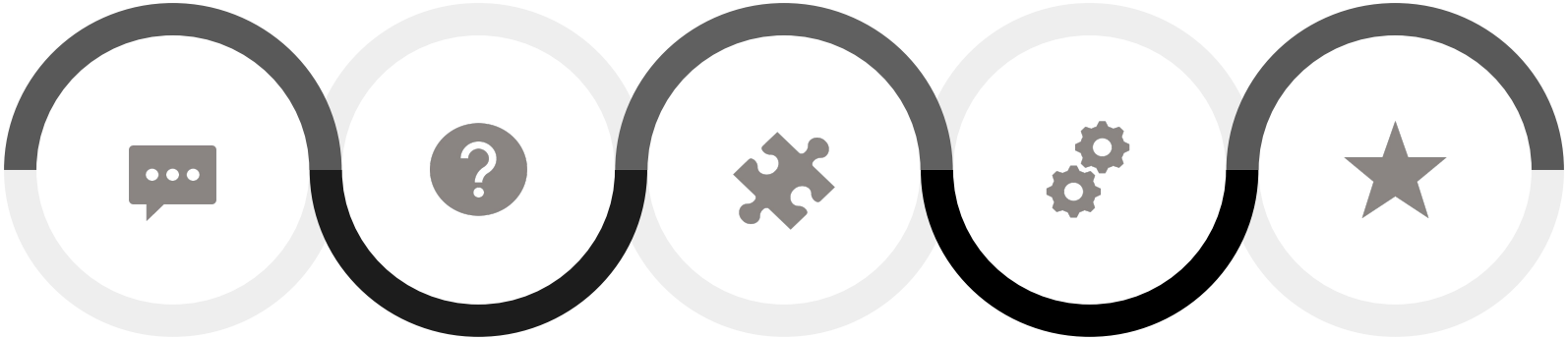
Our mission is to explore the value potential of XR.

Our vision is to make immersive technology a robust and accessible tool to solve real-world challenges.



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HOW WE APPROACH CLIENT ENGAGEMENTS



KICK-OFF WORKSHOP

Client, experts and potential users provide inputs and identify the value creation of the project.

PROBLEM FRAMING “HOW MIGHT WE”

Collective ideation on what an XR solution might look like to the given problem.

BUILD STORYBOARD

Scoping the project and co-creating a detailed storyboard based on info from the two first sessions.

BUILD & REFINE SOLUTION

The solution is built, tested and refined based on client feedback.

GUIDE & DRIVE UPTAKE

A step-by-step user guide is developed to support ease of VR setup and uptake.

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CASES: MARKETING



SPACE SAFARI

ØRSTED

CONTEXT

When astronauts take their first look at planet Earth from space, they often experience the “overview effect”— the psychological shift that happens when you suddenly see your planet Earth from afar.

SOLUTION

Space Safari takes viewers on a virtual space mission with astronauts, sharing their awe at seeing Earth’s fragile beauty from space. It premiered on 24 September 2019 at Climate Week NYC, where global leader gathered to discuss climate action.

IMPACT

Space Safari has reached over 6 million people online, and won two Danish Design Awards in 2020 for ‘Message Understood’ and ‘People’s Choice.’

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SNAPCHAT x KHORA

SNAPCHAT PARTNERSHIP

SNAPCHAT

CONTEXT

Khora as first official AR production partner in Denmark. This strategic alliance marked a significant milestone, enabling Khora to leverage Snapchat's advanced AR tools to create immersive experiences for clients all over the world.

SOLUTION

Through this partnership, Khora developed a series of engaging AR campaigns for prominent brands such as Viaplay, Telenor, Arla, and 3Mobil. Utilizing Snapchat's Lens Studio, these campaigns incorporated interactive elements that resonated with users, enhancing brand engagement and delivering memorable experiences..

IMPACT

The collaboration has significantly elevated Khora's profile in the AR industry, showcasing our ability to deliver high-quality, interactive content. For clients, the campaigns resulted in increased user engagement and brand visibility, demonstrating the effectiveness of AR in modern marketing strategies.

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FLOATING WIND TURBINE

ØRSTED

CONTEXT

Ørsted partnered with Khora to create a 3D rendered film that tells the story of building the world's first offshore wind farm. The film aims to highlight the innovation and engineering behind this groundbreaking renewable energy project.

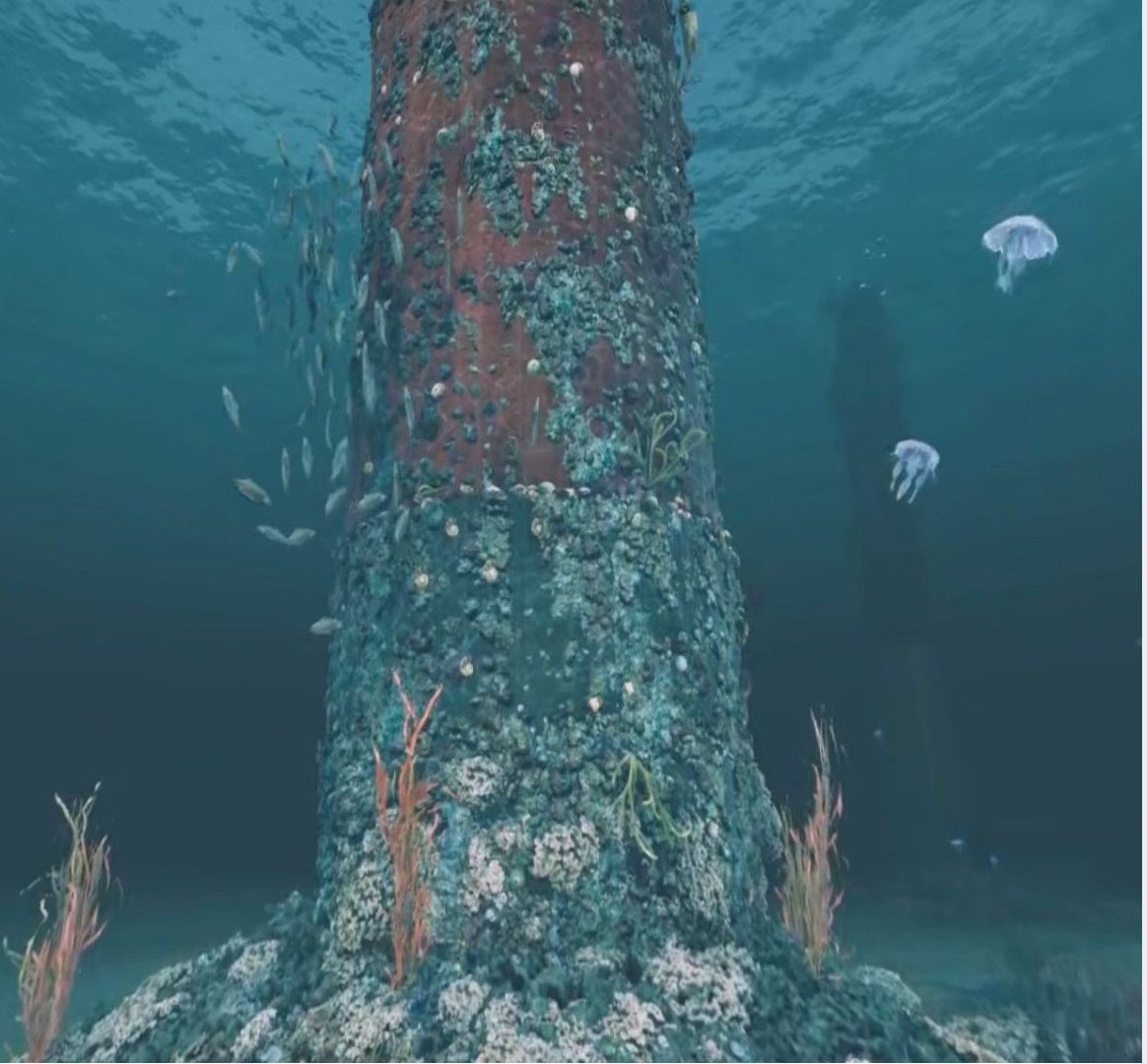
SOLUTION

Khora handled the entire production in-house, from developing the storyboard and manuscript to creating the custom 360° 3D render pipeline, water effects, 3D modeling, animation, and sound design. A key focus was visualizing the construction of the floating wind turbines, with an emphasis on the underwater foundation process.

IMPACT

The film showcases Khora's expertise in creating complex, high-quality visual narratives, particularly in the area of underwater rendering. This project has further advanced Khora's capabilities, contributing to the development of innovative solutions for future client projects.

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V236 WIND TURBINE

VESTAS

CONTEXT

Vestas commissioned Khora to produce a promotional film for the launch of their flagship V236 turbine—currently the largest wind turbine in production. The project aimed to visually showcase the turbine's scale and innovation for a major public debut.

SOLUTION

Khora handled the entire production in-house, developing the storyboard, script, 3D modeling, custom 360° render pipeline, water simulations, animation, and sound design. Special emphasis was placed on high-fidelity water rendering, particularly for an immersive underwater sequence featured at 01:55 in the film.

IMPACT

The film premiered at Denmark's largest green energy fair in April 2023, drawing significant attention and long queues. The advanced water render pipeline has since been refined and repurposed for other commercial and creative projects, becoming a core part of Khora's production toolkit.

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ALGARVE

ALGARVE LIVING SCIENCE CENTER

CONTEXT

Algarve Living Science Center wanted to showcase the Ria Formosa Lagoon in Algarve, Portugal. It is one of three immersive experiences developed for the Creative Europe DigiTraining project, designed to engage visitors with scientific and technological concepts in an interactive, educational setting.

SOLUTION

The VR experience immerses viewers in the 60 km-long lagoon, a system of barrier islands connected to the sea. Users are transported into the heart of the lagoon, exploring its inhabitants, ecosystem, and how its natural components work together. The experience emphasizes the use of mathematical and scientific approaches to uncover the patterns that govern nature.

IMPACT

The project supports Algarve's mission to inspire scientific curiosity and educate the public by providing an engaging, interactive way to explore and understand the natural world. It highlights how technology can be used to build a deeper appreciation and awe for science and the environment.

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COPENHAGEN LAKES

Københavns Kommune

CONTEXT

Copenhagen is facing increasing flood risks due to climate change, prompting the municipality to explore how Sankt Jørgens Sø could function as a rainwater reservoir. Understanding how such interventions might alter the urban and natural environment required public engagement. To facilitate this, the city turned to immersive technologies to communicate complex urban planning scenarios.

SOLUTION

To illustrate potential changes, 360-degree videos were captured around the lakes to show current conditions. These were enhanced with 3D overlays to simulate three proposed future scenarios. Citizens could experience this before-and-after transformation through a Virtual Reality setup housed in a mobile office placed beside the lakes.

IMPACT

The immersive experience helped demystify the effects of urban flood protection strategies, enabling citizens to see and feel potential changes. This approach not only made the planning process more transparent but also empowered locals to share informed feedback. Ultimately, it fostered a more inclusive dialogue between the public and city planners.

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AR FLOODS

FREDERIKSBERG KOMMUNE

CONTEXT

Extensive construction work and the embedding of rainwater technology in the municipality's underground means high noise levels at all times of the day, and closure of several roads during the construction. The work therefore gives rise to dissatisfaction among the citizens of Frederiksberg Municipality.

SOLUTION

Frederiksberg Municipality wanted to develop an Augmented Reality experience that could convey to the citizens how the extensive work will benefit them in the future. To make the AR experience easily accessible to citizens, it was developed as an app. The app gives the citizens of Frederiksberg Municipality the opportunity to visually see how the rainwater technology works and how it will benefit them in the future, in preventing floods.

IMPACT

The app offers 3 AR experiences where citizens can see how the rainwater technological changes are carried out and how they work. One video shows how Frederiksberg Municipality will use modern rainwater technology and how the underground water reservoirs collect and deposit excess water until it can be moved to the sewer system when the rain stops, to prevent flooding. The other 2 videos show how the technology works at specific locations on Frydendalsvej and Bag Søndermarken respectively.

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FIREWORKS SAFETY CAMPAIGN

SIKKERHEDSSTYRELSEN

CONTEXT

To raise awareness about firework safety during New Year's Eve, Khora produced a dramatic 360º video showcasing the dangers of not wearing safety goggles. The campaign targeted the Danish public through social media and interactive pop-up VR events. The aim was to reduce the number of injuries related to fireworks during the celebrations.

SOLUTION

The 360º video was distributed across Facebook, YouTube, and pop-up VR stations nationwide, immersing viewers in a lifelike scenario of a firework accident. For the New Year, a more intense version was created, adding sensory stimulation to the experience to deepen realism. Both videos were shared and supported by media coverage on national TV.

IMPACT

The first campaign reached +165,000 views and 1,200 live VR participants, contributing to a 4.9% drop in injuries during the 2017/2018 New Year. The second campaign topped 1 million views, cementing its viral success. The initiative earned a *Digital Communications Award* and a *European Excellence Certificate*, and repeated collaborations with the client.

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THE WATERFRONT

COPENHAGEN VISITOR CENTER

CONTEXT

First-time visitors to Copenhagen often miss out on the city's vibrant waterfront and the diverse experiences offered by its various districts, as they are not always familiar with the area.

SOLUTION

The Copenhagen Service Center aimed to create a virtual tour that would give visitors the chance to explore the Copenhagen waterfront and its surrounding districts in VR, highlighting the unique features and diversity of each area.

IMPACT

Located at the Copenhagen Visitor Service on Vesterbrogade, visitors can engage in five immersive virtual tours of Copenhagen's waterfront and nearby districts.

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VIRTUAL APARTMENTS

CARLSBERG BYEN

CONTEXT

The former home to the world-famous Carlsberg Breweries in the heart of Copenhagen is being developed into the vibrant and diverse Carlsberg City District (Carlsberg Byen). By 2021 around 80% of the area will have been developed and by 2024 the Carlsberg City District is fully established. It will comprise 600 km2. 50% will be residential buildings providing 3.100 new homes, 35% will be offices and retail stores and will be 15% educational institutions, culture, and sports facilities, providing 12.000 jobs.

SOLUTION

We have worked very closely with Carlsberg Byen to fully understand and realize how the area will change and be built in the future. With a combination of drone surveying to 3D scan existing buildings, modeling from current renders and building from architectural models, we have covered the entire area in 3D space.

IMPACT

Carlsberg Byen has had a lot of success with their sales, and their staff has taken full ownership of running the VR experience after training sessions from Khora.

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BOSCH

THERMAL CAMERA SALES

CONTEXT

Bosch faced challenges demonstrating the sophisticated Bosch GTC 400 Thermal Camera at trade shows and sales meetings. The real-world environments were often unsuitable for thermal inspections, and many potential users were reluctant to try the device due to its complexity. This made it difficult to showcase the camera's full capabilities and benefits.

SOLUTION

Khora developed a virtual reality simulation replicating a thermal inspection of a house. This VR environment allowed users to familiarize themselves with the camera's features and detect issues like missing insulation, damp floors, blocked radiators, and faulty floor heating. The simulation provided a realistic, hands-on experience without needing physical equipment or ideal surroundings.

IMPACT

The VR tool enabled Bosch to effectively demonstrate the thermal camera value and functionality in a controlled, repeatable way. It boosted user confidence, improved training accessibility across global offices, and offered a cost-efficient alternative to live demonstrations that were previously challenging to organize.

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CHILDREN INSURANCE

CODAN FORSIKRING

CONTEXT

Codan Forsikring aimed to promote their customized accident insurance for children by highlighting the importance of play, risk, and exploration in childhood development. The goal was to emotionally reconnect parents with their own childhood experiences and shift their perspective on everyday dangers kids face.

SOLUTION

Partnering with &Co and Khora, we developed a 360º VR experience that let parents “become kids again,” placing them in scenarios like crashing shopping carts or falling down stairs. The immersive campaign was shared online, with participants' real-time reactions captured and featured to enhance relatability and impact.

IMPACT

The campaign generated over 2 million views across Facebook, YouTube, and LinkedIn, effectively engaging a broad audience. By evoking empathy and nostalgia, it raised awareness for child accident insurance while reinforcing Codan’s message about the necessity of protection during essential childhood exploration.

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CASES: CULTURE & ART



REMEMBERING TOGETHER

THE ROYAL COLLECTION

CONTEXT

The Gobelin Festival at Christiansborg Castle celebrated 25 years of cultural memory in 2025, weaving together history, art, and craft. The museum wanted a digital experience that showcased the rich tradition of tapestry weaving and allowing guests to contribute with their own memories and reflections.

SOLUTION

Khora was invited to design and implement an interactive installation that would capture the collective memories of the attendees. The task was to develop a digital tapestry that evolved throughout the festival weekend, where guests shared their most defining memories from the last 25 years, creating a visual representation of collective experience.

IMPACT

The exhibition "*Vi husker sammen*" (Remembering Together) an interactive digital tapestry that allowed visitors to submit their memories and vote on the most impactful events from the past quarter-century. Through AI technology, these contributions were woven into the final tapestry, creating a living, evolving artwork. The project blended tradition with innovation, honoring the past while engaging present-day visitors in a creative, collaborative experience.

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SEEING THE INVISIBLE

JERUSALEM BOTANICAL GARDENS

CONTEXT

Seeing the Invisible was initiated to forge new links between 12 botanical gardens from 6 countries located in diverse biomes around the globe.

SOLUTION

With 13 AR works by artists such as Ai Weiwei, El Anatsui and Isaac Julien, each piece is displayed simultaneously within each garden's unique landscape to create tension between the physical and digital - the phygital.

IMPACT

The exhibition has introduced more than half a million people to contemporary art in AR and received acclaims in the global press: New York Times, Designboom, Artnet, Hypebeast

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THE FOREST THAT BREATHES US

JENNIFER ABBOT

CONTEXT

Human progress has often been framed through a lens that places humanity at the center of the universe, leading to a profound disconnection from the natural world. This human-centered perspective has resulted in the exploitation of ecosystems, climate degradation, and the erosion of meaningful relationships.

SOLUTION

Immersing participants in the sensory lives of a Douglas fir, a coyote, and a humpback whale, inviting reconciliation with the more-than-human world as active collaborators in life.

IMPACT

'The Forest that Breathes Us' was part of the Inter:Active exhibition in Kunsthal Charlottenborg 2025, showcased to thousands of visitors. It travelled to Strasbourg International Film Festival and ArtVR in Prague.

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EGTVED GIRL

National Museum of Denmark

CONTEXT

Egtvedpigen died more than 3400 years ago, was found in her oak coffin 101 years ago, and has now been brought back to life with Unreal Engine's Metahuman.

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SOLUTION

In close collaboration with the National Museum, we have recreated Egtvedpigen as a digital person with a voice and human mimicry launched in 2022 as a rendered 2D video screening next to the Egtved Girl's physical remains exhibited at the National Museum in Copenhagen. .

IMPACT

Based on the genetic traces in her coffin and general knowledge of the bronze age people, it is estimated that around 35-40% of the final result is based on scientific data. Read more about Egtvedpigen and the exhibition at the National Museum here

Press Articles: DR | P1 | TV Avisen

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DEN MØNSKE MANDOMSPRØVE

Geocenter Møns Klint

Context

The iconic Sommerspir at Møns Klint collapsed into the sea in 1988, taking with it a daring local tradition known as Den Mønske Manddomsprøve, a reckless rite of passage where young men would attempt to walk around the narrow ledge of the spire, with a 100-meter drop below. This piece of cultural folklore has since faded into memory, inaccessible to future generations.

Solution

Khora recreated this nerve-wracking challenge through a VR experience titled "MÆRK SUGET I MAVEN". Using a detailed model of Sommerspiret and immersive VR technology, users are transported to the edge of Møns Klint. Participants can test their courage by carefully edging around the virtual cliff, reviving the once-lost tradition in a safe yet thrilling way.

Impact

The experience evokes a visceral, full-body response “the feeling in your gut” offering visitors an unforgettable, hair-raising glimpse into Møn’s bold past. It brings history to life in an engaging, responsible format that sparks curiosity, emotional engagement, and cultural appreciation for the wild traditions of Denmark’s natural heritage.

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Photo: Diego Galafassi

BREATHE

DIEGO GALAFASSI

Crimes of Curiosity and Phi-Centre

CONTEXT

A central challenge for humanity is to re-image our relationship to the rest of the living world. Breathe gives the user an experience of coexistence with and dependence on the biosphere.

SOLUTION

Breathe is a mixed-reality experience that tracks body movement and breath through biometric sensors to immerse participants in the story of air.

IMPACT

The project is an artistic contribution developed in residency at Phi Centre (Montreal, Canada), and was part of the Sundance Future of Culture Initiative to spark curiosity around the UN's Sustainable Development Goal on Climate Action. Read more here.

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GARDEN SAYS…

TINDRUM: MICHELLE & URI KRANOT

CONTEXT

How can art embody a new way of being in the world by creating a collective space in which listening as a transformative act is valued, strengthened, and explored?

SOLUTION

Garden Says… is an interactive, tactile multi-user experimentarium where music, hand-painted animation, and immersive installations serves as an active and sensual space for contemplation.

IMPACT

The work was featured at Venice Immersive - the Extended Reality section of the 81st Venice International Film Festival, attracting over +6000 visitors over ten days, Museum Jørn, and at CPH:DOX 2025. For more information, please visit: gardensays.org

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BRING THE SPRING

COPENHAGEN TIVOLI

Context

To engage a younger audience and compete with digital platforms, Tivoli teamed up with Khora to create a new kind of attraction. During Winter in Tivoli, visitors were invited into H.C. Andersen Slottet for a unique, indoor VR experience combining physical activity and immersive storytelling.

Solution

Khora developed Bring The Spring, a 5-minute VR journey blending digital and physical challenges. Equipped with special VR gear, guests hiked through icy gorges, floated in hot air balloons, battled frost crystals, and faced hungry bears, before finally reaching spring.

Impact

The experience pushed the boundaries of indoor entertainment at Tivoli, marking a bold step in merging technology with traditional amusement. It attracted media attention, included a special press preview, and highlighted Tivoli's commitment to innovation in visitor experiences.

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MANIFEST

EUROPEAN COMMISSION

CONTEXT

Through 13 immersive artworks, MANIFEST aspires to reconcile individual and collective memories and preserve them from oblivion by employing digital technologies and offering visitors new perspectives on the transatlantic trade of enslaved people.

SOLUTION

The project features 22 artists and 13 artworks, 6 of which are in VR. They are the result of three artistic residencies and historical documentation about the material and immaterial heritage of the transatlantic trade of enslaved people.

IMPACT

MANIFEST reached over 1.600.000 people globally and welcomed 2500 visitors at the exhibition in Nantes, France, 2024. MANIFEST's model has been a successful vehicle to enhance artistic creation to disseminate history through new perspectives.

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CRAFT

EUROPEAN COMMISSION

CONTEXT

CRAEFT is a Horizon Europe project (March 2023–February 2026) focused on preserving traditional European craftsmanship by combining heritage skills with advanced technologies.The project responds to the risk of artisanal knowledge being lost by documenting the care, judgment, and dexterity of makers.It works across eight crafts in France, Greece, and Spain, including glassblowing, porcelain, tapestry, pottery, marble carving, silversmithing, textiles, and woodcarving.

Solutions

CRAEFT develops digital tools such as immersive training simulators, haptic learning experiences, and design software tailored to craft practice.Using motion capture, audio-visual recording, and research, the project creates detailed digital re-enactments of artisan techniques and tacit knowledge.It also supports virtual museums, online training, and digital certification systems that connect physical craft objects with verified digital identities.

Impact

The project makes craft education more accessible by reducing geographic and material barriers to learning.It helps safeguard endangered techniques while giving artisans new ways to train, showcase their work, and strengthen their professional networks.By linking tradition with digital innovation, CRAEFT supports both the preservation of cultural heritage and the future resilience of craft communities.

https://www.craeft.eu/

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THE PRIVATE PORTRAIT

GOMBO

3DOF VIRTUAL REALITY FILM - 2024

ABOUT

The Private Portrait is a VR experience that invites the public to view interpretations of three Afro-European historical portraits created by visual artist Gombo. The audience is immersed in the paintings, listening to memories of the characters. By addressing the audience directly against a 3D painted backdrop, the portrait shares its POV and recounts its experience during the transatlantic slave trade. Somewhere between an animated portrait and a documentary fiction portrait, the work aims to reinterpret European sources on historical Afro-descendant figures. From the perspective of men and women, the project prompts viewers to reflect on the duty of remembrance, forgetting, and the representation of Black individuals in history, contributing to a poetic exploration of new perspectives on history.

THE ARTIST

Franco-Angolan visual artist based in Marseille today, Gombo studied fine arts in Poitiers and narrative drawing in Nantes before embarking on a career as a storyboard artist in the animation industry.

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THE DOORS

ON A SLAMÉ SUR LA LUNE

6DOF MIXED REALITY INSTALLATION/ LBE - 2024

ABOUT

"The Doors," invites us to traverse the space and time of uprooted and deported individuals. The Doors symbolize a return journey, urging us to confront the "*doors of no return*" that represent the starting point of dehumanization. As we accompany voices of memory, we are challenged to explore what we leave behind and what silently travels with us. Equipped with an object that reveals the invisible, "The Doors" calls on us to open our inner selves, broadening our perspective on history and humanity

THE ARTISTS

On Slamé Sur la Lune is a collective composed by artist-poet Albert Morisseau Leroy dit Manalone, musician and sound designer Calvin Yug and pop-artist Fred Ebami. Together, they bring poetry, musical traditions, and an avant-garde twist to pop art, drawing inspiration from icons like Basquiat and Warhol.

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SONJÉ

DAVID GUMBS

3DOF VR FILM - 2024

ABOUT

Sonjé is a VR experience which denounces the environmental contamination of the French West Indies by the Chlordecone molecule. This insecticide was used intensively by the Békés from 1972 to 1993 to save the banana industry. It results in the poisoning of the population. Indeed, Martinique and Guadeloupe hold the world record for cancers each year. Sonjé asks the question: What will happen to the population, the fauna and flora of the French West Indies in 700 years ? To answer this, the artist immerses the viewer in a futuristic, semi-submerged banana plantation having undergone irreversible mutations and transformations

THE ARTIST

David Gumbs is an award-winning multimedia artist from the island of Saint Martin in the Caribbean, now based in Martinique. He holds a specialized Master's degree in New Media from ENSCI Les Ateliers in Paris.

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WE DO NOT BELIEVE IN A GOD WHO CANNOT DANCE

GOMBO

6DOF VR / LOCATION BASED - SEEKING FINANCING

ABOUT

This immersive installation invites the viewer into the intimate atmosphere of a funeral honoring Manuel, an Angolan Protestant pastor and guardian of the Kongo blacksmith tradition. When the ceremony, organized by his son is interrupted by a Kimbanhuist brass brand, the setting transforms inviting the audience to dance in celebration of the deceased's life.

This artwork was a part of the Venice Biennale College Cinema Immersive in 2024-2025 and was shortlisted for the final round. It will be a part of the Venice Gap Financing event at this year's festival and are currently looking for financing.

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CASES: HEALTHCARE



HEKA VR

AVATAR THERAPY IN VR

CONTEXT

Schizophrenia is a leading cause of global disability with severe impacts on patients and families. Heka VR combines VR, psychotherapy, and avatar therapy to help patients fight auditory hallucinations more effectively.

SOLUTION

Over 12 weeks, patients participate in up to 9 face-to-face sessions with the therapist who can alter roles and play the avatar to enable direct confrontation of the patient's voice(s). Patients can audio record sessions and listen to them with family.

IMPACT

The world's largest RCT trial with VR avatar therapy is showing that VR-avatar therapy is superior to traditional therapy in treating treatment-resistant schizophrenia patients, which is promising news for the 5 million treatment-resistant patients who until now had no treatment options.

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WIDEX ALLURE

WIDEX

CONTEXT

Widex, a global leader in hearing aids, partnered with Khora Virtual Reality to address the emotional and social impact of hearing loss. The goal was to deepen empathy and awareness among their staff by immersing them in the lived experiences of those with hearing impairment.

SOLUTION

Khora developed a powerful VR experience that begins with the emotional weight of hearing loss and transitions into the life-changing clarity offered by Widex Allure's advanced hearing technology. The narrative-driven experience showcased the contrast between disconnection and reconnection through sound.

IMPACT

Unveiled at a Widex conference, the VR experience helped staff internalize the user journey, reinforcing their mission with renewed purpose. It fostered empathy, aligning product innovation with genuine human need and enhancing internal motivation across teams.

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NEONATAL

RIGSHOSPITALET & NEW ZEALAND UNIVERSITY HOSPITAL

CONTEXT

Deaths among newborns make up 44% of the 6 million annual deaths in children under five. Quality care in emergencies can save lives, but requires skilled, well-equipped healthcare workers. Simulated training in neonatal emergencies allow healthcare workers to practice skills and improve response times to reduce neonatal mortality and improve outcomes.

SOLUTION

Khora and Rigshospitalet has developed a VR-based training app that provides healthcare providers with a realistic, immersive environment for practicing neonatal emergency procedures. This project involves creating VR scenarios of critical neonatal events, such as resuscitation and respiratory support, aligned with established medical protocols.

IMPACT

The VR training tool has been piloted as part of a study in Pemba, Tanzania. By allowing practitioners to experience high-pressure, realistic scenarios, the intervention shows positive results in improving clinical decision-making, procedural proficiency, and confidence in neonatal emergency response.

2026:The project has qualified to the final stage of funding, where it will look at exploiting the results and commercialising the solution to support a resilient healthcare workforce, equipped to handle emergencies, save lives and improve care outcomes.

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Photo: Skånes University Hospital

COMFORT XR

PAIN DISTRACTION IN VR

CONTEXT

Comfort XR is an effective solution for distracting children during needle procedures, offering games that activate multiple brain centres simultaneously, thereby removing the anticipation of pain and discomfort.

SOLUTION

Comfort XR started in 2017 as part of a clinical trial in a research project. The first game was developed with doctors and nurses from the Knowledge Centre for Children's Pain at Rigshospitalet in Denmark.

IMPACT

Comfort XR is rolled out on 100 headsets across 40 hospitals in the Nordics. The trial with 64 children concluded that VR is an excellent form of distraction on par with other distraction methods and that VR gives higher satisfaction scores for needle procedures.

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DELIRIUM VR

Midt- og Vestsjællands Hospital

CONTEXT

Delirium can cause confusion, hallucinations, and intense fear in hospitalized patients. Slagelse Hospital wanted to help healthcare professionals better understand the patient's experience and how everyday hospital routines can contribute to their distress.

SOLUTION

In collaboration with Signe Hjuler la Cour Mathiesen, CCRN & PhD-student, Khora's film team produced an immersive 360° film following an elderly patient experiencing delirium. Through first-person storytelling, distorted sounds, and hallucinations, viewers experience the patient's confusion and fear while seeing how healthcare staff can influence and de-escalate the situation.

IMPACT

Used in healthcare workshops, the film helps staff gain a deeper understanding of delirium from the patient's perspective. The experience encourages empathy, reflection, and more compassionate, patient-centered care.

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TIMELAPSE

VR DURING CHEMOTHERAPY TO “SPEED UP” TREATMENT TIME

CONTEXT

Cancer remains a major challenge due to its high prevalence and rising incidence. While chemotherapy significantly improves survival rates, the long treatment sessions often cause physical and psychological side effects among patients.

SOLUTION

Track of Time is a Virtual Reality (VR) application developed under the European Research Council (ERC), aimed at altering patients’ subjective perception of time during chemotherapy, relying on theoretical models of time perception connected to emotional experience and patient-centered design.

IMPACT

By shifting how time is perceived, TIMELAPSE improves patients’ mental well-being during chemotherapy, encouraging better adherence to treatment. This patient-focused solution is proven to alter the chemotherapy experience, showing high tolerability and reduction in psychological strain, ultimately supporting more effective and patient-centric cancer care.

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OPTIMIZE

VR FOR ANXIETY REDUCTION IN AWAKE SURGERY

CONTEXT

Optimize is a Danish-Swedish research and innovation project running from 2022 to 2025, supported by Interreg Öresund-Kattegat-Skagerrak. It addresses common complications during and after operations caused by medication side effects and fluid imbalance, which can prolong hospital stays and recovery, negatively affecting patient outcomes.

SOLUTION

The project develops and tests two healthcare technologies: immersive Virtual Reality experiences designed to replace relaxing drugs during awake surgeries by diverting patients' attention, and an automatic fluid monitoring system that improves accuracy and reduces nurses' manual workload, enhancing patient fluid balance management.

IMPACT

By reducing reliance on sedatives through VR and improving fluid balance accuracy, Optimize aims to shorten hospitalization and rehabilitation times, reduce complications, and provide patients with a safer, more comfortable surgical experience. These innovations have the potential to transform perioperative care in the healthcare system.

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KHORA EXPOSURE

EXPOSURE THERAPY PLATFORM

CONTEXT

Social Anxiety Disorder is highly prevalent, often begins early and tends to be long-lasting. Exposure therapy is effective but challenging, as real-life situations can be tricky to access and control and may feel too aversive.

SOLUTION

Khora Exposure is a VR platform supporting rehabilitation and self-management, originally based on the SO REAL project—the largest VR study on social anxiety and agoraphobia, featuring validated exposure scenarios, with professionals able to control sessions in real-time via a tablet.

IMPACT

Khora Exposure is used in 25+ Danish municipalities, regions and by private psychologists to rehabilitate vulnerable citizens and help them gain control and confidence in their lives.

KHORA



BIOXR

XR TO DIAGNOSE MENTAL HEALTH CONDITIONS

CONTEXT

There is an unmet need to adequately assess and treat mental health disorders. Traditional methods may not capture the full complexity of mental health conditions, and there are gaps in real-time data collection and feedback. Immersive technology can help to measure subtle behavioral and physiological responses in patients.

SOLUTION

BioXR combines VR with biofeedback technology to assess mental health conditions. The XR-based diagnostic tool integrated with biofeedback wearables monitor mental health patients' physiological and emotional responses during simulated social scenarios.

IMPACT

By simulating social scenarios, the system has proven successful captures of subtle responses, allowing for deeper insights into patient behavior and emotions. The solution is under further development in a collaboration between the mental health experts at NEAD, Sensae's biofeedback technology, and Khora.

KHORA



BREAK THE ISOLATION

RIGSHOSPITALET | BØRNERIGET

CONTEXT

Rigshospitalet is building the new children's hospital BørneRiget (planned completion in 2025) and exploring new patient-focused initiatives. Children and young people aged 10–14 with cancer or leukemia can be hospitalized for long periods. Studies from the Children's Council indicate many feel lonely and isolated, and often struggle with low activity levels during admission.

SOLUTION

Khora partnered with Rigshospitalet and selected suppliers to create a digital augmented reality (AR) universe for long-term patients. A key experience is "Snail Battle", where patients use their plants to fight evil monster snails.Users can also decorate and feed their plants, encouraging ongoing engagement and playful movement.The project was developed with the Danish Cancer Society and secured further development funding from the Novo Nordisk Foundation.

IMPACT

The AR universe is designed to make everyday hospital life more engaging and supportive for young patients.By combining gameplay, progression, and interaction, it aims to reduce feelings of isolation and promote more physical activity. "Snail Battle" provides a shared, motivating experience that can help patients feel more connected and empowered during long admissions.

KHORA



CEREBRAL PALSY

JONSTRUPVANG

CONTEXT

Citizens with cerebral palsy are affected to varying degrees by paralysis that limits their physical ability. Existing VR games do not take any physical limitations into account and are therefore completely or partially impossible to use for citizens with cerebral palsy.

SOLUTION

Due to the physical limitations' individuals with cerebral palsy experience, it is necessary to develop a game that allows adaptations and changes in relation to both physical ability and load. The VR game aims to motivate the individuals' forward physical development and quality of life by challenging their mobility.

IMPACT

The game is built in multi-levels and designed like the cockpit of a spaceship, where the player must complete several tasks to move out into the space, where they are met with enemy spaceships. The game is designed to be customized to the individual player by testing for arm movement, as well as the player's ability to focus of specific objects.

KHORA



COLOPLAST

BIATAIN SILICONE 3DFIT

CONTEXT

Coloplast needed an innovative and portable tool to help their sales team effectively demonstrate products to clients. The goal was to create an engaging and convenient way to showcase product features directly during sales visits.

SOLUTION

Khora developed an iOS app using marker-based augmented reality (AR). By scanning QR code stickers placed on the user's arm with an iPhone or iPad, the app visualizes animated demonstrations of Coloplast products, offering an interactive and immersive experience.

IMPACT

The AR app enhances the sales process by providing a clear, engaging visualization of products, improving client understanding and interest. Available on the App Store under "Biatain Silicone 3Dfit," it empowers sales teams with a modern tool that simplifies product demonstration and boosts engagement.

KHORA



NOVO PATIENT VOICE

NOVO NORDISK

CONTEXT

Novo Nordisk employees work hard to advance treatments for chronic conditions like type 1 diabetes, but many rarely see the real-world impact of their efforts. To strengthen empathy and motivation, the company needed a way to connect employees more directly with patient experiences.

SOLUTION

Partnering with the Global Patient Voice team, we created a 360° film featuring three people living with type 1 diabetes. Filmed in their everyday environments, the immersive experience offers a candid, personal view into the challenges and resilience of managing the condition. Now part of employee onboarding, the film helps ground Novo Nordisk's mission in real patient stories from day one.

IMPACT

The project deepened employee understanding of the human side of diabetes, strengthening emotional ties to Novo Nordisk's purpose. Staff reported feeling more inspired and connected to the patients they ultimately serve, reinforcing the company's patient-centered culture.

KHORA



COGNITIVE MEMORY GAME

NEAD Centre

CONTEXT

NEAD, focuses on the understanding, prevention, and treatment of cognitive impairments and affective disorders, and wanted to test how Virtual Reality could be used to improve cognitive skills, including memory.

SOLUTION

The Cognitive Memory Game takes you through the streets of Copenhagen in virtual reality, where they are shown images associated with American states at specific locations. The experience is designed to stimulate the player's memory and memorization of the American states through the cognitive technique of Loci Mnemonic

IMPACT

Positive results from the prototype have led to a desire to further develop the project to include training of additional cognitive skills.

KHORA


CASES: SUSTAINABILITY



RESOURCE ROWS

ENERGISTYRELSEN

CONTEXT

Energistyrelsen is under the Ministry of Climate, Energy & Utilities and is responsible for energy production, supply and consumption, and Danish efforts to reduce carbon emissions. The Agency is also responsible for supporting the economic optimisation of utilities that includes water, waste and telecommunication.

SOLUTION

The Resource Rows is a great example of how Denmark is leading the way of building sustainable and optimizing the use of resources. The site is located in Ørestaden in Copenhagen and one of the cases that the Danish Energy Agency normally presents to stakeholders for inspiration, both within the Danish borders and abroad.

IMPACT

By using 360 degree video recordings from the Resource Rows, combined with 3D effects and a guided voice-over, stakeholders can now have an immersive educational experience of visiting the place from their own laptop, mobile phone or VR headset.

KHORA



VIRTUAL GUIDES

STATE OF GREEN

CONTEXT

With virtual interactions on the rise, organizations seek new ways to connect and collaborate internationally. State of Green, known for showcasing Denmark's green transition, sought to adapt its physical tours for a digital-first world. The goal was to maintain meaningful engagement with international stakeholders without the environmental impact and logistical costs of travel.

SOLUTION

In partnership with Khora, State of Green launched *GREEN INSIGHTS*, a virtual platform enabling global audiences to explore Danish green technologies through immersive 360° VR experiences. Users can interact with speakers, visit partner facilities, and participate in tailored sessions aligned with their interests—mirroring the personalization of physical tours. Each session includes a guided virtual tour and real-time dialogue with green solution providers.

IMPACT

GREEN INSIGHTS has made Denmark's green innovations more accessible to a global audience, strengthening international partnerships and reducing the carbon footprint associated with physical visits. It empowers users to engage directly with Danish green tech leaders, fostering informed collaboration and accelerating sustainable solutions worldwide.

KHORA



VIRTUAL TOUR OF ARLA INNOVATION CENTRE

ARLA

CONTEXT

Arla wanted to showcase their new Global Innovation Centre, a hub for cutting-edge dairy innovation to a global audience without the need for travel.

SOLUTION

Khora partnered with Arla to create a 360° virtual tour of their science labs and 2000 m^2 pilot plant. The immersive VR experience allows users to explore the centre's advanced facilities and innovation processes remotely, showcasing Arla's work from farm to plate.

IMPACT

The virtual tour has expanded Arla's ability to engage international partners, enhance collaboration, and reduce travel-related environmental impact. It effectively highlights their commitment to pioneering dairy innovation while reaching a wider audience.

KHORA



ONBOARDING

BETTER ENERGY

CONTEXT

Better Energy is a sustainable energy company focused on creating green energy. At their Bangslev solar cell plant, they produce electricity but also enhance biodiversity. As they normally would transport employees by bus to visit the plant, Better Energy wanted to use VR to instead bring the solar cell plant to the employees.

SOLUTION

Khora created 5 immersive VR films highlighting unique aspects of the plant; its innovative design; the technology powering the solar cells and the integration and measurable impact of biodiversity.

IMPACT

The VR films offer an engaging way to showcase the Bangslev solar plant's combination of green energy production and biodiversity enhancement, and helps stakeholders better understand the core of Better Energy's vision and forward-thinking approach to renewable energy.

KHORA



VIRTUAL TOUR

REALDANIA

CONTEXT

Realdania, a patron of Danish architecture, has supported the development of iconic landmarks aimed at enhancing citizens' quality of life. To spotlight these investments and bring them closer to the public, they wanted an immersive way to convey their message. The goal? To bridge the gap between people and places through a meaningful experience.

SOLUTION

A 360º virtual video tour was produced, allowing viewers to be virtually transported to several renowned Realdania-supported sites: Rubjerg Knude Lighthouse, Streetmekka Viborg, Kanalbyen Fredericia, and Vadehavet in Ribe. The VR experience leveraged the unique sense of presence that immersive technology can deliver, making architectural appreciation personal and memorable.

IMPACT

The VR piece debuted at the opening of BLOX in Copenhagen an architectural and cultural hub also supported by Realdania setting the tone for innovation and accessibility in architectural communication. It offered an experiential narrative that reinforced Realdania's role in shaping spaces that improve life quality, while reaching new audiences in a compelling, modern format.

KHORA


CASES: EDUCATION & TRAINING



KOM MED PÅ JOB

NCC

CONTEXT

NCC is one of the leading, Nordic construction companies, building from start to finish. On Kronløbsøen in Copenhagen's Nordhavn district, they undertook an extraordinary project: constructing an artificial island in the middle of a harbor basin.

SOLUTION

This 360-degree Virtual Reality film takes viewers onto the construction site at Kronløbsøen. Wwe meet Adem, a site manager specializing in masonry; Rasmus, a concrete project manager, and Annika, a civil engineering student doing her internship. Through their stories, the viewer gains a close-up, authentic look at the different roles and challenges on a large-scale construction site.

IMPACT

The film provides professionals, students, and the public with an opportunity to experience complex construction processes without setting foot on-site. The VR format enhances understanding of the various trades involved and showcases the collaboration required in modern construction—making it a tool for recruitment, education, and public engagement.

KHORA



CONFLICT HANDLING

AMBULANCE SYD

CONTEXT

Ambulance Syd faced a challenge: despite extensive theoretical training, it remained difficult for ambulance rescuers to make rational and effective decisions in high-pressure situations.

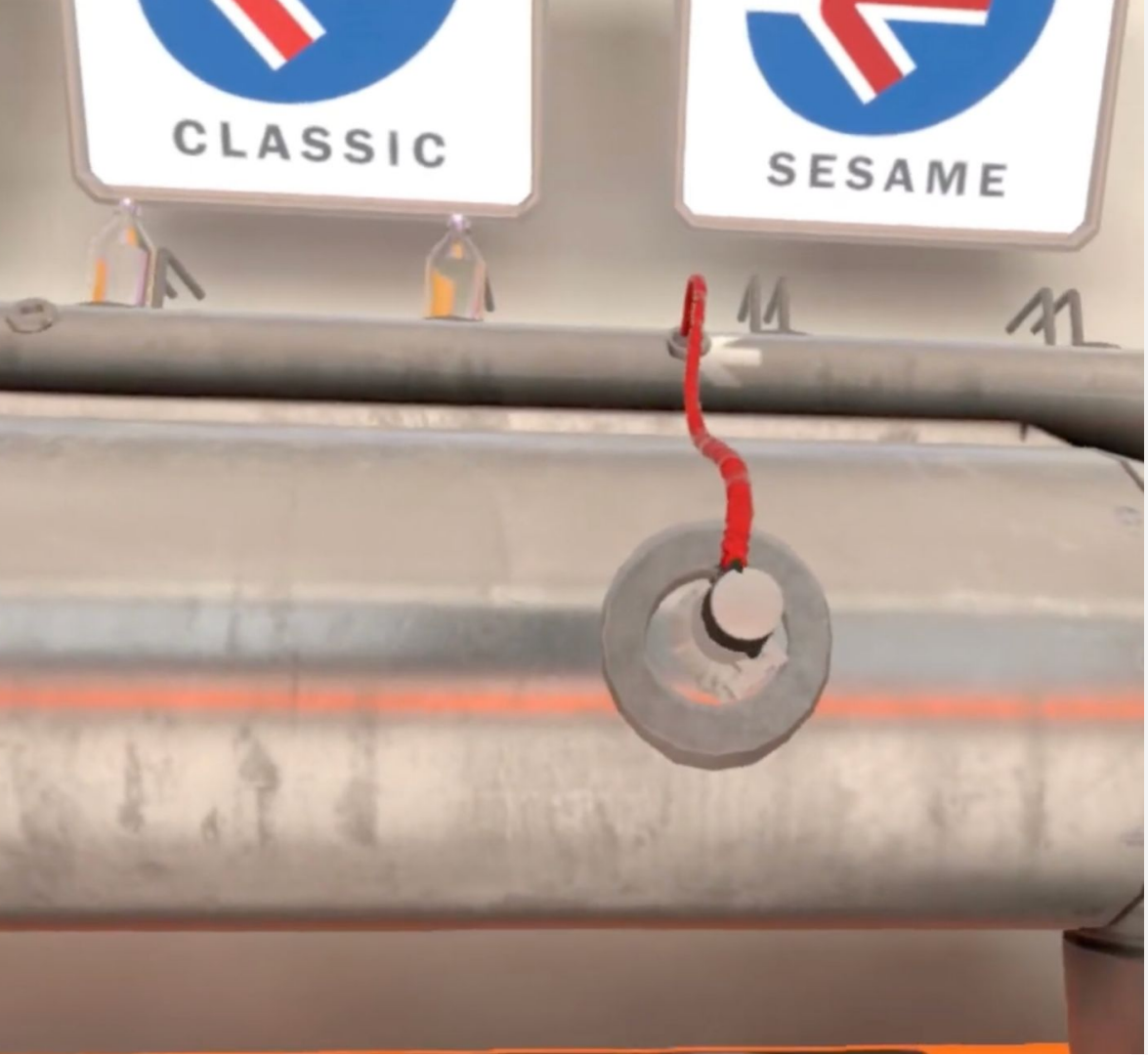
SOLUTION

Khora developed 4 VR films simulating common conflict management scenarios, including a man with chest pain, a demented woman requiring hospital admission, a middle-aged man making verbal threats after his wife's death and violent behavior from a drunken man needing hospitalization after a fight.

IMPACT

The VR experiences was deployed via a custom app on headsets, guiding staff through multiple-choice decision-making. Each choice had immediate consequences and feedback. The VR training improved ambulance rescuers' ability to handle high-stress situations, decision-making, and manage conflicts effectively.

KHORA



KEOFITT

MARKETING & SIMULATIONS

Context

Keofitt's sterilized valve sampling benefits are hard to explain with traditional visuals. For Drink Japan 2017 in Tokyo, they needed a clearer way to show why their valve engineering is market-leading.

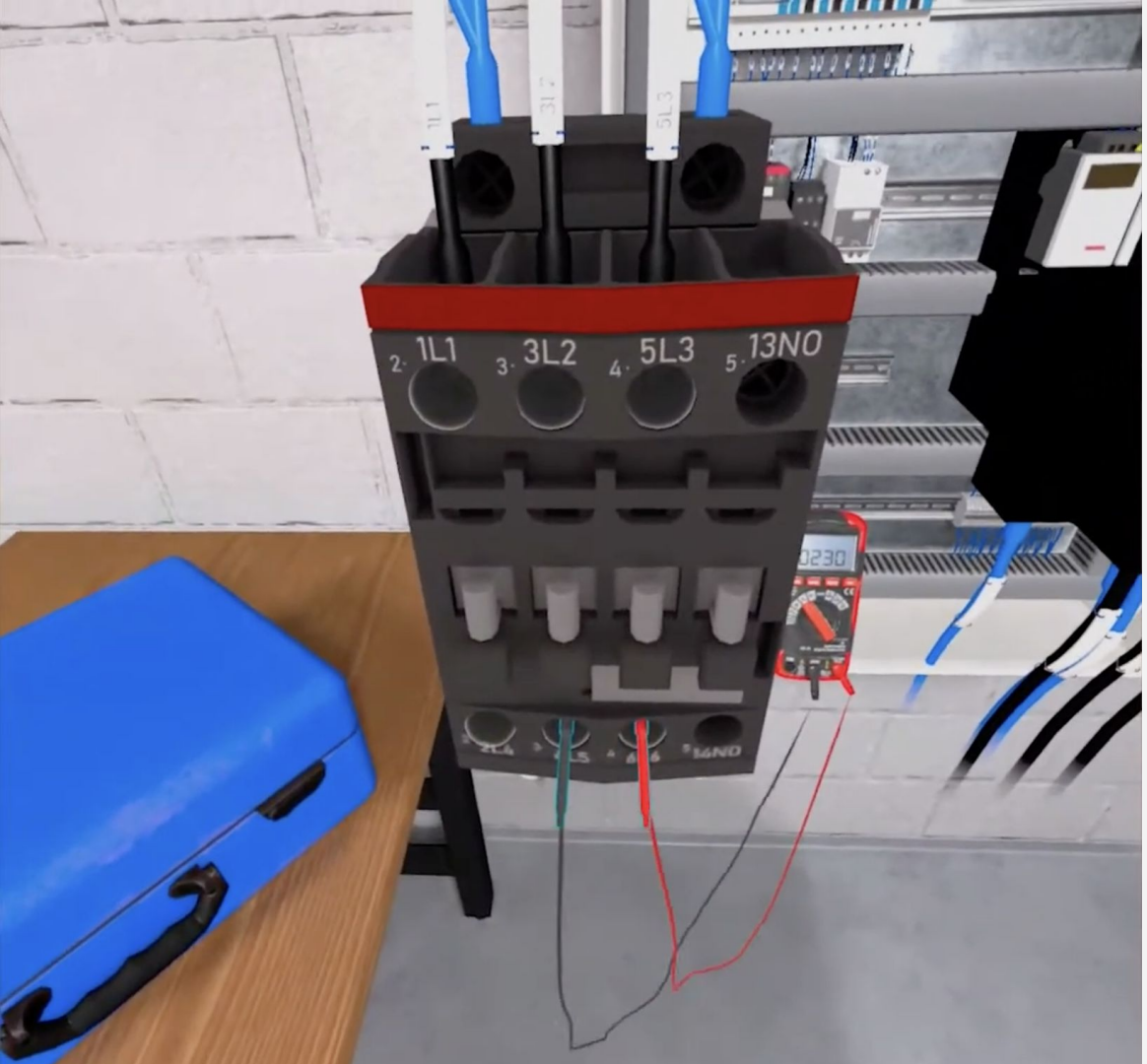
Solutions

Khora built a VR experience that visualized Keofitt's valve design, plus a short simulation game to teach and test production-line sampling steps. They also created an AR mobile app that uses Keofitt's physical valve as a marker to overlay a 3D comparison with a traditional valve.

Impact

The experiences made complex engineering easy to understand, improved visitor learning through interaction, and gave Keofitt a flexible AR tool to demonstrate solutions globally.

KHORA



VIDENSCENTER FOR AUTOMATION OG ROBOTTEKNOLOGI

TRAINING ELECTRIC SAFETY

Context

The Knowledge Center supports Denmark's robotics ecosystem by strengthening technical education and positioning Denmark as a hub for technological development. A key challenge is training students for high-risk tasks that are difficult or unsafe to practice in real life.

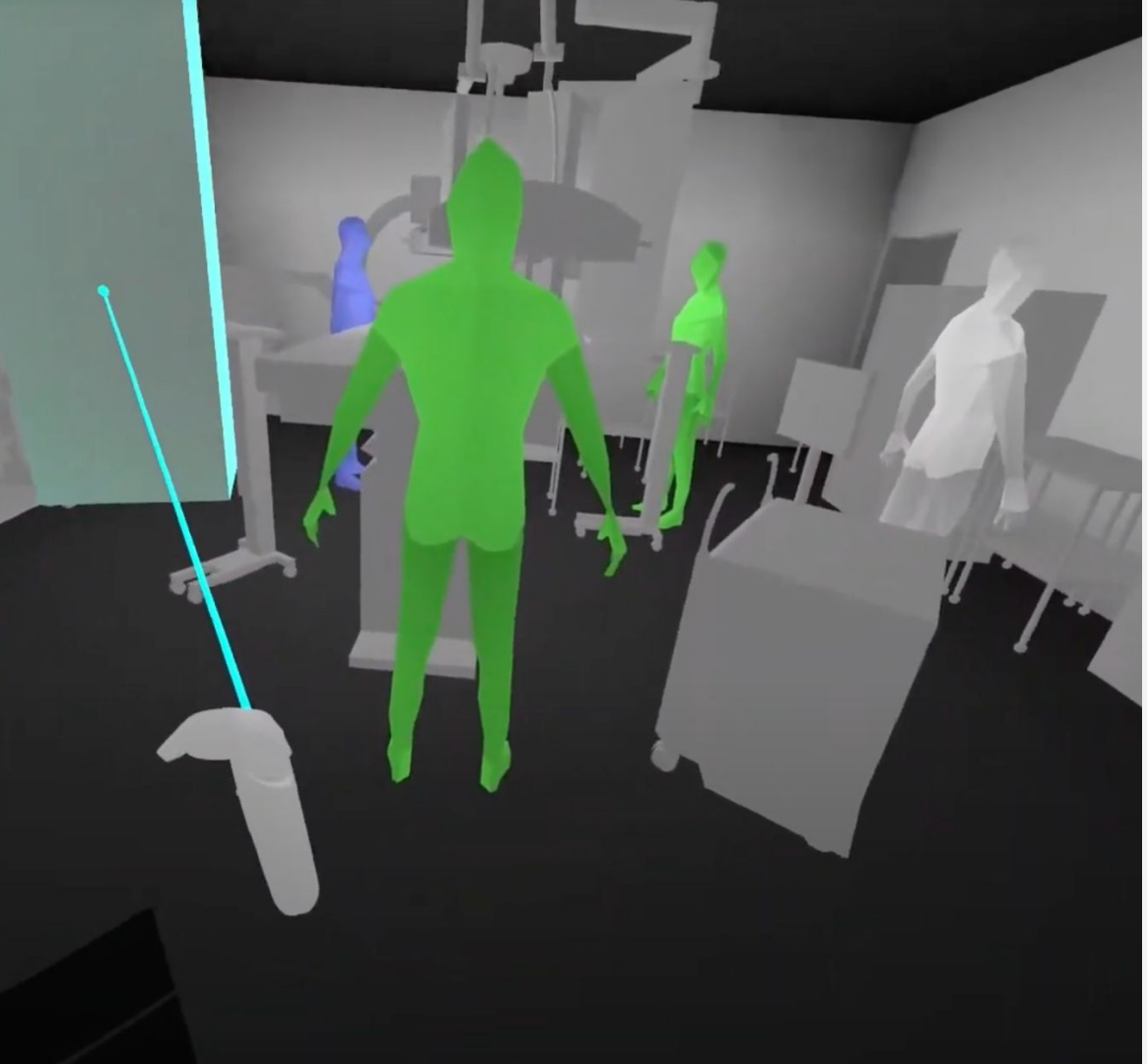
Solutions

Khora built a VR training simulation focused on Electrical Safety, letting students practice dangerous procedures in a realistic virtual setting. The training includes following safety steps, using correct tools, and replacing components in an electrical cabinet similar to a factory environment.

Impact

Students can gain hands-on, experience-based learning without real-world risk, improving confidence and procedural understanding. The Knowledge Center can offer safer, more scalable training while raising the quality and prestige of technical education.

KHORA



KØGE HOSPITAL

OPERATING THEATRE VR SIMULATION

Context

Hospital builds often rely on 1:1 physical mock-ups to test room functionality, like an Operation Theatre. But exploring new scenarios is slow because large equipment is difficult to move and reconfigure. Projekt Universitetshospital Køge needed a faster way to validate designs for Region Zealand's new modern hospital (planned for completion in 2023).

Solutions

Khora created a 1:1 scale VR version of the Operation Theatre to support quicker design decisions. Surgeons and nurses can run through different scenarios inside a realistic digital model. The setup includes movable high-tech equipment, making it easy to test layouts and workflows.

Impact

Decision-making becomes faster by removing the logistical delays of physical mock-ups and equipment moves. Clinical staff can evaluate functionality earlier and more often, improving room design through real scenario testing. The result is a more efficient design process and a better-informed final Operating Theatre layout.

KHORA



MANUFACTURING AUDIT CONVERSATIONAL AI AVATAR

DTU

CONTEXT

DTU seeks to create an innovative and educational solution that makes complex audit and training processes easier to understand and more engaging for students. By combining AI, VR, and chatbot knowledge, the solution enables consistent, scalable, and interactive learning.

SOLUTION

This project will deliver an immersive VR audit solution for DTU by integrating an existing chatbot with a custom AI teacher avatar.

IMPACT

The project is under production and will be finalized in March 2026.

KHORA



GOD OF MATH

GLADSAXE MUNICIPALITY & COPENHAGEN UNIVERSITY

CONTEXT

How can young people incorporate more movement while learning? God of Math is a collaboration between Khora, Gladsaxe Municipality, and the University of Copenhagen to examine how VR and AR can increase movement in primary school education.

SOLUTION

Khora built a VR game and an AR math app that utilizes geolocation to send students on a “hunt” for math problems in outdoor areas around the school, bringing gamification elements into math lessons without compromising academic rigour.

IMPACT

God of Math has 3.7K downloads on app/android store. Students reported higher levels of physical activity compared to traditional classroom settings. 53% responded that outdoor use of the app enhanced learning through gamified activities.

KHORA



VR TRAINING FOR PERSONAL CARE

VIDENCENTER FOR VELFÆRDSTEKNOLOGI ØST

CONTEXT

The Knowledge Center for Welfare Technology / East works with pedagogy and digital opportunities, social- and health (SOSU) competencies and implementation in practice. SOSU H. and SOSU Nykøbing F. are schools where the knowledge center is operated from, while offering education facilities for Social- and Pedagogy workers and assistants.

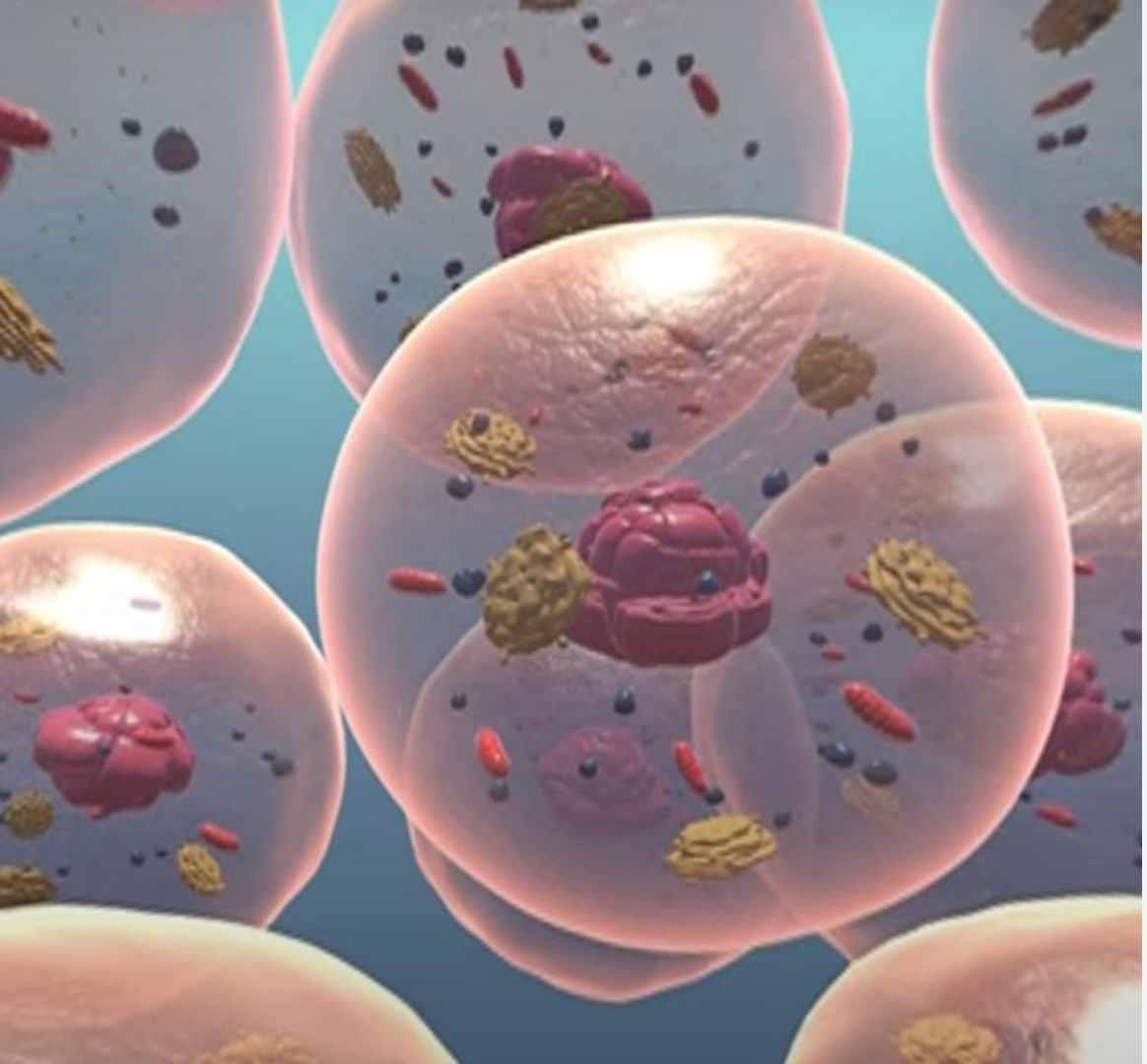
SOLUTION

The Knowledge Center for Welfare Technology works with VR in teaching. Khora has built a simulation training module, where students are placed in a safe environment and practice some of the tasks and procedures which they are taught through the education. This can for example be how to follow correct hygiene procedures when interacting with a citizen, or how to check for wounds on a citizen's body etc.

IMPACT

The VR training simulation gives students early insights into some of the tasks, which some students might fear, to prepare and inform them better on what their future job is going to be like.

KHORA



CELL'S ANATOMY

VIDENCENTER FOR VELFÆRDSTEKNOLOGI

CONTEXT

Cells are everywhere, but how can we get a deeper understanding and learn more about them without access to a microscope?

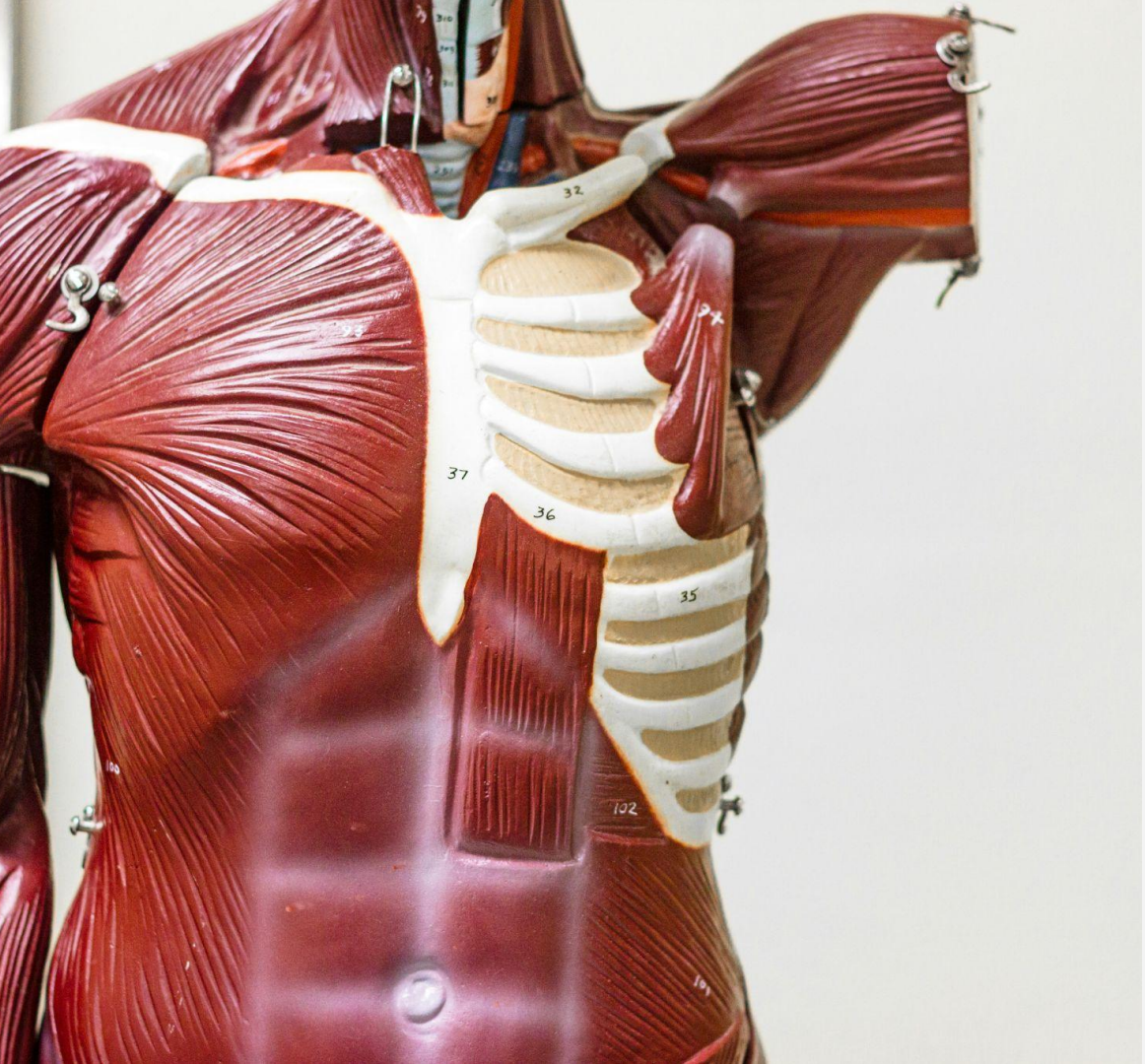
SOLUTION

Khora created a VR 360-video and a 3D animated interactive app called 'Cells Anatomy' in which you can explore the cells anatomy in a 360 universe. You will be guided through the structure of the cell from cell membrane to cell nucleus and get to navigate through a human cell and interact with the cell's organelles in your own pace.

IMPACT

Cells anatomy is the perfect companion for science and curious minds who want to delve into the microcosm. Explore the incredible world of the cell and understanding its basics through this app!

KHORA



BODY ANATOMY AR

VIDENCENTER FOR VELFÆRDSTEKNOLOGI

CONTEXT

In collaboration with Videnscenter for Velfærdsteknologi, Khora created an AR App 'Body Anatomy AR', where users explore and study diseases, bones, muscles and organs live in real size.

SOLUTION

With AR, you place a virtual skeleton on the floor to study diseases, muscles, bones and organs. You can enlarge the skeleton, walk around it and experience the anatomy and the diseases physically. The app contains two layers of muscles, two layers of organs, one layer of bones and one layer of diseases. Including osteoporosis, dementia, blood clot in the heart, pressure ulcers, rheumatoid arthritis, herniated disc, blood clot in the brain, COPD, cirrhosis, artificial hip, broken arm, etc.

IMPACT

The Body Anatomy AR gives a visual entry point to explore the body. , It is an appreciated visual supplement to the theory in the textbooks within healthcare education.

KHORA



VIDENSPORT

VIDENSKABSÅR22

CONTEXT

The *Universet Udenom* platform was designed to inspire curiosity about science by connecting it to everyday life. Paired with the Christmas calendar *Kometernes Jul*, this initiative supported Denmark's national strategy to boost science education for children, young people, and families.

SOLUTION

Khora developed the *Vidensport* app as an extension of *Universet Udenom*, introducing children to AR and VR technologies. Through the Christmas calendar, children unlocked daily animations, bringing science-themed surprises to life.

IMPACT

The *Vidensport* app has garnered +22,000 views. The app has served as a platform for immersive experiences promoting the UN Sustainable Development Goals (SDGs), extending its reach.

KHORA



GLAMPUS HIGH

NETCOMPANY & GOOGLE

CONTEXT

Statistics show that girls in grades 4-6 are significantly more likely to lose interest in STEM subjects such as technology, mathematics, and science. This increasing trend results in a gender imbalance in higher education and in companies working in these fields.

SOLUTION

Led by Netcompany and Google Denmark, Khora produced the online learning-based universe in Roblox, Glampus High, aimed at increasing girls' interest in science, technology, engineering, and mathematics (STEM).

IMPACT

Glampus High offers girls aged 7-12 a platform to explore and develop their skills in STEM-related subjects while also providing a fun and entertaining universe where they can build their own characters, interact with each other, and explore educational and enjoyable mini-games.

KHORA



LAB TOUR

NOVONESIS

CONTEXT

Novonesis is a leading company specializing in the research and production of enzymes used in everyday products. To educate and inspire the next generation, Novonesis collaborated with Bonolab, an educational platform, to create engaging learning content. The goal was to introduce children aged 10-12 to the fascinating world of biotechnology through an accessible and interactive format.

SOLUTION

Khora created a Virtual Tour as an immersive video where employees explain enzyme research and production. Designed for external educational use, it's part of a lesson plan on Bonolab's platform.

IMPACT

The tour makes complex science accessible and inspires children's interest in biotechnology and STEM, supporting education and future career curiosity.

KHORA



JOB I VIRKELIGHEDEN

KL

CONTEXT

Job i virkeligheden (Job in reality) is a collaboration between KL and Khora and the municipalities of Skive, Aabenraa, Aalborg, Rudersdal and Roskilde. Through 5 different VR experiences, viewers get the opportunity to witness a refugee's journey into the Danish labour market and learn about some of the challenges and expectations, that they dealt with along the way.

SOLUTION

The solution includes 5 individual 360 degree movies representing 5 different industries. The movies are targeted towards refugees and immigrants and are introducing the labour market in Denmark. The movies take place at concrete workplaces in the following industries: Transport, Retail, Hotel, Cleaning, Care-taking.

IMPACT

The movies have been used by municipalities, language centers, educational institutions, companies and civil society for integration purposes through Danish lessons, experienced and re-experienced and analyzed with an educational angle towards it.

KHORA



EMPATHY FOR THE ELDERLY

SUS

CONTEXT

SUS – Socialt Udviklingscenter sought a solution to build understanding and empathy among three groups within an elderly home: healthcare professionals, elderly citizens, and family members. The task was to create a VR experience that allowed each group to immerse themselves in the daily lives and perspectives of others, promoting empathy and communication within the facility.

SOLUTION

Khora collaborated with SUS to develop a VR 360 experience for healthcare professionals, elderly citizens, and family members, built on a narrative that allowed users to follow the story from three different perspectives, offering a deeper understanding of the challenges and joys each group faces in an elderly home.

IMPACT

The solution incorporates realistic environments, interactions, and emotions to bridge the understanding gap between the three target groups. The VR experience is designed to be emotionally resonant to improve communication and reflection.

KHORA



CONFLICT HANDLING

ABSALON PROFESSIONSHØJSKOLE

CONTEXT

Center for pædagogik at Absalon Professionshøjskole aimed to strengthen social education students' practical understanding and reflection through realistic simulations of complex, emotionally demanding situations, preparing them for real-life dilemmas such as conflicts with relatives, children, and use of force in residential care.

SOLUTION

In close collaboration with Absalon, Khora developed five VR 360 simulations and supporting teaching materials designed to promote reflection, dialogue, and professional learning.

IMPAST

The solution features five scenarios placing students in tricky, pedagogical situations and dilemmas. Combined with guided reflection materials, the simulations create a practice-based learning experience that deepens students' understanding of the profession's complexity..

KHORA

WHAT PEOPLE SAY

“

Let this guided VR trip show you the Earth from space - and change your mind about the planet.

FAST COMPANY

“

Khora is not only a ‘createch’ company – it is also a philosophical concept that taps right into what it is the company builds.

DIGITAL HUB DENMARK

“

We weren’t sure where to land with this project, but Khora did an incredible job understanding our needs, and quickly we had it scoped. The flexibility, creativity and honest work Khora has performed have been a pleasure being part of, and we are very pleased with the product we have received.

STATE OF GREEN



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