



Leveraging VR to Boost Empathy, Diversity & Inclusion and to Eradicate Harassment, Bullying & Shaming

VR technology's most powerful feature is allowing the users to walk a mile in someone else's shoes, both seeing and feeling the world through the eyes of others. OtheReality's products and services consist of short VR clips from a first-person point-of-view (e.g., seeing the world as a harassed woman), and they accompanied by training applications, workshops, and web interface tools. This complete training package is facilitating a uniquely immersive experience of perceiving the emotional and psychological implications of improper behavior while presenting and educating to adopt an adequate course of action.

This innovative technology of OtheReality speaks the language of the digital generation, and it is an impactful tool that bridges the gap between the users and the harassed, bullied, and shamed. The state-of-the-art experience provides training methods that effectively change the culture in the workplace, support diversity and inclusion in different contexts (e.g., corporates or academia), and serves as an efficient instructional-pedagogical tool in life-skill classes in the education system. Our line of products and services addresses these three challenges:

For the Workplace: Equal, Diverse and Respectful Culture

Modules: Sexual Harassment; Bullying; Discrimination; Diversity & Inclusion Leadership Skills

For the Academia: Diversity & Inclusion and Safe Environment

Modules: Sexual harassment; Bullying; Discrimination; How to promote Diversity & Inclusion

For Schools and Education Systems: Empathy to Others, No Shaming and Bullying

Modules: Sexual Harassment; Bullying; Shaming

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