INTERACTIVE **LEARNING**

TRAINING

VIRTUAL REALITY FOR TRAINING PURPOSES

Virtual reality for training purposes is an advanced technology that enables the creation of realistic virtual environments, providing an immersive training experience. With this VR solution, users can complete various training programs tailored specifically to their needs. From simulating hazardous work environments to training complex procedures, VR technology provides an effective and safe training experience.

FUNCTIONS

- **Realistic virtual environments:** VR enables the creation of highly realistic environments that resemble real work or training environments.
- **Interactive training scenarios:** Users can interact in the virtual environments and perform realistic tasks.
- **Real-time feedback and evaluation:** VR technology provides real-time feedback on users' actions and decisions.
- **Risk-free training:** VR technology allows users to simulate dangerous situations or risks without risking physical harm or injury.
- **Repeatable training:** VR allows users to repeat training sequences as often as possible to improve skills and consolidate knowledge.

ADVANTAGES

- **Time and cost savings:** Virtual training reduces the need for expensive physical training environments or the use of expensive equipment.
- **Adaptability:** VR training can be customized to meet the specific needs of users and industries.
- **Effective and immersive training:** The immersive nature of VR creates a strong bond between users and training scenarios.

TECHNICAL REQUIREMENTS

- **VR headset:** A high-quality VR headset with sufficient resolution and refresh rate is required to ensure a clear and smooth display of the virtual environment.
- **Powerful computer:** Since VR training is graphics intensive, a powerful computer is required.
- **Tracking system:** A tracking system is required to detect the user's movements in space. This can be done either by external sensors or by sensors integrated into the VR headset.
- **Input devices:** Depending on the training program, additional input devices (e.g., controllers) may be required to enable precise interaction in the virtual environment.
- **Software platform:** A suitable VR software platform or operating system is required to control the training.
- **Space:** For some VR training programs, sufficient space in the room is required to ensure the user's freedom of movement.

APPLICATION AREAS

- **Flight and driving simulation:** e.g. pilot training, flight simulation, driver training, traffic safety, logistics and transport.
- **Military and defense training:** Tactics and combat simulation, team coordination and communication, mission and strategy planning.
- **Emergency training:** Crisis management and decision making, fire safety and evacuation, first aid and emergencies.
- **Industrial training:** Machine operation, maintenance and repair, hazard prevention and occupational safety, work procedures and processes.
- **and much more**

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