



Technical Sheet



Fire safety



Ludus product oriented to training
in the use of **fire extinguishers to
extinguish small fires.**



Fire safety

- > Its objective is to train in the extinguishing of small fires using fire extinguishers. This training tool can be used both by students with previous knowledge and by students without previous knowledge.
- > The student must follow the steps of the **safety protocol** depending on the context in which the fire develops and select the correct extinguishing agent depending on the type of fire.



01

Simulation
content

Simulation content

Extinguishing a fire

In the simulation, the student must extinguish a small fire using a fire extinguisher. To complete the training correctly, the student must follow the steps of the protocol for the use of fire extinguishers and the safety rules.

The average time to complete an exercise is 2 minutes.

¿What can be configured?:

- > Type of fire.
- > Type of fire extinguisher.
- > Training scenario.
- > Training mode: Guided/Unguided.

Accidents:

- > When the student approaches the fire exceeding the safety distance and comes into contact with the flames, he/she will be shown the **consequences** that the error would have had in reality.

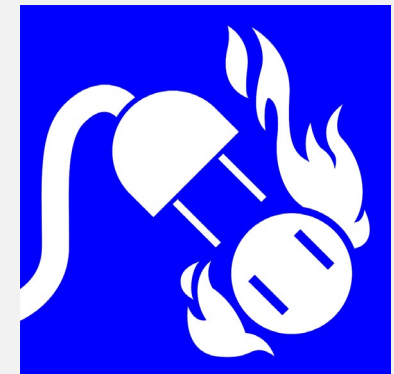




Simulation content

Fire Classes

- > Class A Fire
- > Class B Fire
- > Class C Fire
- > Class D Fire
- > Class F Fire
- > Electrical Component





Simulation content

Extinguishing agents

- › ABC multipurpose powder extinguisher
- › Water extinguisher
- › Water spray extinguisher with AFFF additives
- › AFFF foam extinguisher
- › CO2 carbon dioxide extinguisher
- › Extinguisher for combustible metals

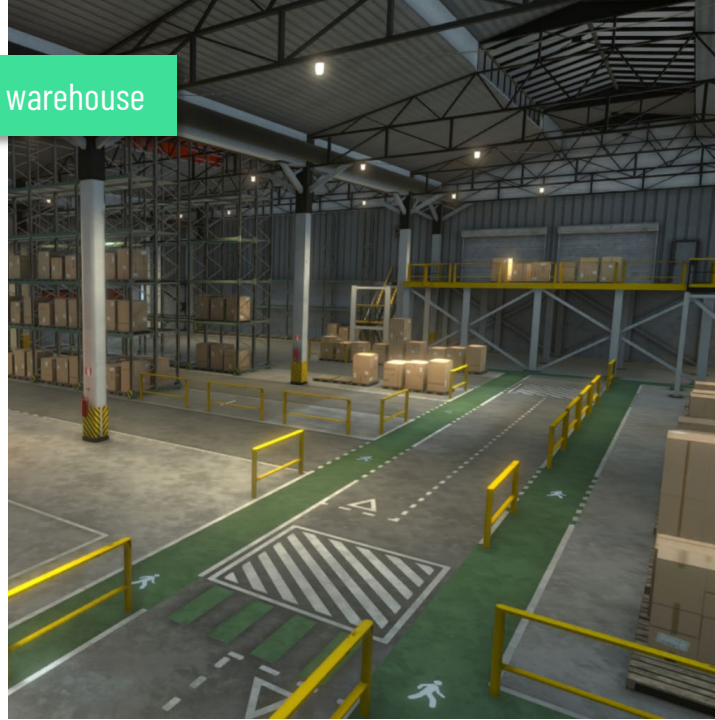




Simulation content

Training scenarios

Industrial warehouse



Housing



Office



Outdoor space



Simulation content

Protocol for the use of fire extinguishers

The student must complete the following actions to comply with the safety protocol for the use of fire extinguishers:

- Make sure that the extinguishing agent is suitable for the type of fire.
- Remove the seal and pin.
- Check the pressure gauge and make sure that the extinguisher has pressure and is ready for use.
- Shake the extinguisher/tap it on the ground.
- Take a test shot.
- Position yourself downwind to attack the fire.
- Project the extinguishing agent towards the base of the flames by means of zigzag sweeps.
- Move away from the fire while maintaining visual contact with it.



Simulation content

Real Environment scenario

This scenario uses the VR headset's own cameras to integrate virtual fire into **any workspace**:

- Same protocol as the other exercises.
- It can be used in any environment.
- The virtual fire is displayed realistically.
- Quick and easy space configuration, taking no more than 10 seconds.



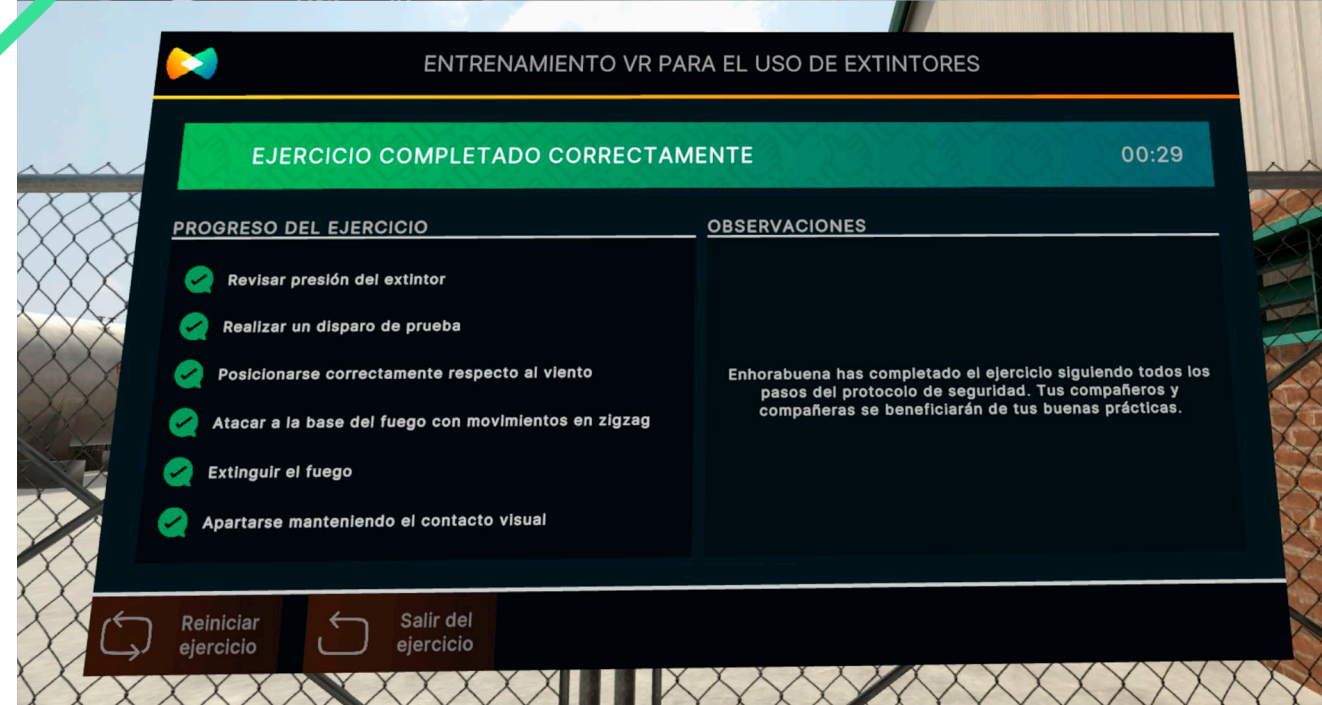


Basic statistics

Statistics System

Basic statistics shown to the user at the end of the simulation

- > Exercise timing
- > Completed protocol steps
- > List of mistakes
- > In case of accident, additional information on damage received and avoided







02

All trainings,
one platform

First European Platform

for realistic training in **labor and health security**
with Virtual Reality

Platform advantages



Content access

Living products in
continuous improvement



Teacher training

Pedagogical support for
teachers in the use of VR



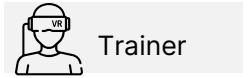
Hardware
at **cost price**

Learn by Living

**Improve your classes on
safety and health**, adding an
immersive component to the
trainings



20 complete products with more than 500 exercises.



- > Road safety
- > Plant risk prevention
- > Fall protection
- > Safety officer at heights
- > CPR
- > Overhead Crane
- > PPE. Personal Protective Equipment
- > Warehouse safety
- > Plant risk assessment
- > Electrical hazards
- > LOTO
- > Fire safety
- > Confined Spaces
- > Safety in construction
- > Mobile elevating work platforms
- > Postural ergonomics
- > Forklift risks
- > Hand Injury Prevention
- > Use and Handling of FHCs
- > First aid

We are continually adding **new updates** and content to the platform



Calendar

of incorporation to Ludus

01

Demo

Product demonstration.
Financial proposal
presentation.

02

Suscription

Platform hiring.
Reception of the material.

03

Onboarding

Welcome pack.
Commercial arguments.
Graphic resources.
Marketing sheets.
Video tutorials.
Training for trainers.

04

VR training

Unlimited use of the training
resources available on the
platform.
Platform maintenance and
update.

Why VR?

The impact that virtual reality has on learning is **remarkable**



Active learning

Based on Edgar Dale's Pyramid of Learning


VR learners are...

 **4 times**

Faster at learning than in a conventional classroom

 **3.7 times**

More connected to the content than learners in a classroom

 **2.3 times**

More connected to the content than learners in e-learning

 **4 times**

More concentrated and focused



Learn by Living

ludusglobal.com