Technical Sheet

Ludus

WIRELESS CPR

CPR. Cardiopulmonary resuscitation

- The objective is to offer the trainer a series of exercises or tasks in which risk situations related to the CPR procedure are represented.
- The student must make the **correct decisions** to correctly complete an exercise..
- All actions performed by the student will require the use of the **hands.**
- This simulation seeks to reduce a possible **psychological block** in a real emergency.

01

Simulation content

Simulation Content

Instruction modes

Guided mode

The Guided mode offers clues to the student, indicating what **actions must be carried out** to complete the basic CPR algorithm correctly. It is conceived as a tool to reinforce the initial acquisition of knowledge and contact with the RCP algorithm.

Unguided mode

In the NON-Guided mode, the student must complete the basic CPR algorithm **without any indication**. It is designed to improve the processes of accommodation and assimilation of knowledge about the RCP algorithm.

- In both cases, **the figure of the trainer is important**. The trainer is key to making the training more dynamic, answering questions and making points.
- Both modes allow **group training**. In a classroom with several students, those who are not using the tool directly will be able to see their classmate's performance in real time. **Learning is continuous.**

Content simulation

Hand Positioning

This training tool uses the latest technology in hand tracking. **The student does not need controls to interact**.

The hand tracking system allows:

- Manipulate objects easily.
- Use the **Defibrillator** and all its functionality.
- Interact with the patient to complete the steps of the Basic CPR algorithm.

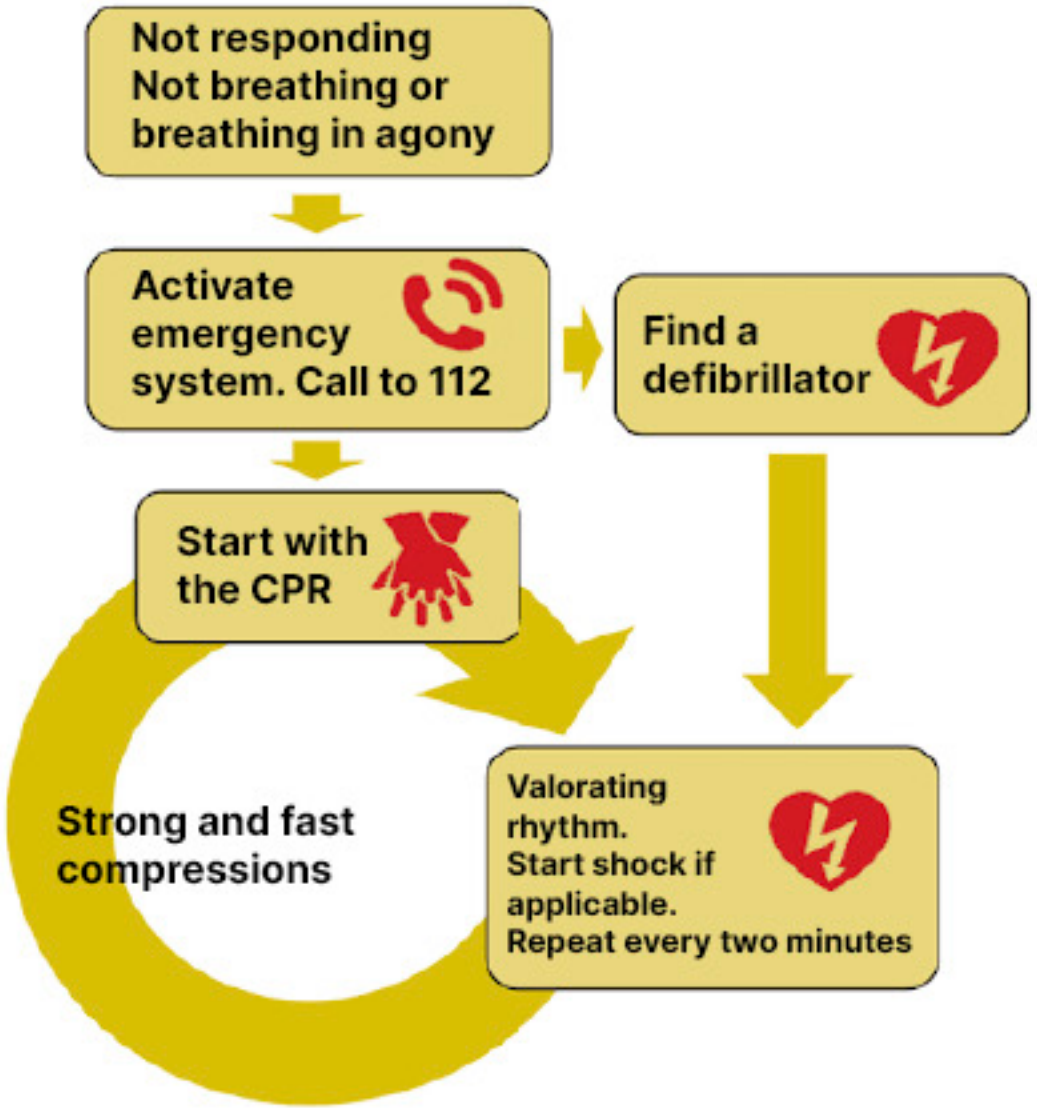
Content simulation

Basic CPR Algorithm

This tool faithfully recreates the Basic CPR algorithm and evaluates the student based on their performance.

Algorithm steps:

- Check the patient's **consciousness.**
- Open the airways and check **breathing.**
- Call the **emergency** service.
- Find/Request a **AED.**
- Perform **cardiac massage.**
- Follow the DEA's instructions.



Simulation content

Heart massage

HARDWARE AND SOFTWARE
This training tool is compatible with any certified CPR manikin.

- The student performs the cardiac massage on the bust itself.
- The tool detects the student's **compressions** and offers information so that the student can make the appropriate corrections.
- The **depth and rhythm** values collected by the bust are shown to the student and the rest of the class in real time.
- In addition, the values of depth and rhythm in compressions are registered in the system and are used for the **evaluation** of the student.

Simulation content

Automatic defibrillator

During training, the user can use a virtual AED that simulates 100% all the functionalities of a real AED.

- Detects if the patient is conscious and/or breathing; in addition to the type of breathing (for example, Gasping).
- It detects movements in the patient. For example, when the student touches it.

The **AED** offers the student **precise instructions** based on the patient's condition:

- Instruct the student not to touch the patient during the analysis.
- Instructs the student to deliver a shock.

It has two **electrodes** that the user must place on the patient's chest and side for proper operation.

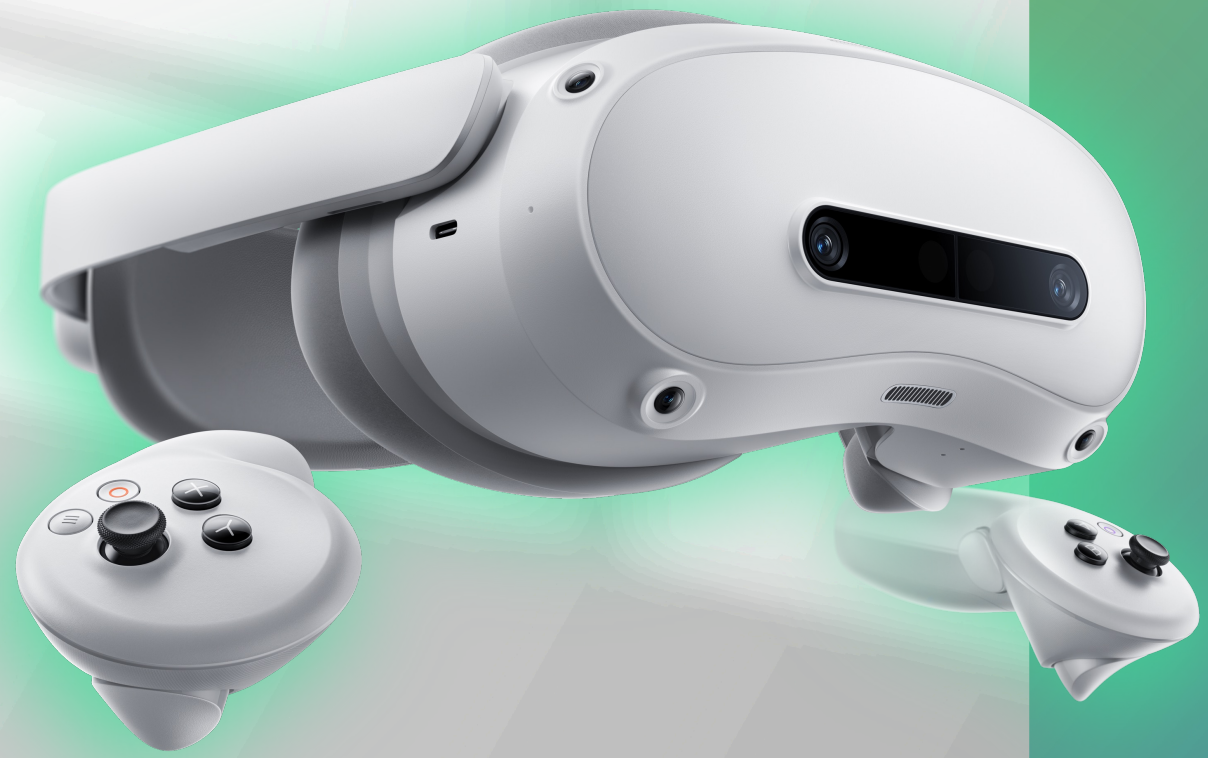
Basic Statistics

Statistics System

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

- Exercise duration time
- Total session time
- Mistakes
- Compression depth and rate values
- Approved/Not Approved


Calling...
Emergencies
Compression Information
CORRECT RHYTHM
INSUFFICIENT PRESSURE
Check for consciousness
Check breathing
Calling emergency services
Find an AED
Apply patches
Administer advised



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 inmersive component to the trainings

Ludus *Platform*

21 complete products with more than 500 exercises. All content in **PC-VR** and 5 simulations in **WIRLESS - Standalone**

Trainer

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

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.

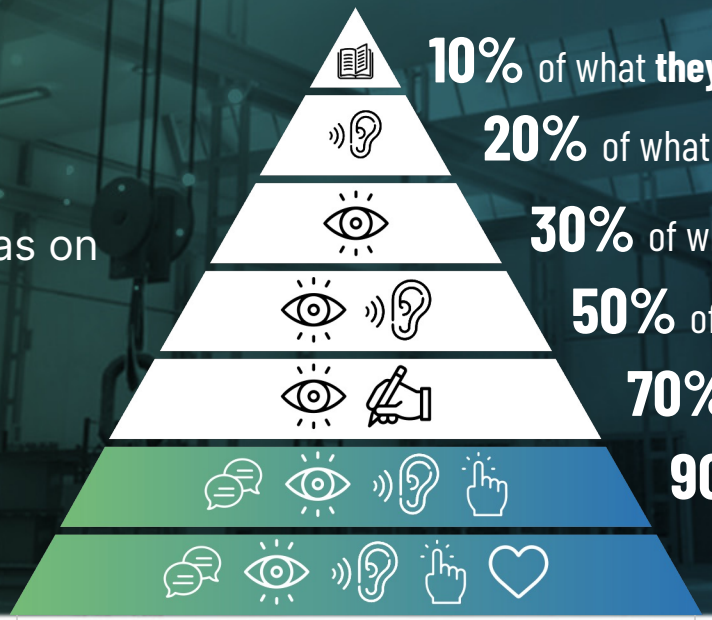
04

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**



Those who learn in VR are...

4x

Faster learning than in a conventional class

3.7x

More connected to content than students in a classroom

2.3x

More connected with the content than the students in e-learnings

4x

More concentrated and focused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