

Technical Sheet



Fall protection

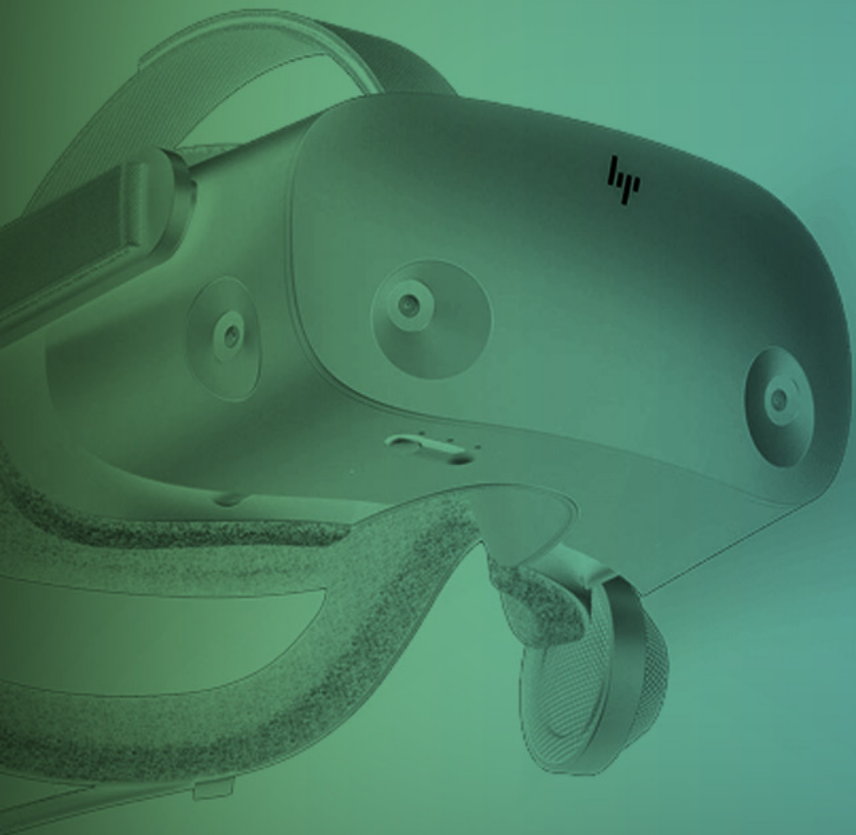


Ludus product oriented for
height safety training.

Fall protection

- The users goal is to carry out the work that is asked **in a safe manner and avoiding risks.**
- The simulation serves both to **explain the use and security measures**, and to **test the user** in relation to the knowledge learned.
- The simulation has several exercises covering **different types of lifeline systems and dangerous situations.**





01

Simulation
content



Simulation content

TYPES OF TRAINING

GUIDED EXERCISES

- **Guided by Simulation:**
The student learns autonomously, through tracks deployed by the simulation itself.
- **Guided by Supervisor:**
A trainer will be able to explain through voice and by visual signals how to continue the protocol.

PRACTICAL EXERCISES

- Oriented for **test the student's knowledge**, through unguided exercises that might have unforeseen conditions.
- **Simulation evaluates** decision-making and mistakes made.
- **A supervisor** can observe, guide and/or evaluate the student at the same time.

Simulation content

IDENTIFY AND EQUIP PPE

In this **guided exercise** the user will immerse in a realistic environment, where he/she have to **check** the condition of the personal protective equipment, through ways to **distinguish** if the correct one is selected.

LEARNING GOAL:

- Teach the **correct verification** of the condition of all PPES: helmet, harness, carabiner, anchoring points... realistically.
- As it is a guided exercise, it allows the trainer to have availability to give feedback to the user and the other attendees, generating greater impact.

EXERCISE GOALS:

- **Awareness:** The exercise is designed to delve into the relevance of checking the PPE needed for working at height.
- **Review of the procedure:** It is an opportunity to learn the procedure seen theoretically, while capturing the attention of the user and the attendees by the realistic and immersive environment.

Duration of the exercise: 3 minutes.





Simulation content

SELECTION AND VERIFICATION OF PPE

It is an **unguided exercise**, in which the trainer can speak of the different PPE that appear, or for the student to demonstrate his knowledge acquired in the theoretical part of the training. The **verification** of certificates and details indicating that the PPE is correct offers a new **opportunity to reinforce** the importance of this procedure.

LEARNING GOAL:

- Allow the user to demonstrate that he/she have acquired the knowledge taught in the previous exercise, by carrying out the process of reviewing and placing the personal protective equipment.

EXERCISE GOALS:

- **Evaluate** the knowledge acquired in the theoretical phase of training, as well as the previous guided process.
- **Generate** the opportunity to detect concepts not acquired by the user and correct them, as well as the other attendees.

Duration of the exercise: 3 minutes.

Simulation content

LADDER WITH LIFELINE

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This **guided** exercise gives the trainer the freedom to observe and **reinforce concepts** to both the user and the rest of the attendees about what is happening in real-time simulation.

LEARNING GOAL:

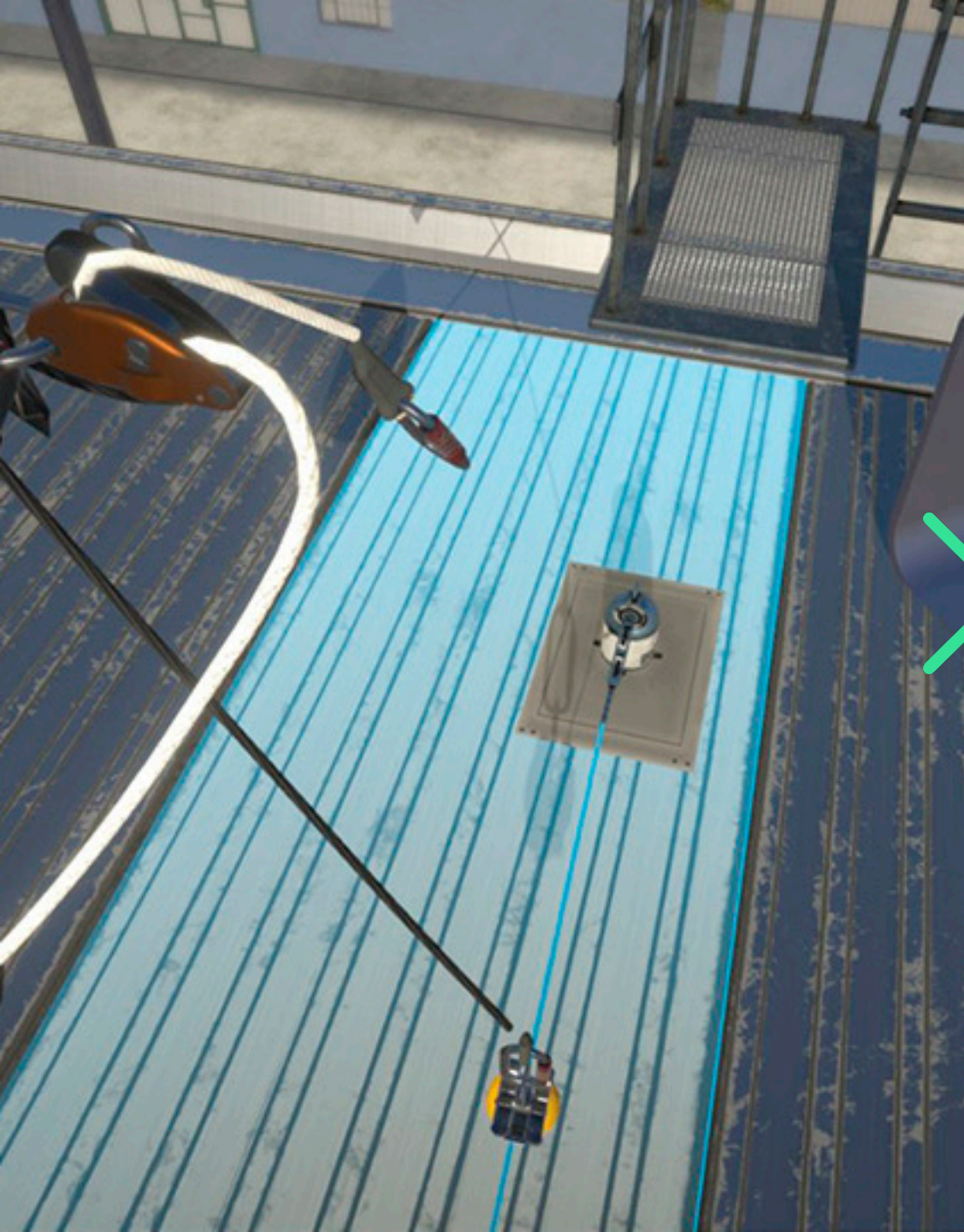
- The user learns the correct use of a lifeline, verification of its components and ascent. In addition, the verification and placement of appropriate PPE is again touched.

EXERCISE GOALS:

- **Awareness:** Reinforce the importance of using the lifeline to climb the stairs. The user will be able to check the consequences of climbing the stairs without performing this action.
- **Review of the procedure:** The exercise involves taking the opportunity to reinforce the procedure for the user, increasing and strengthening his/her learning.

Duration of the exercise: 5 minutes.





Simulation content

PERIMETRAL LIFELINE

In this **guided** exercise, is about the verification of the PPE used to use a horizontal perimeter lifeline safely.

LEARNING GOAL:

- Through a tour of the deck, learn the procedure, PPE and verification necessary for a proper use of a perimeter lifeline.

EXERCISE GOALS:

- **Awareness:** The exercise has an awareness-raising approach to the security measures needed for these actions.
- **Review of the procedure:** The user has a new formative impact that will allow him/her to assimilate the theoretical knowledge related to the perimetral lifeline.

Duration of the exercise: 5 minutes.

Simulation content

FLEXIBLE LIFELINE

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The simulation explains in a **guided** way the PPE to choose and the steps that need to be taken to use a horizontal lifeline installed on a ridge without anti-balancing.

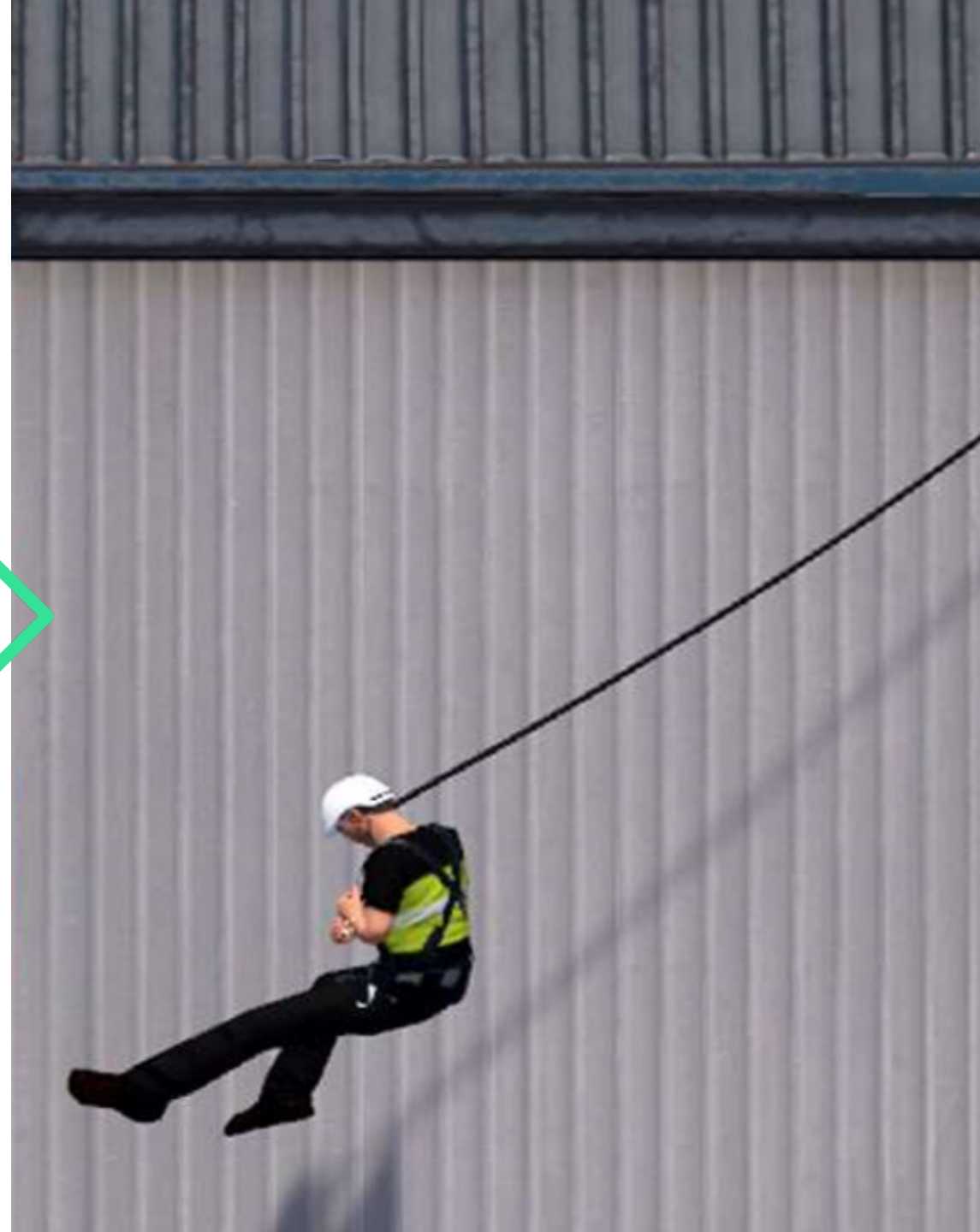
LEARNING GOAL:

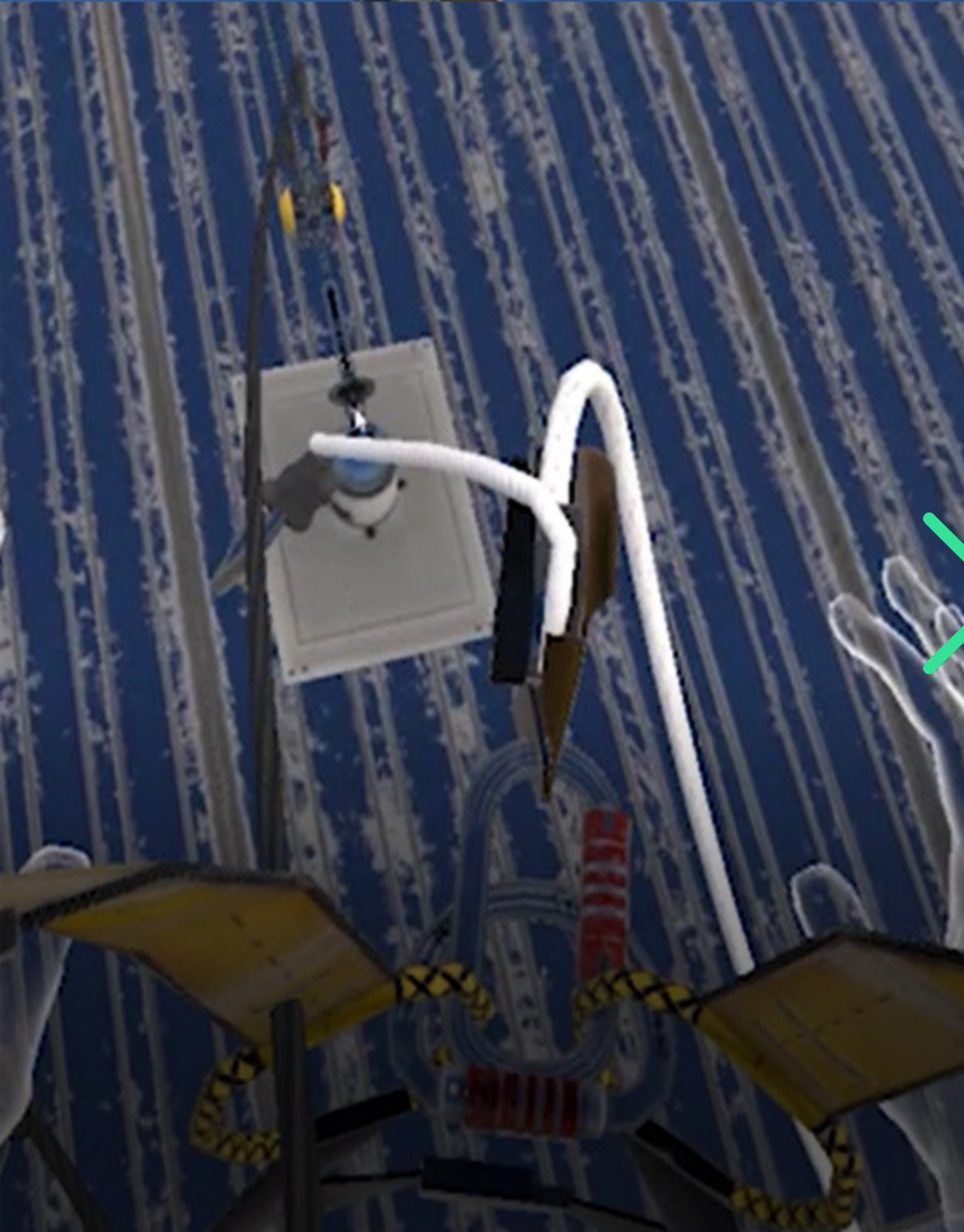
- Taking a tour of the deck, identifying and performing the relevant actions for the correct use of a flexible lifeline.

EXERCISE GOALS:

- **Awareness:** Thanks to virtual reality, we will be able to put the user at risk with total security for his/her person. But the user can see in the third person an animation where the trainer can teach the risk of the pendulum effect.
- **Review of the procedure:** The user will carry out a process in which all actions, except the last one, are focused on maximum risk prevention.

Duration of the exercise: 7 minutes.





Simulation content

FLEXIBLE LIFELINE II

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The simulation explains in a **guided** way the PPE to choose and the steps that need to be taken to use a horizontal lifeline installed on a ridge with anti-balancing.

LEARNING GOAL:

- Recreates the process in which the user learns the correct use of hook and the installation of anti-rolling poles.

EXERCISE GOALS:

- **Awareness:** This exercise shows the importance of using anti-balancing poles.
- **Review of the procedure:** The user is taught the correct use of the security measures at his/her fingertips.

Duration of the exercise: 7 minutes.

Simulation content

RISK SITUATIONS

With this **guided** exercise the user can identify different risk situations on a deck. It allows the trainer to reinforce the user and other students in real time the necessary measures to prevent accidents

LEARNING GOAL:

- Review of the risky situations the student may experience in real life if he or she doesn't make proper use of lifelines. Learning the consequences of stepping on skylights, as well as the importance of using the right transit locations.

EXERCISE GOALS:

- **Awareness:** This exercise is in such a way that it has an impact, showing the consequences of moving inappropriately. In addition, the user may experience an accident in which the user can understand the benefits of proper use of personal protective equipment.

Duration of the exercise: 2 minutes.





Simulation content

LIFELINE PRACTICES

In this last exercise, the user will be able to **implement** everything **learned** in the guided exercises without any help.

LEARNING GOAL:

- > Review the material learned in previous exercises by putting the knowledge gained into practice

EXERCISE GOALS:

- > **Evaluation:** It is an optimal exercise to determine whether the student has internalized all the concepts seen in the theoretical training and in the previous exercises of this simulation.

Duration of the exercise: 8 minutes.



Basic statistics

Statistics system

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

- Duration of the exercise.
- Errors committed.







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



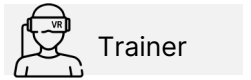
Hardware
at **cost price**

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safety and health**, adding an
immersive component to the
trainings



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- > 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



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