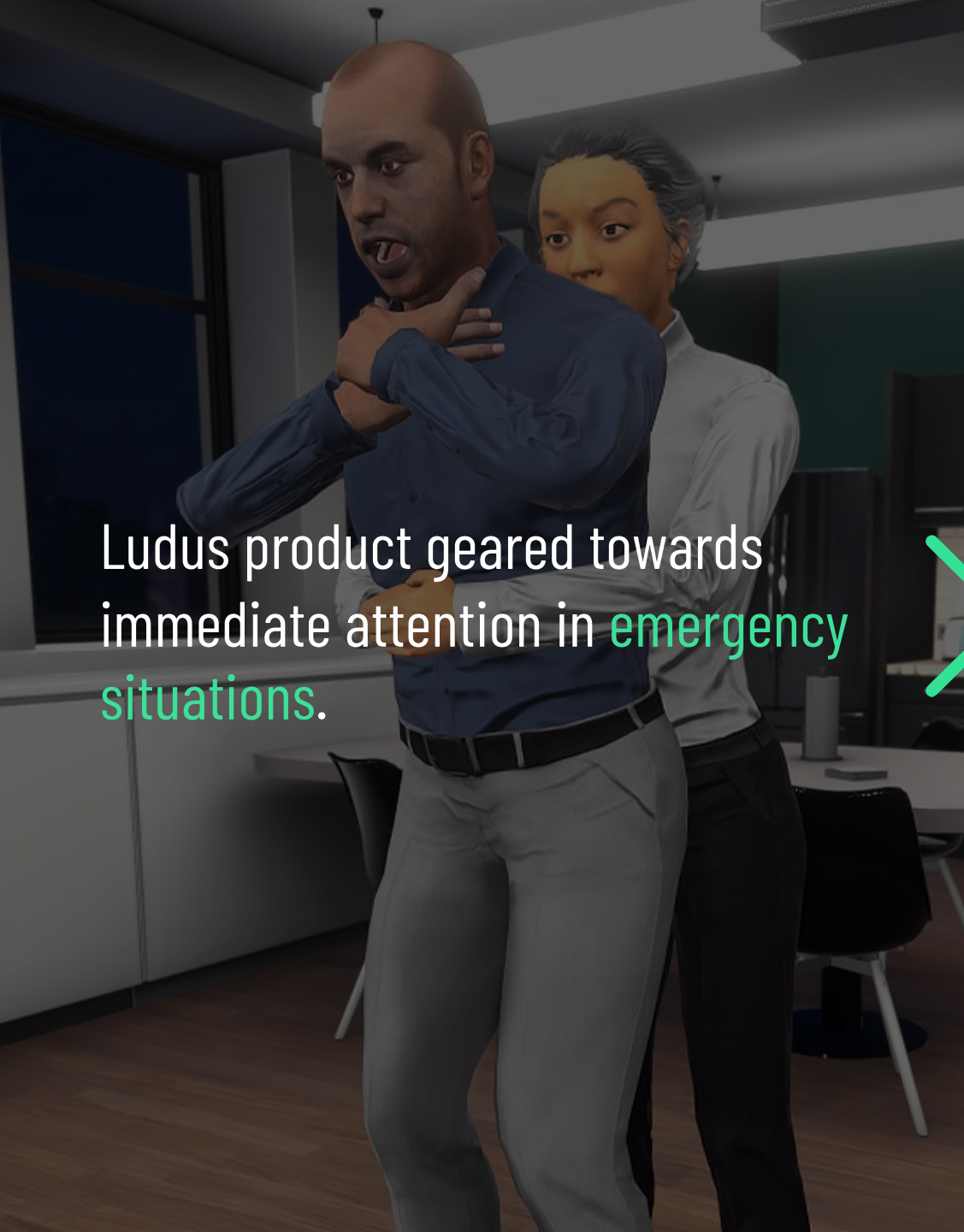


# Technical Sheet



*First aid*



Ludus product geared towards immediate attention in **emergency situations.**



## ***First aid***

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- The main objective is to use virtual reality to show different emergency situations in a realistic way, and test the student's decision-making skills.
- The learner will have to observe the emergency and try to take the correct SAFE approach depending on the case.
- This product also aims to familiarise the learner with a stressful situation in order to avoid a psychological block.



01

Simulation  
content

## Description of the situation

# Training objective at the workplace

The trainee will learn:

Observe the situation and the environment to quickly detect the cause of the incident



Make the **first decisions** in an emergency to assist the victim



Facing the possibility of making mistakes **under pressure** in a realistic situation







## Product description

### Steps

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1

The trainer selects the **situation** he/she wants to work on in the classroom

2

The student puts on the virtual reality glasses and **evaluates the victim** to make decisions.

3

By making decisions, the situation will evolve until it leads to either a correct rescue or a mistake

4

The trainer can use these findings to reflect on the risk and/or start a group discussion



## Duration of the exercise

- > The time taken to complete a training session per trainee, using the First Aid product, depends on the initial configuration of the situation.
- > The average time a student takes to complete/solve a situation is **2-3 minutes**
- > As each situation has different variants, when the exercise ends, it can be carried out again under different circumstances.





## Description of the situation

# Choking

.....

This simulation presents a choking situation with different variants to be solved

### Variants

- > Partial obstruction
- > Total obstruction
- > Loss of consciousness

### Expulsion of the object

- > Automatic control
- > Manual control

### Emergency services

- > Simulation of a call to the emergency services
- > Explications on how to proceed






## Description of the situation

# Choking

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- 
- > The person is in the canteen of an office and, while eating, starts **choking**.
  - > The learner is witnessing the situation and must make the **right decisions** to help the person. They can assess whether the person is breathing, ask them to try to cough, pat them on the back and even perform the Heimlich manoeuvre.
  - > The person may also fall **unconscious**. In this case, you should check if the person is breathing and proceed in the correct way. To do this, you can either put the person in the lateral safety position or start CPR, depending on the situation.





## Choking situation Evaluation

The student will pass the exercise if he/she manages to solve the situation.

That is to say, the object is ejected or no mistakes are made until the arrival of the paramedics.

### Examples of errors::

- Giving water to the victim.
- Abandoning the victim.
- Doing other actions that are harmful to the situation.



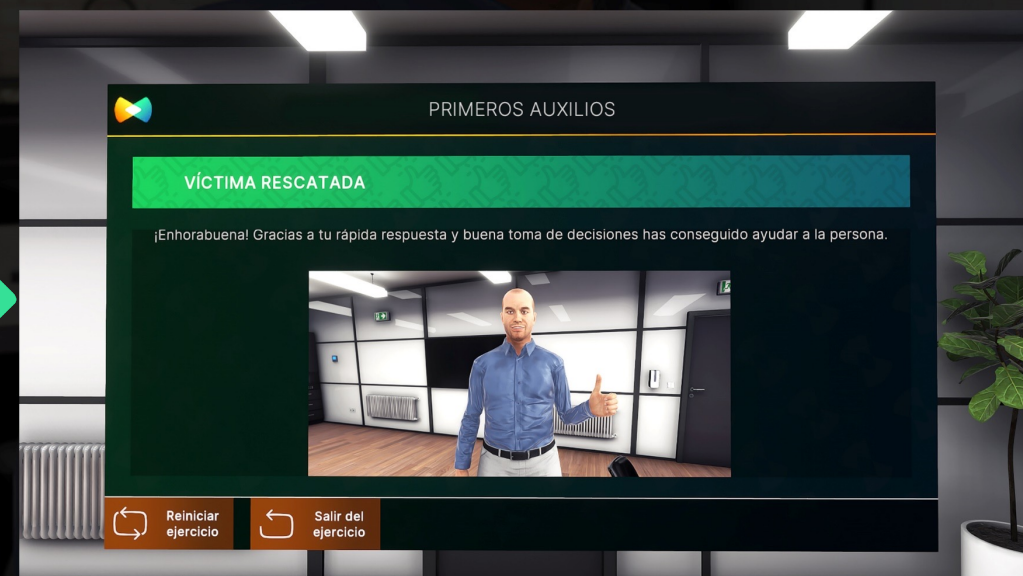


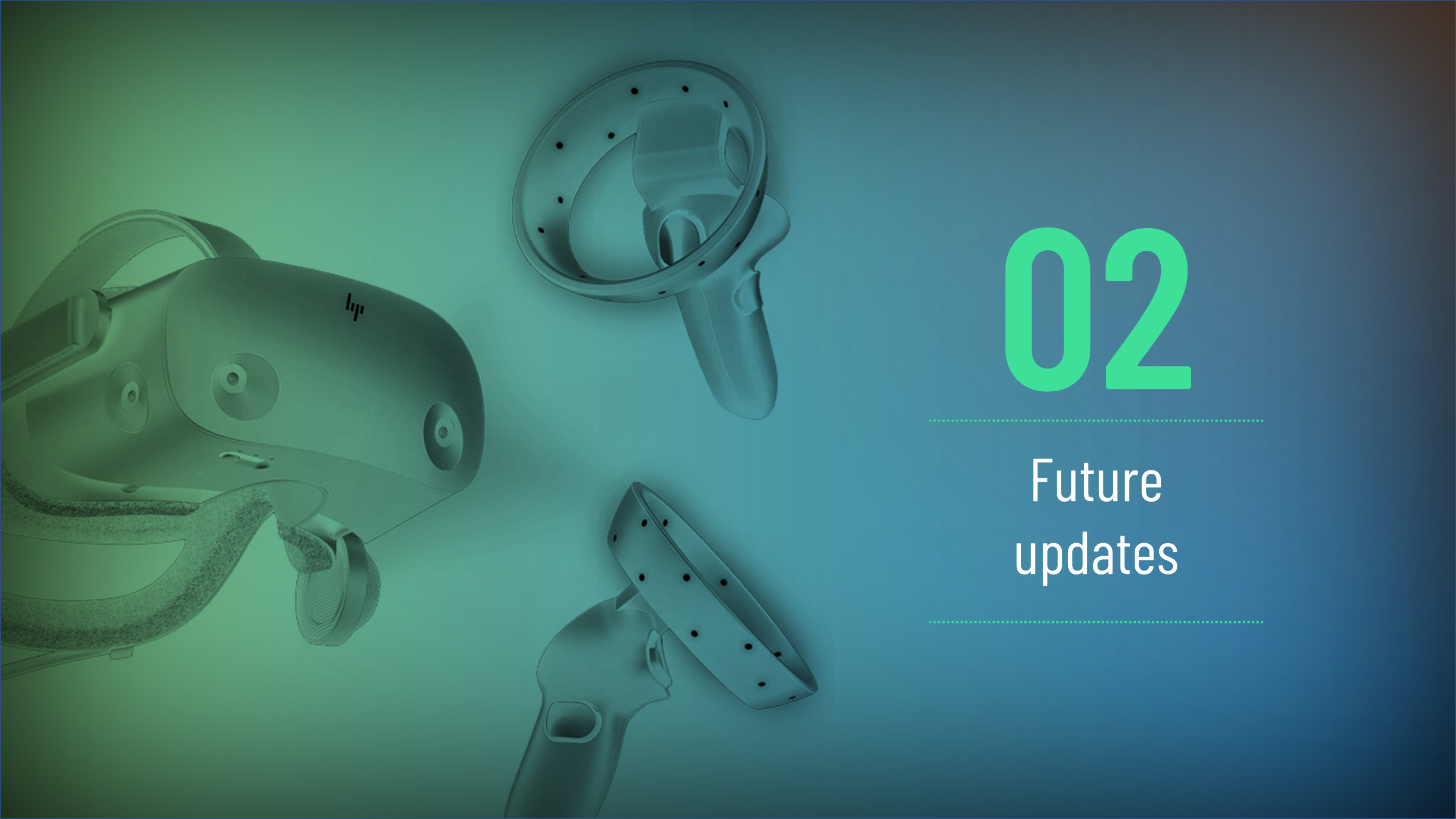
Basic statistics

## Statistics system

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

- Duration of the exercise.
- Errors committed.





02

Future  
updates





Future updates

## Burns

.....

This simulation presents a situation with different variants to be to be solved.

### Variants

- > Mild burn on hand
- > Second-degree burn on hand
- > Second-degree burn on the whole arm
- > Loss of consciousness

### Emergency services

- > Simulation of a call to the emergency services
- > Explanations on how to proceed

### SAFE approach

- > Active fire. If not put out, the house catches fire





Future updates

## Burns

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In this case, the person is cooking at home. While using a frying pan, there is an accident which can lead to different types of burns:

- Mild burn on the hand.
- Severe burn on the hand (showing visible blisters).
- Large burn on the hand and part of the arm (also covering part of the clothing).
- The learner must **identify the type of burn** and act correctly. He/she can perform actions such as cooling the burn, applying cream, ice or dressings. Depending on the burn, these actions may be correct or incorrect.
- If the burn is severe, it can lead to dizziness and fainting.



## Burn situation Evaluation

The student will pass the exercise if he/she manages to **solve the situation**. That is that they respond correctly or do not make any mistakes until the arrival of the paramedics.

- Popping blisters.
- Applying ice.
- Doing other actions that are harmful to the situation.







Future updates

## Wounds

This situation presents a **situation with different variants** to be solved

### Variants

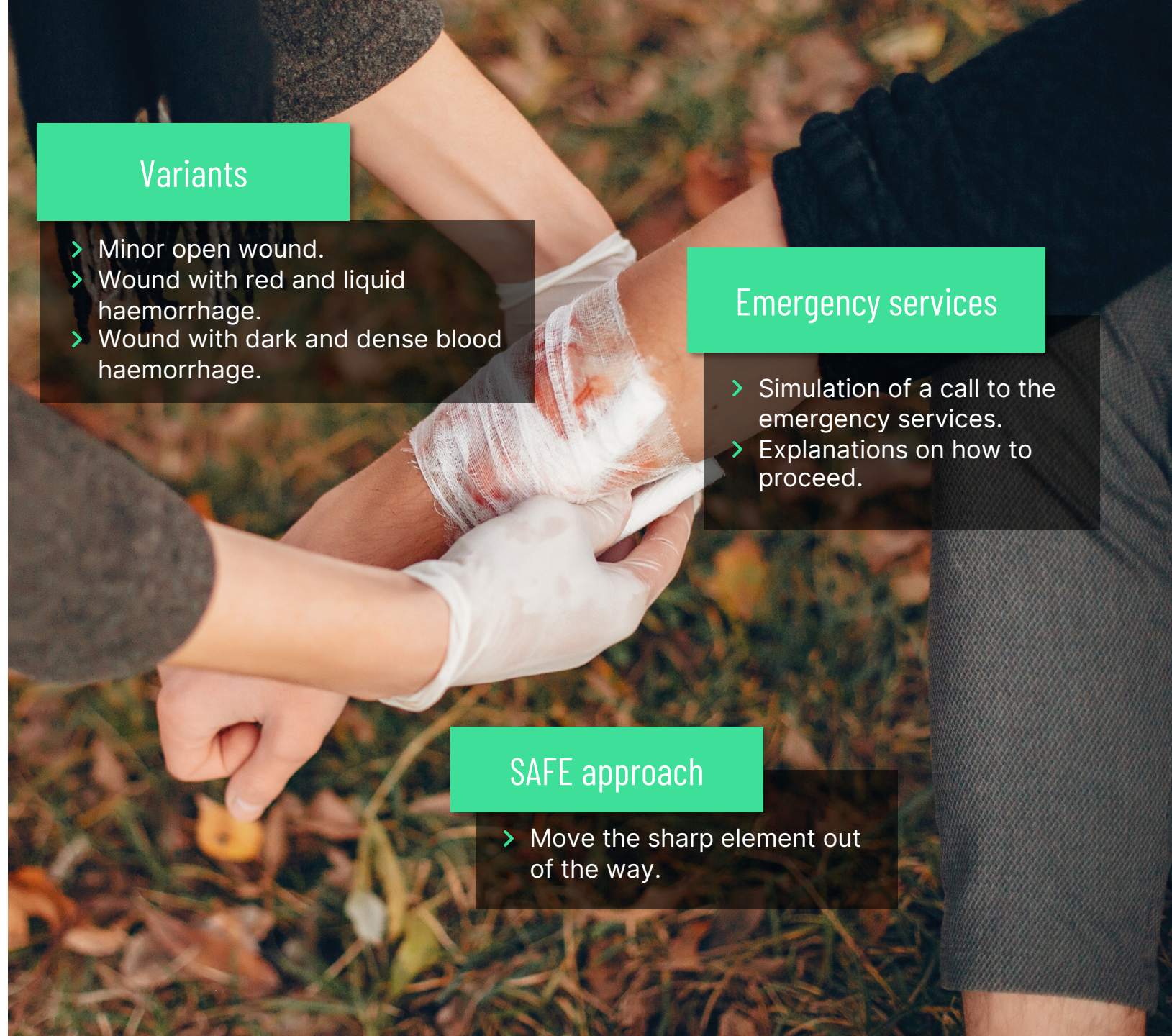
- > Minor open wound.
- > Wound with red and liquid haemorrhage.
- > Wound with dark and dense blood haemorrhage.

### Emergency services

- > Simulation of a call to the emergency services.
- > Explanations on how to proceed.

### SAFE approach

- > Move the sharp element out of the way.





Future updates

## Wounds

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In this case, the person will be in a construction environment working with a radial saw. Suddenly, some wooden slats fall, causing an accident.

There are different variations of the accident, each causing a **different type of injury**:

- > Slight open wound.
- > Laceration with red and liquid blood haemorrhage.
- > Laceration with dark, dense blood haemorrhage.

The student should **examine the person and detect the type of wound**, proceeding in the most appropriate way according to the case.





## Wounds situation Evaluation

The student will pass the exercise if he/she manages to solve the situation. This is when they respond correctly or do not make any mistakes until the arrival of the paramedics.

Examples of errors:

- Changing the dressing.
- Abandoning the victim.
- Doing other actions that are harmful to the situation.





Future updates

## New situations

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New situations will be included in the product:

- > Ictus.
- > Infant choking.
- > Electric shock rescue.









# 03

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



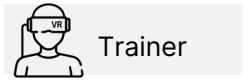
Hardware  
at **cost price**



**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](http://ludusglobal.com)