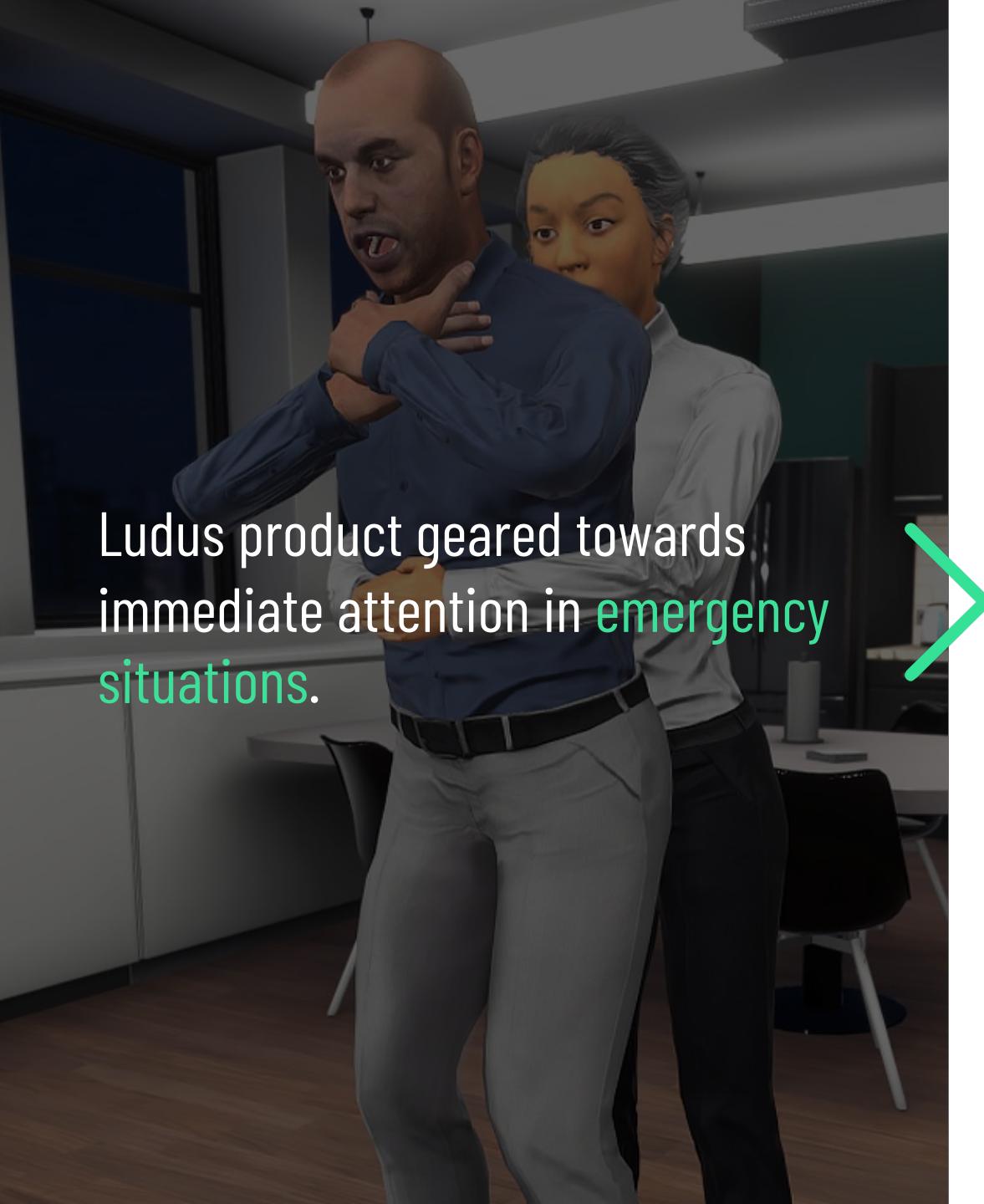


Technical Sheet



First aid

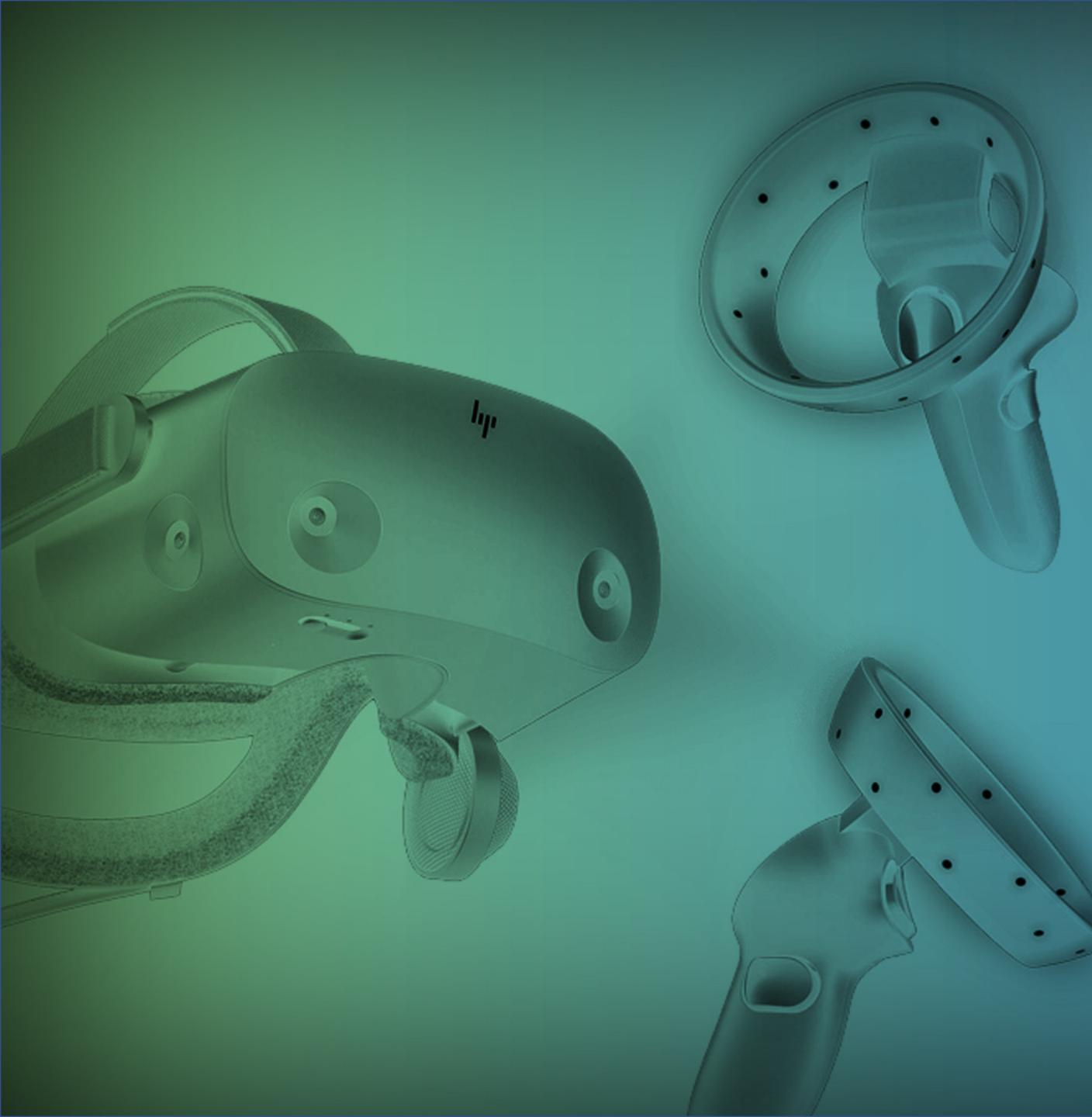


Ludus product geared towards immediate attention in **emergency situations**.

First aid

- 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

- 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

.....



- 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.



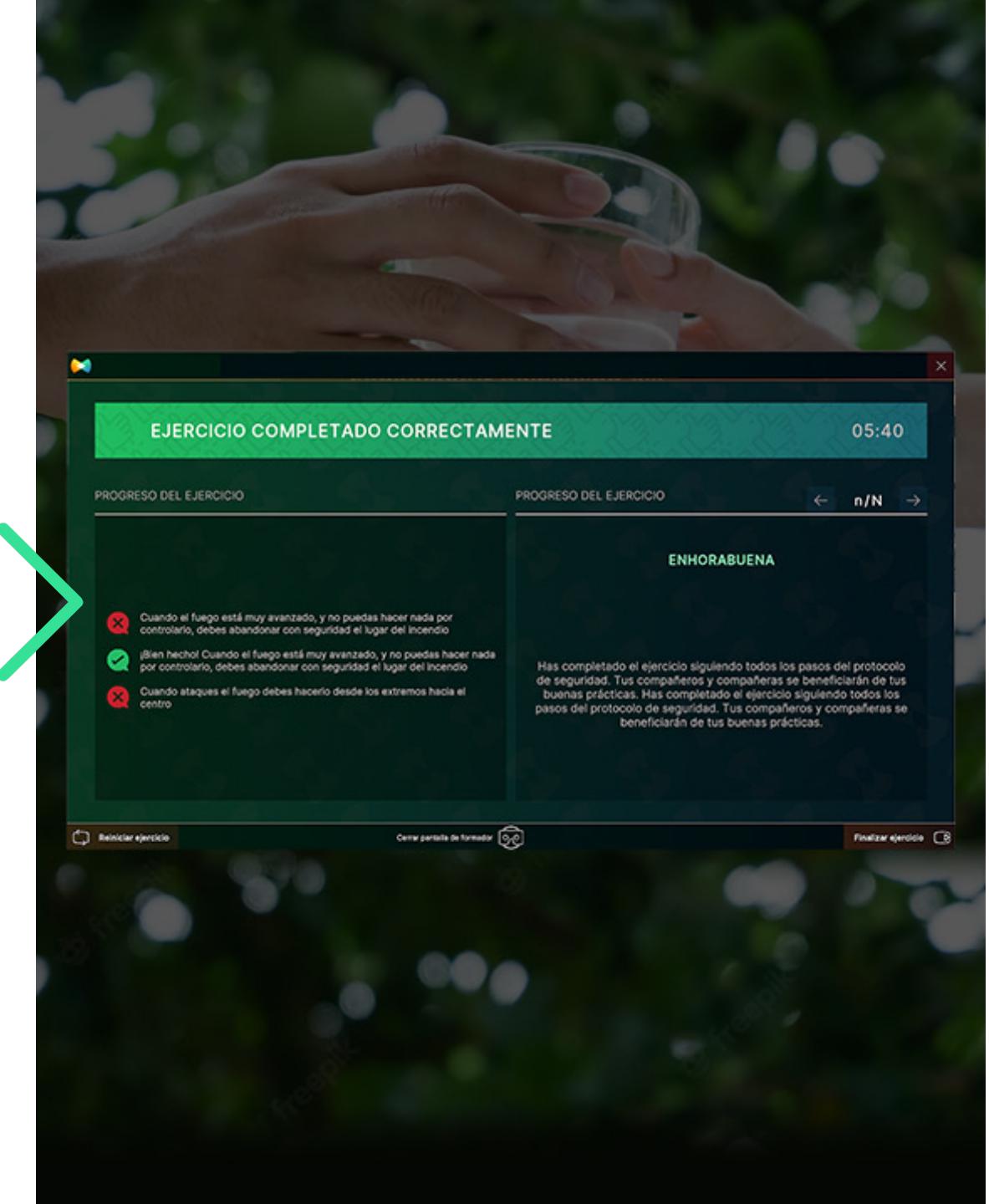
Choking situation Evaluation

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.





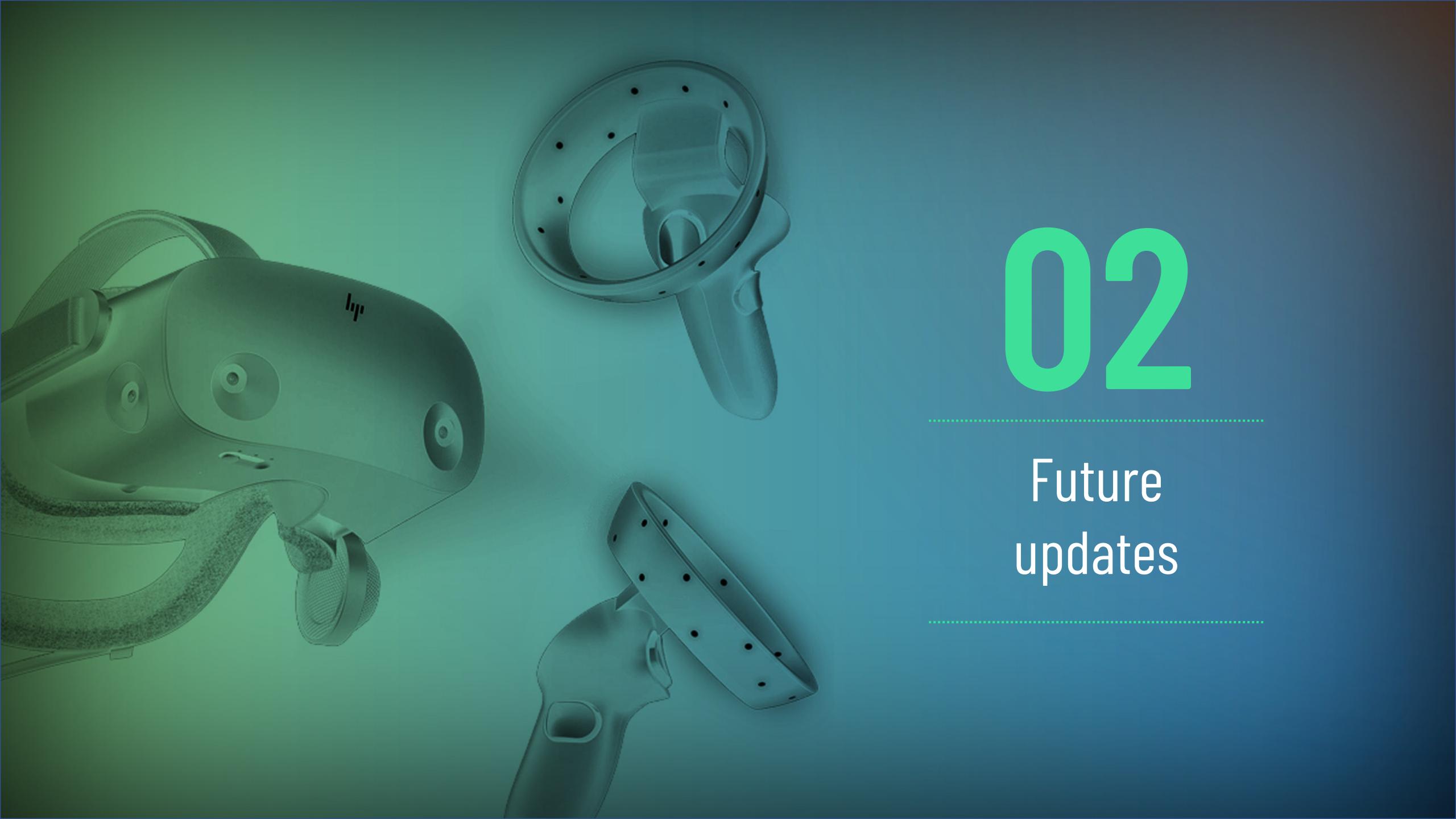
Basic statistics

Statistics system

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

- Duration of the exercise.
- Errors committed.





02

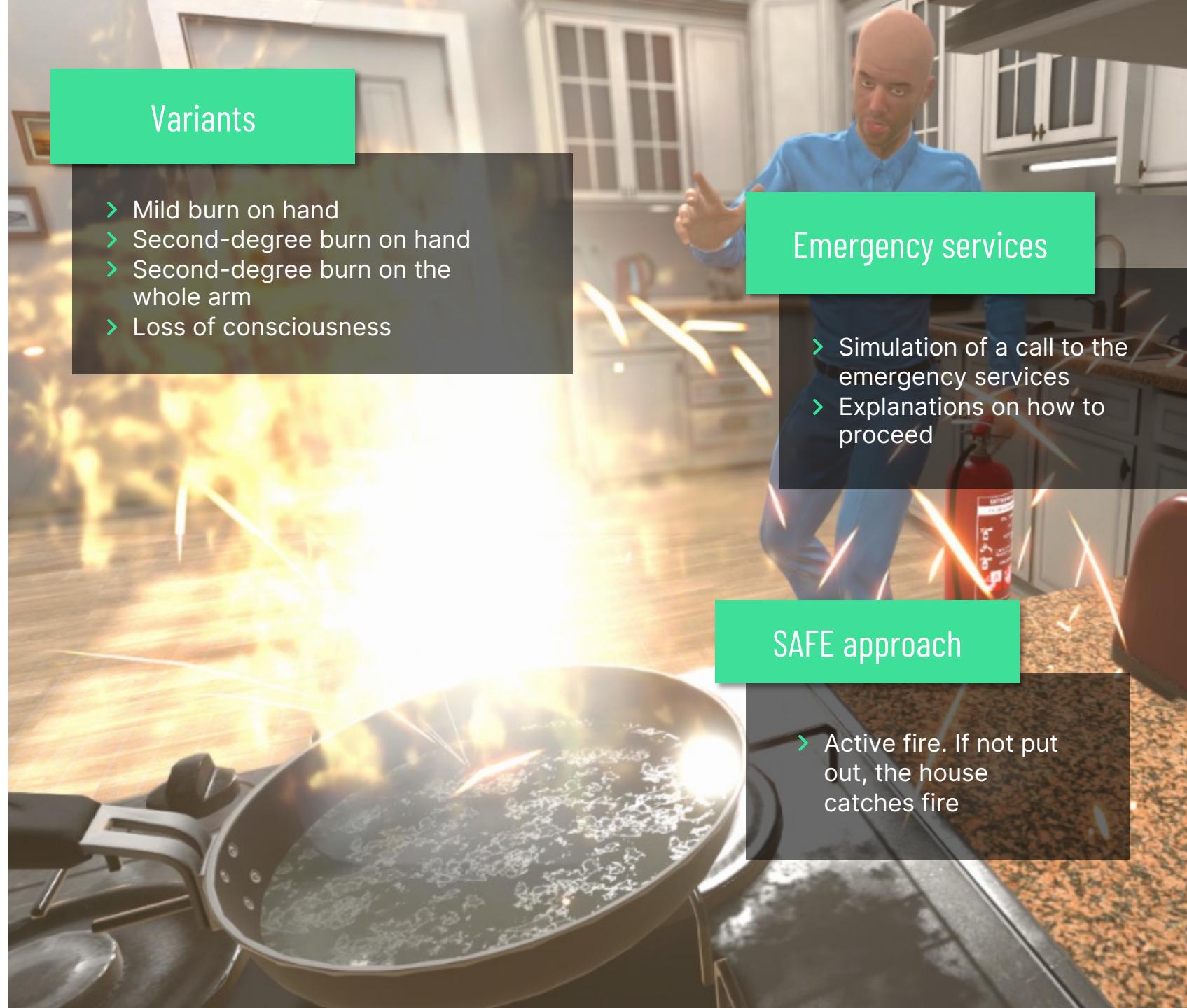
Future
updates



Future updates

Burns

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





Future updates

Burns



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:

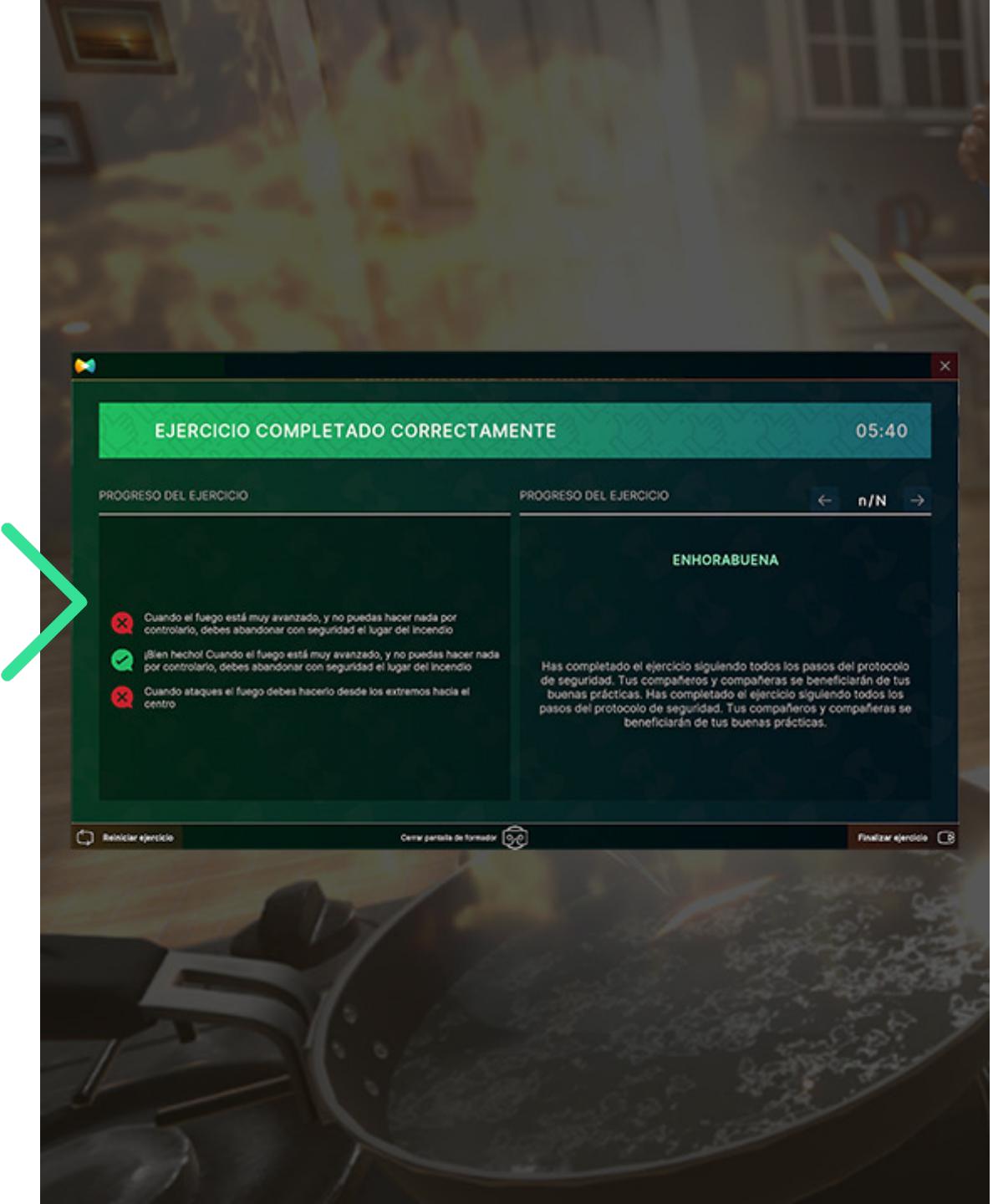
- Mild burn on the hand.
- Severe burn on the hand (showing visible blisters).
- Large burn on the hand and part of the arm (also covering part of the clothing).
- The learner must **identify the type of burn** and act correctly. He/she can perform actions such as cooling the burn, applying cream, ice 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.

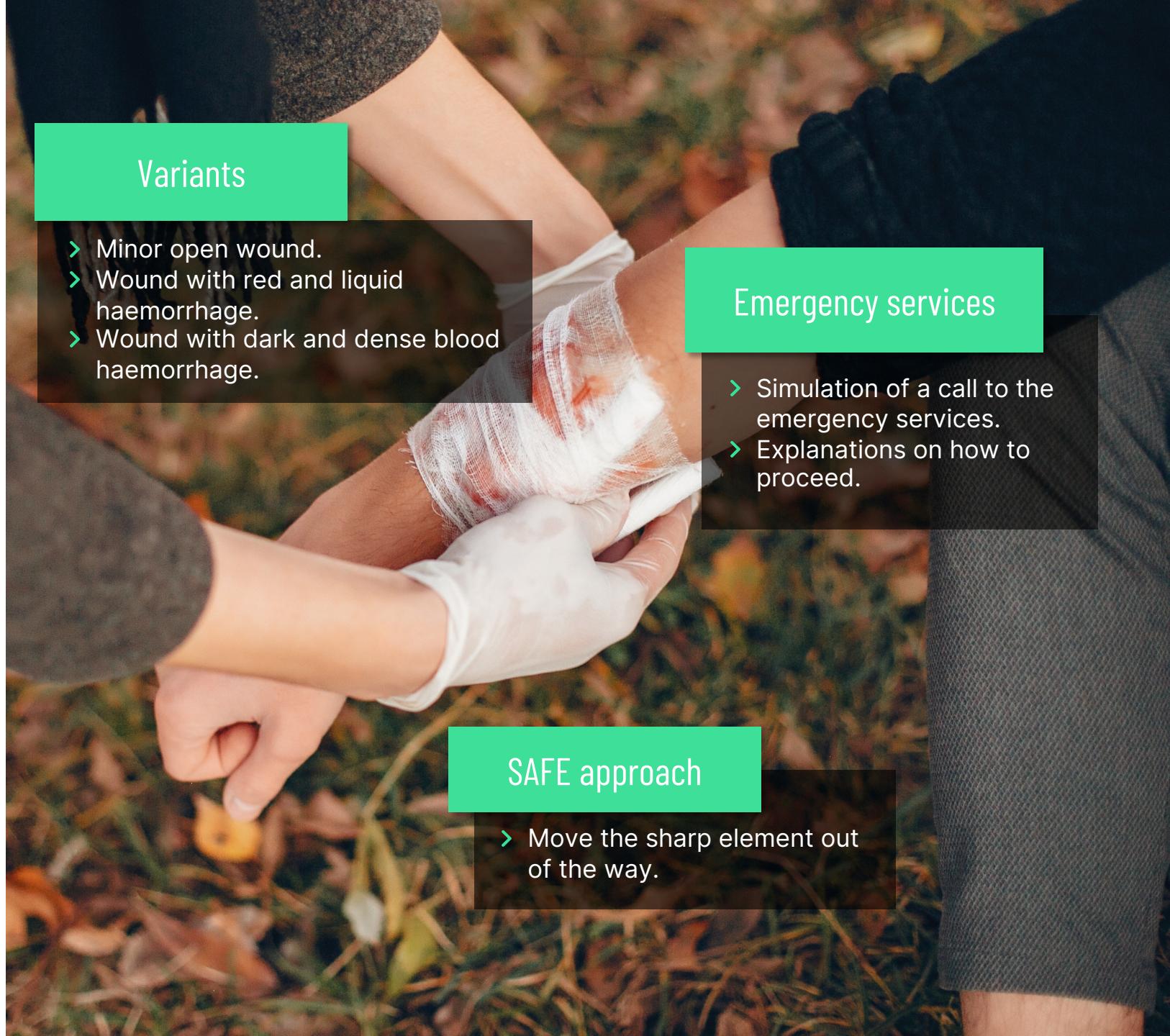




Future updates

Wounds

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





Future updates

Wounds



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.

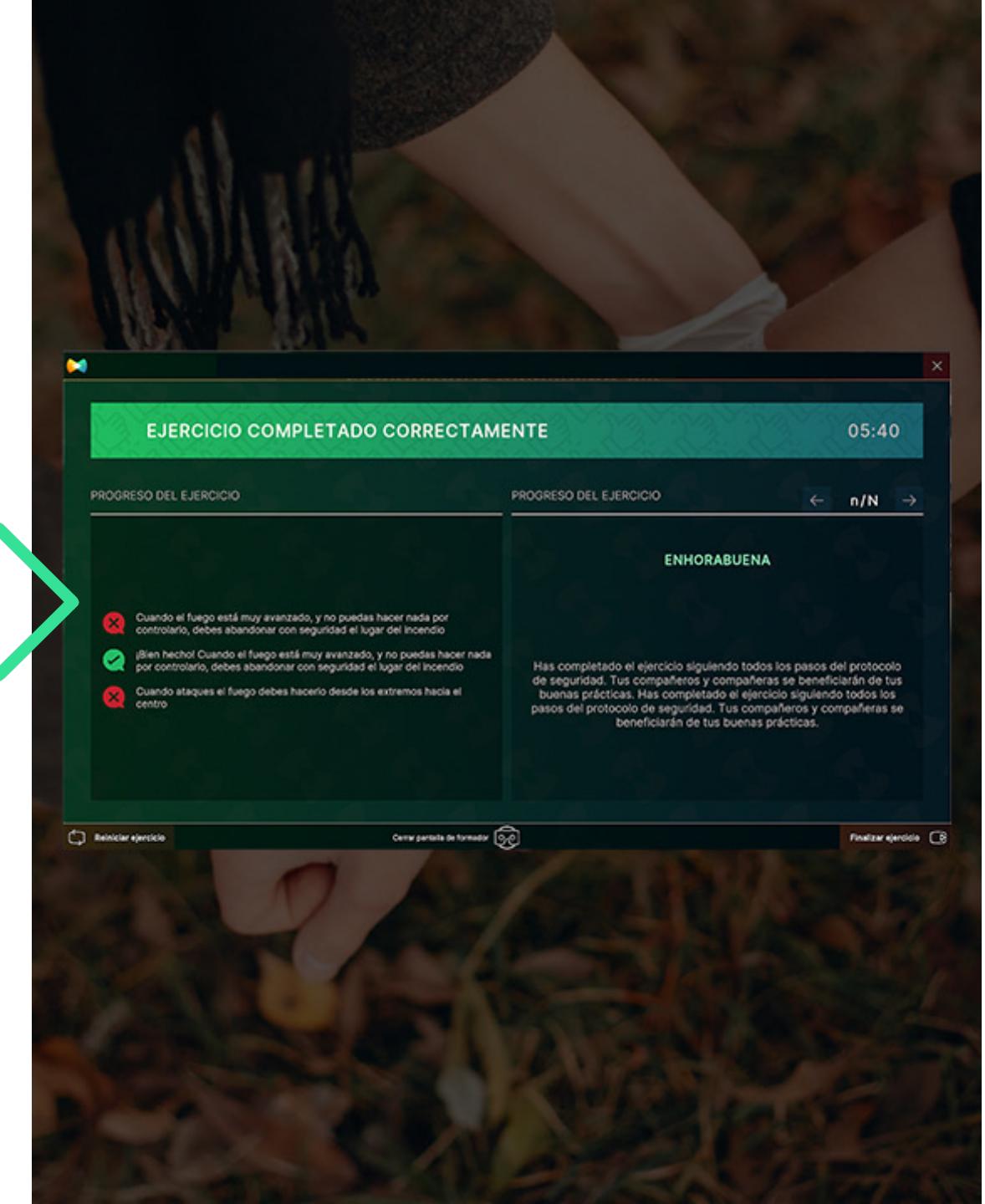


Wounds situation Evaluation

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.



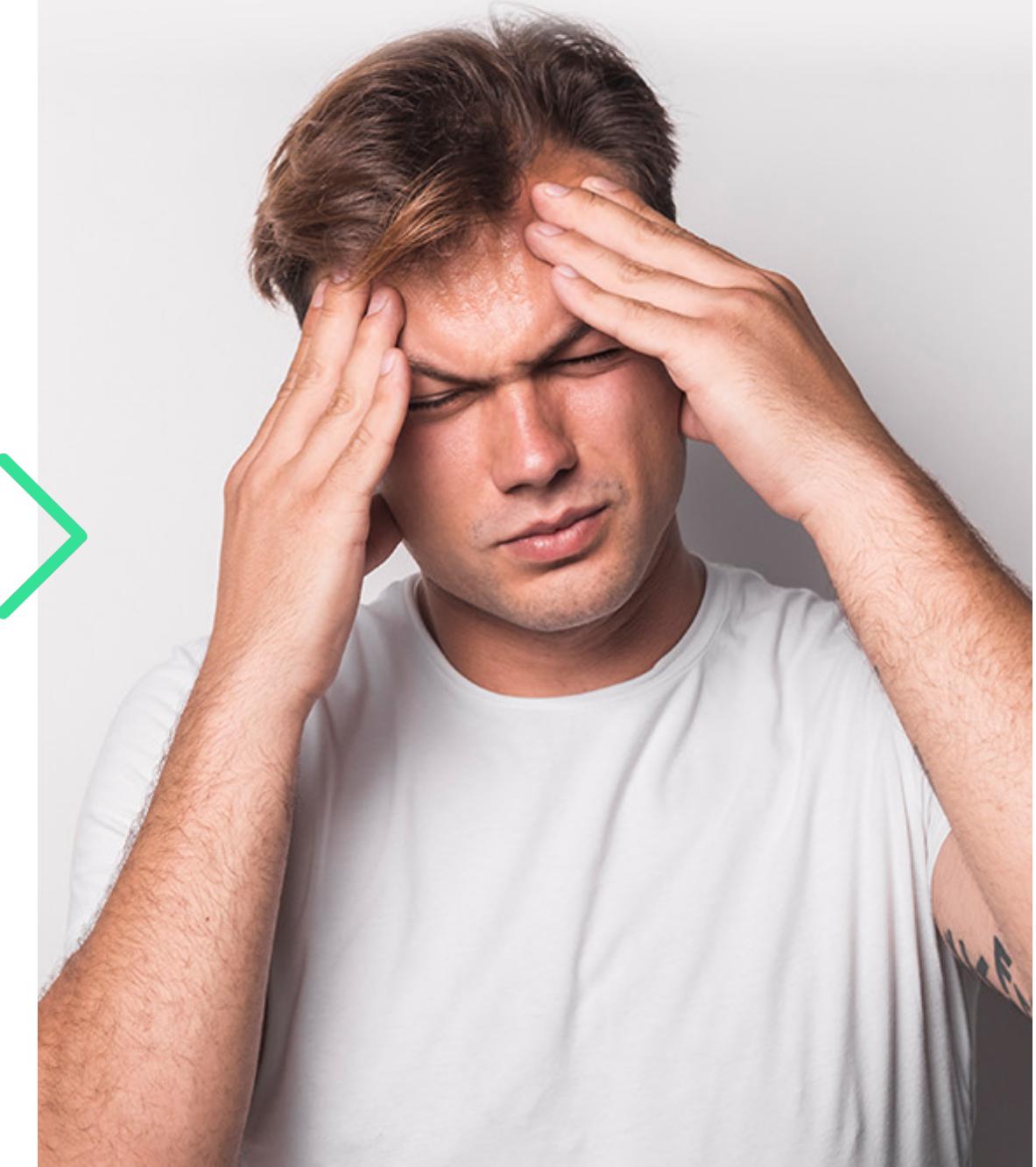


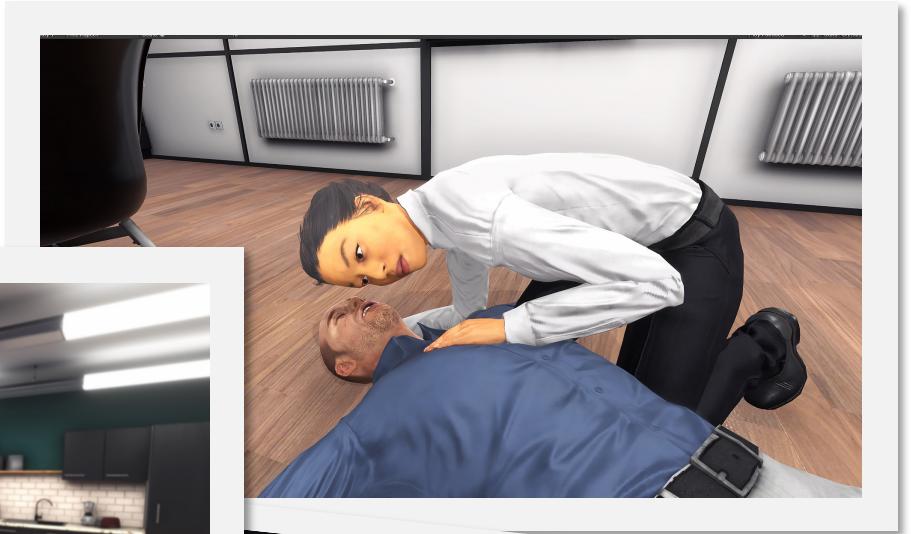
Future updates

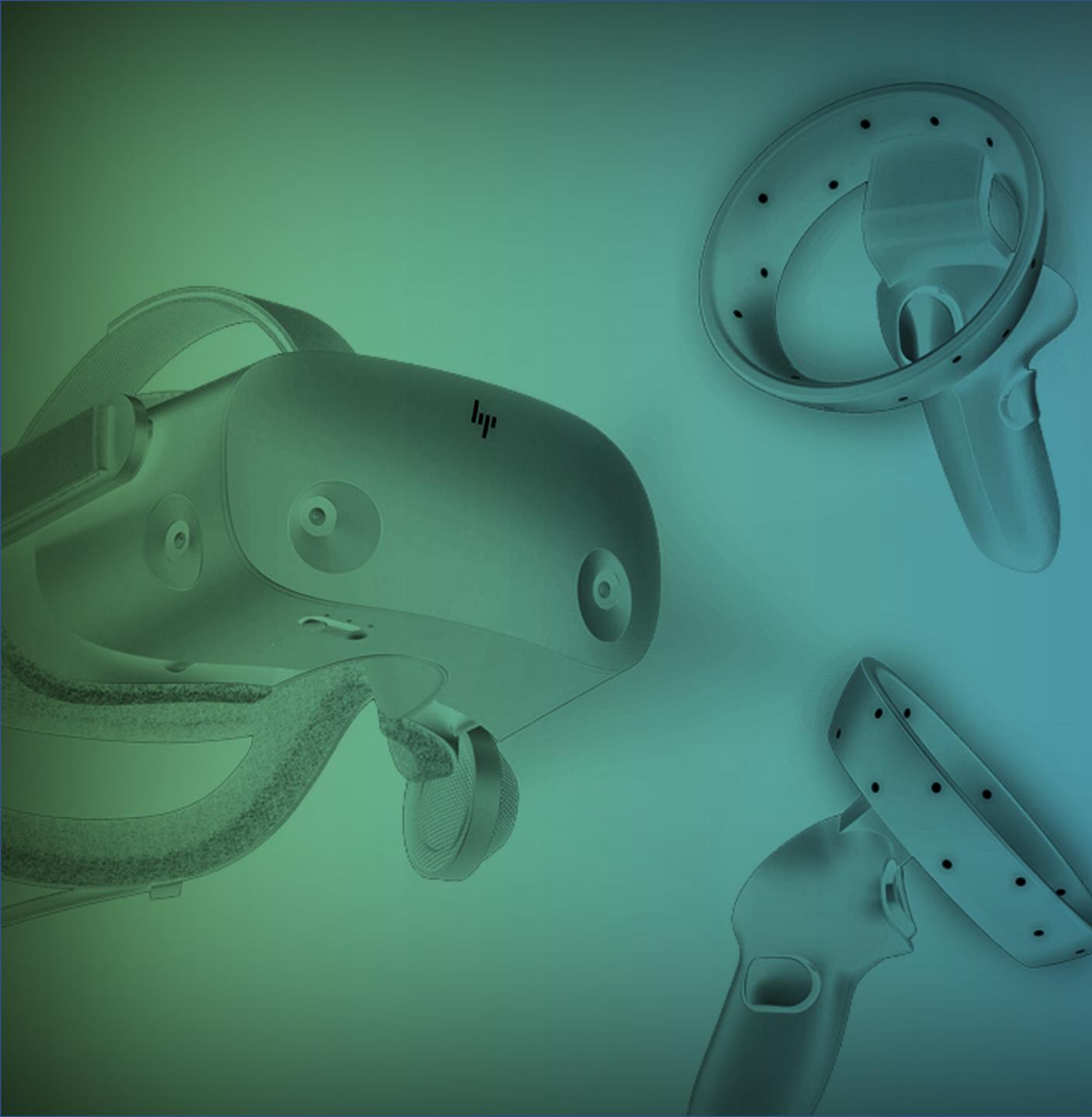
New situations

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



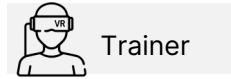
Hardware at **cost price**

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

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



Calendar

of incorporation to Ludus



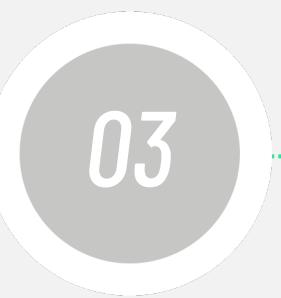
Demo

Product demonstration.
Financial proposal presentation.



Suscription

Platform hiring.
Reception of the material.



Onboarding

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



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**

People remember...



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-learnings



4 times

More concentrated and focused



Learn by Living

ludusglobal.com