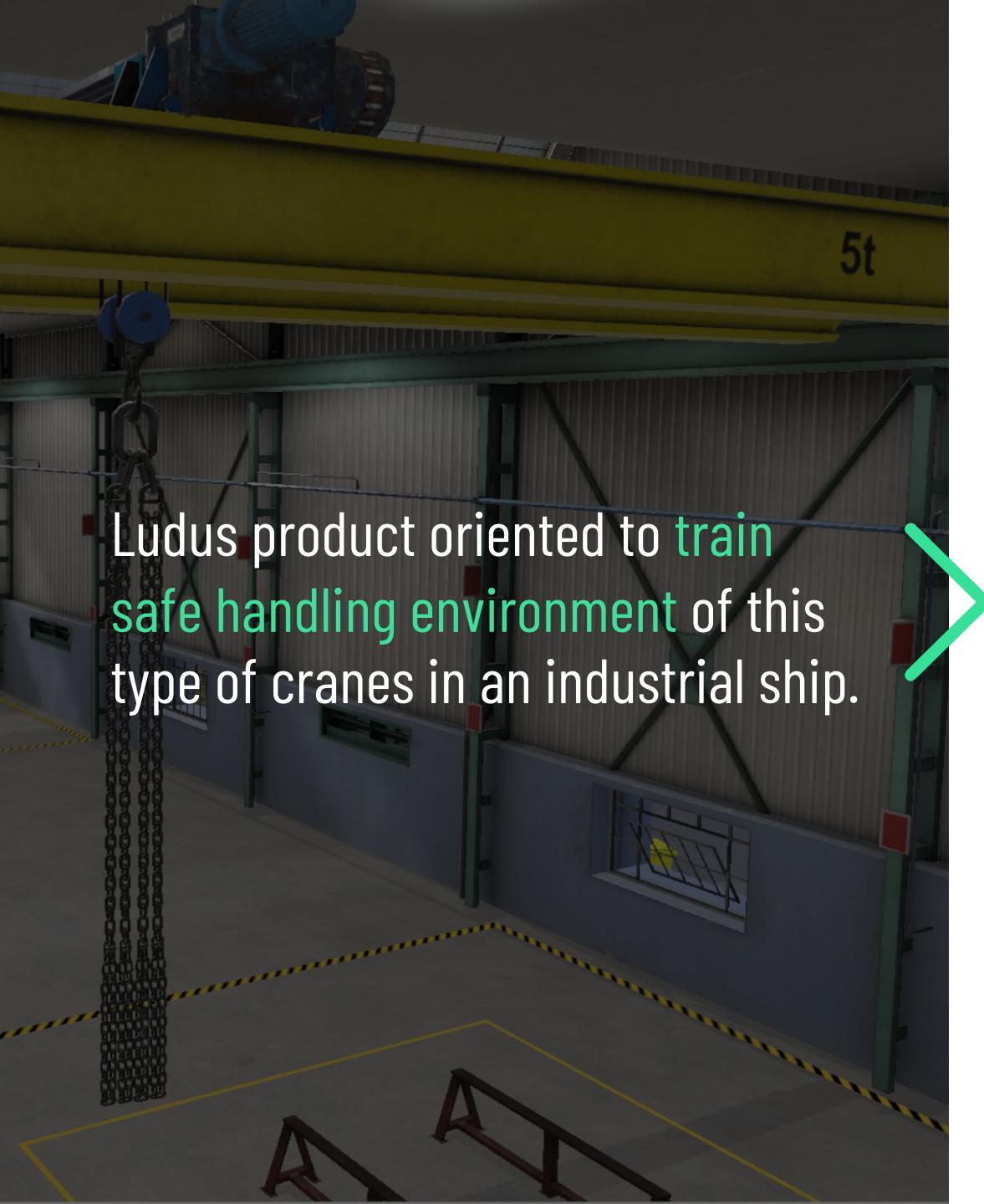


Technical Sheet

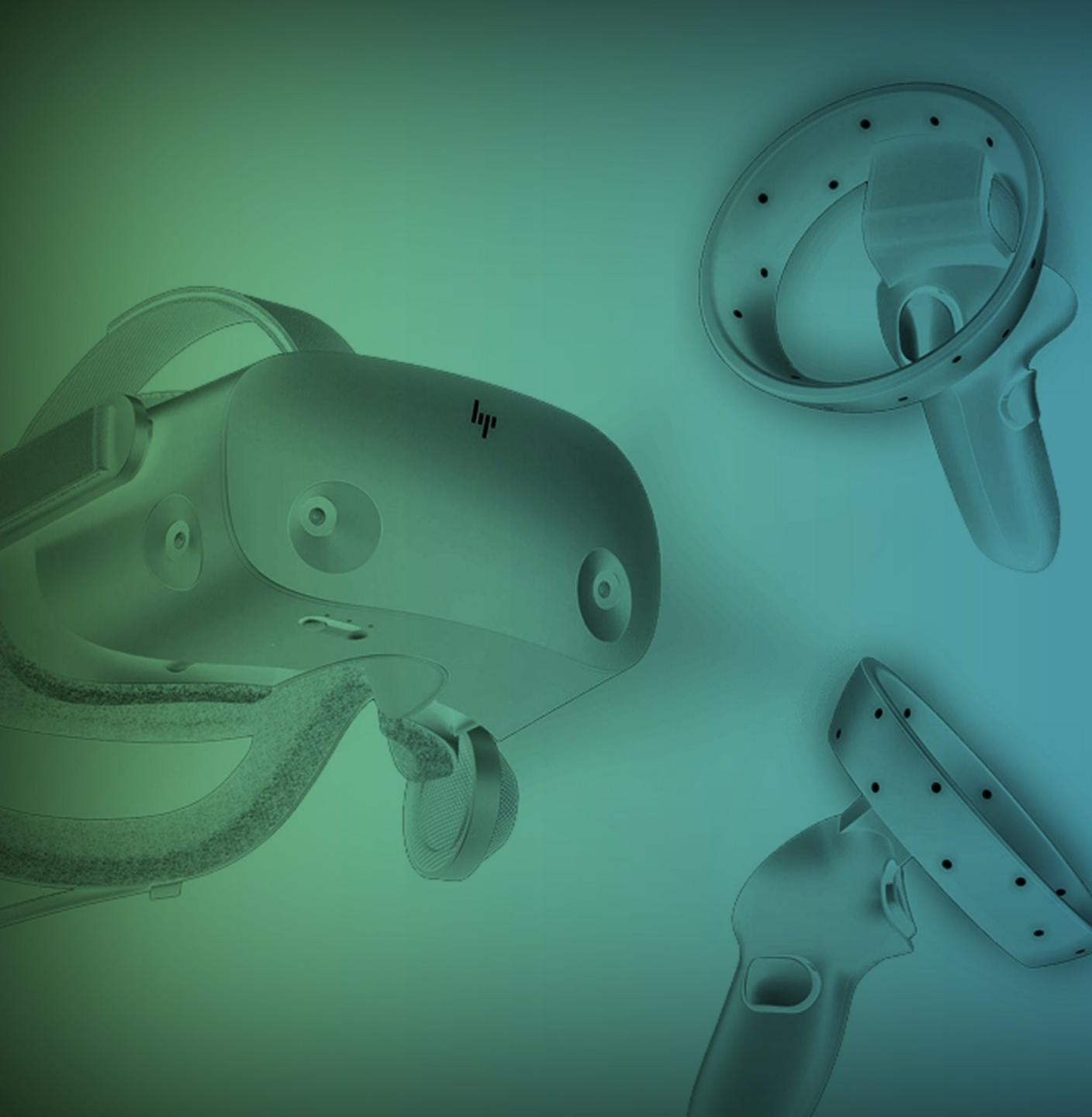


Overhead Crane



Overhead Crane

- The purpose of the user is to carry out the work that is asked of him/her **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.
- In this product we want to give the **same value to the necessary PPE** as to the checks of **the different lifting elements** to handle different loads.



01

Simulation content

Simulation content

FREE MODE

In this exercise the user will be able to use the bridge crane control adapting to its handling. It has an unlimited duration, so the trainer will be able to manage the time of the practices by ending the time by itself, because each user can take different time to adapt.

The errors that may be in the exercise are those of being placed in the trajectory of the load and/or too close while it is in motion.

LEARNING GOAL:

- It is a simple exercise in which the user can adapt to the virtual controls of the machine and the simulation, being able to move around the stage as well as move the load following the safety conditions.

EXERCISE GOAL :

- Adaptation:** In order for the following exercises to have the necessary fluidity on the part of the user, this free mode is optimal for students to gain confidence and management with virtual reality, being able to do so in optimal safety conditions.



Simulation content

MACHINE PRE-USE

The user is guided in the different checks to be performed, prior to the circuit exercises. These are:

- › Crane end-of-race check.
- › Car race finals.
- › Checking the wear of the main cable or chain.
- › Review of the main hook safety latch.

There is a possibility that the user will suffer an accident in the event that he or she is within walking distance of the hook when it descends, so it creates a good opportunity for the trainer to show to the user the consequences of not giving a safety distance when hooks or load descend.

This could only be done in a completely secure environment such as virtual reality.



Simulation content

TILTING OF A DIE

What is the content:

- › The user is **guided** through the **tilting of a die**. Combining the chains of the main trolley and an auxiliary tilting trolley, the user must move a die to its tilting area, turn it over and leave it in the target area.
- › There is the option of starting the exercise with the wrong die pins, so they should be checked and replaced prior to use.
- › At all times, what will be assessed is that the user **does not stand in danger zones** (e.g. under the load) or make movements that could **cause a hazard** (moving the load without it being in their line of sight).



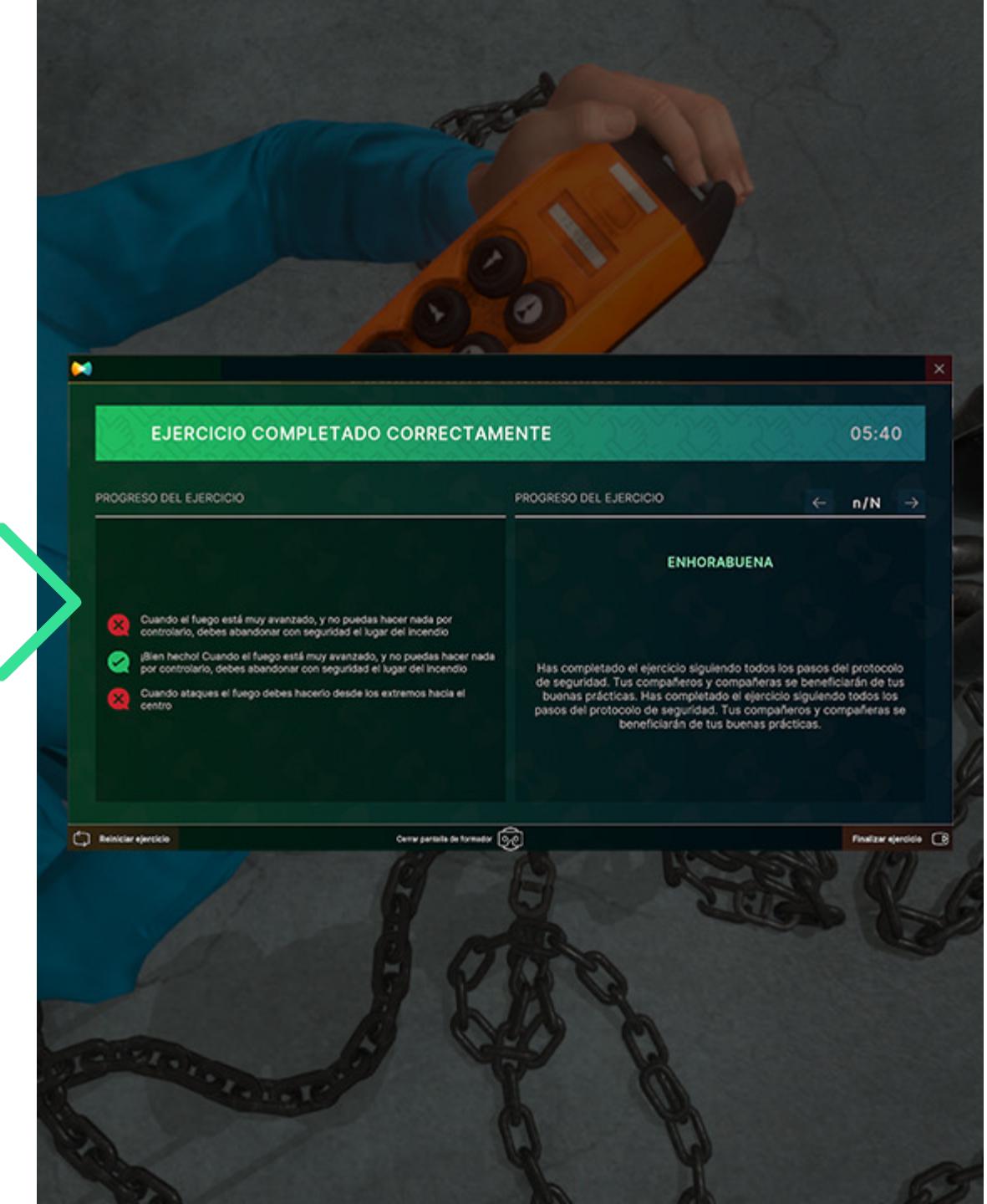


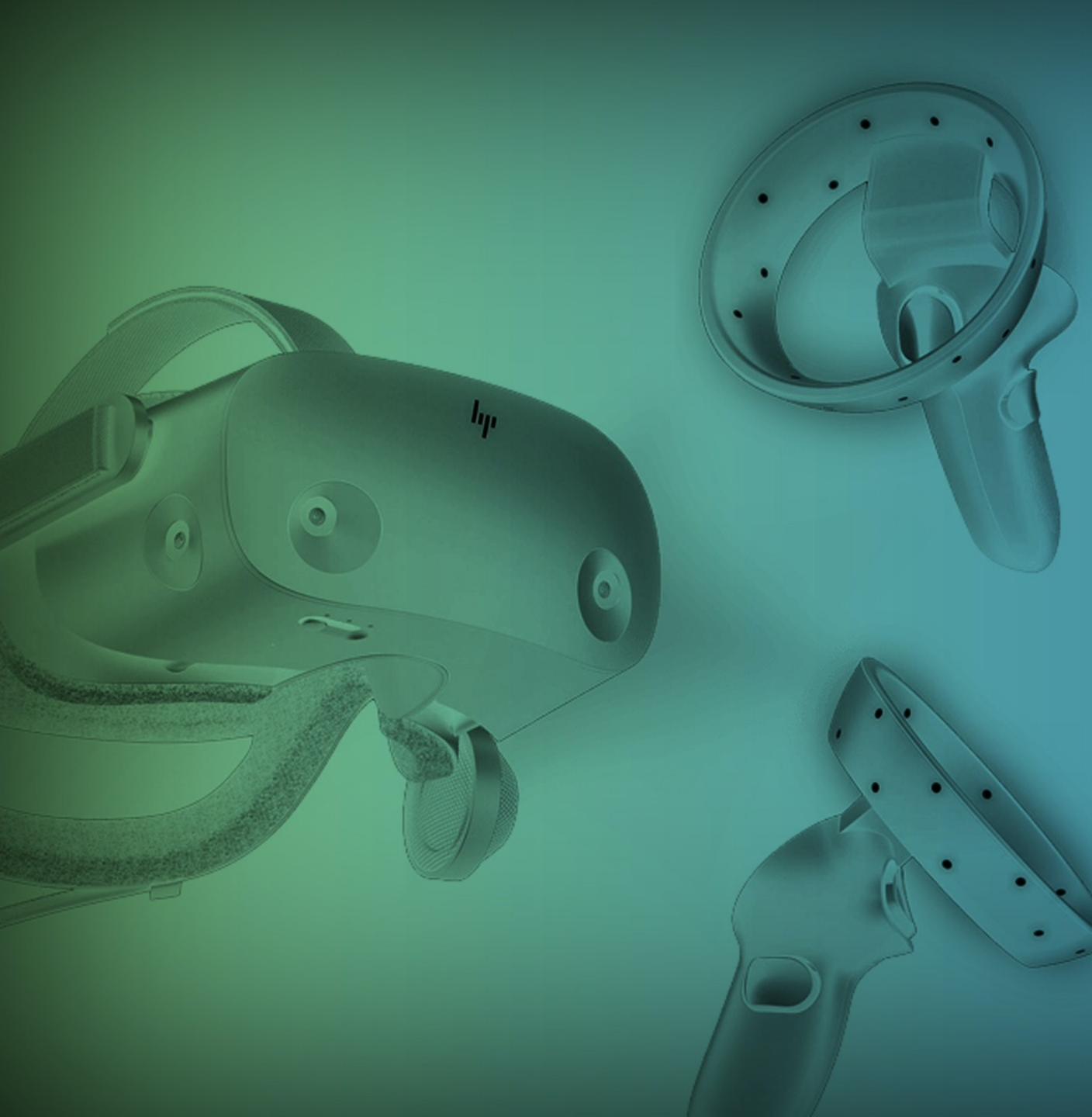
Basic statistics

Statistics system

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

- Duration of the exercise.
- Errors committed.
- Cause of accident (if applicable)
- Errors in PPEs selection (if applicable)
- Errors in the selection of lifting elements (if applicable)
- Approved/Not Approved





02

Future
updates

Future updates

LOAD CIRCUITS

What is the content:

We have developed this exercise to give relevance to three key aspects:

- Revisió Review and selection of necessary **PPE**
- Review, select, and place **lifting elements** based on the type of load, which can be selected by the trainer at the beginning of the exercise.
- **Handling the machine** by the student along two types of circuit, one in zig-zag, and another much more complicated where the user must also have special attention to obstacles that are along the circuit.
- Load types: Die, metal plate, coil and pipe.
- Lifting elements available: Chains and bolts, electromagnet, C hook, hooks, textile slings and lifting beam.







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.



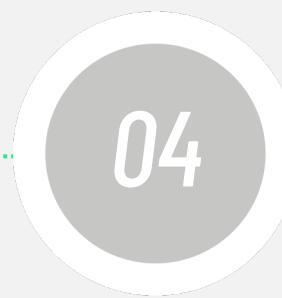
Suscription

Platform hiring.
Reception of the material.



Onboarding

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



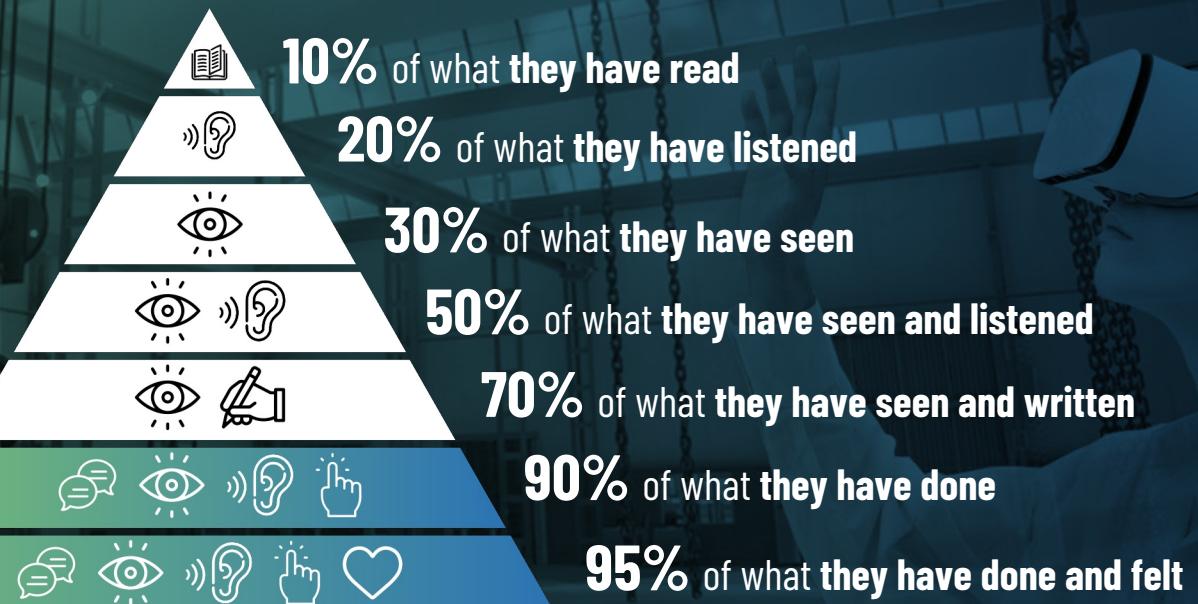
VR training

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