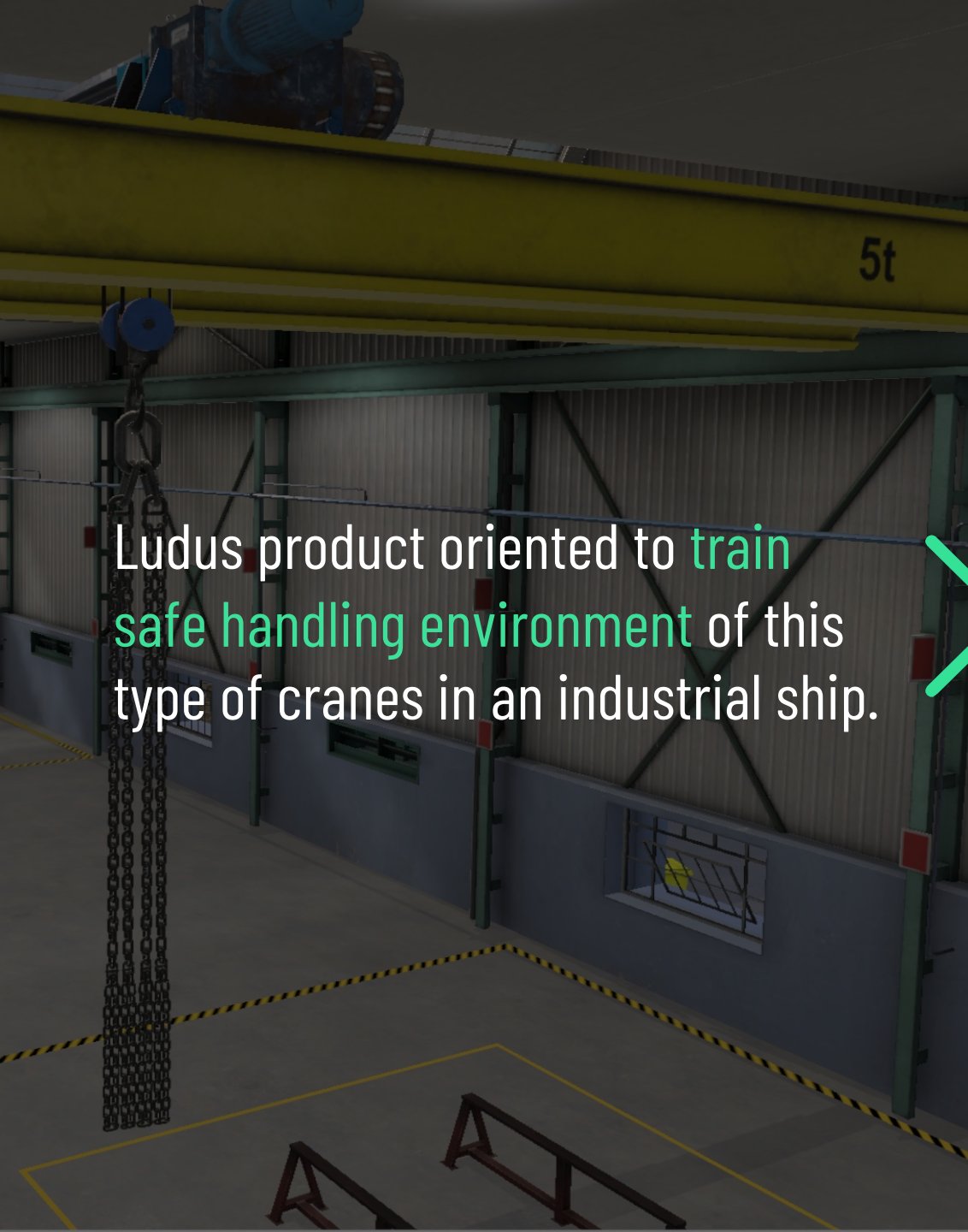


# Technical Sheet



*Overhead Crane*



Ludus product oriented to **train safe handling environment** of this type of cranes in an industrial ship.

## Overhead Crane

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- > 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).



Abrir el panel de configuración

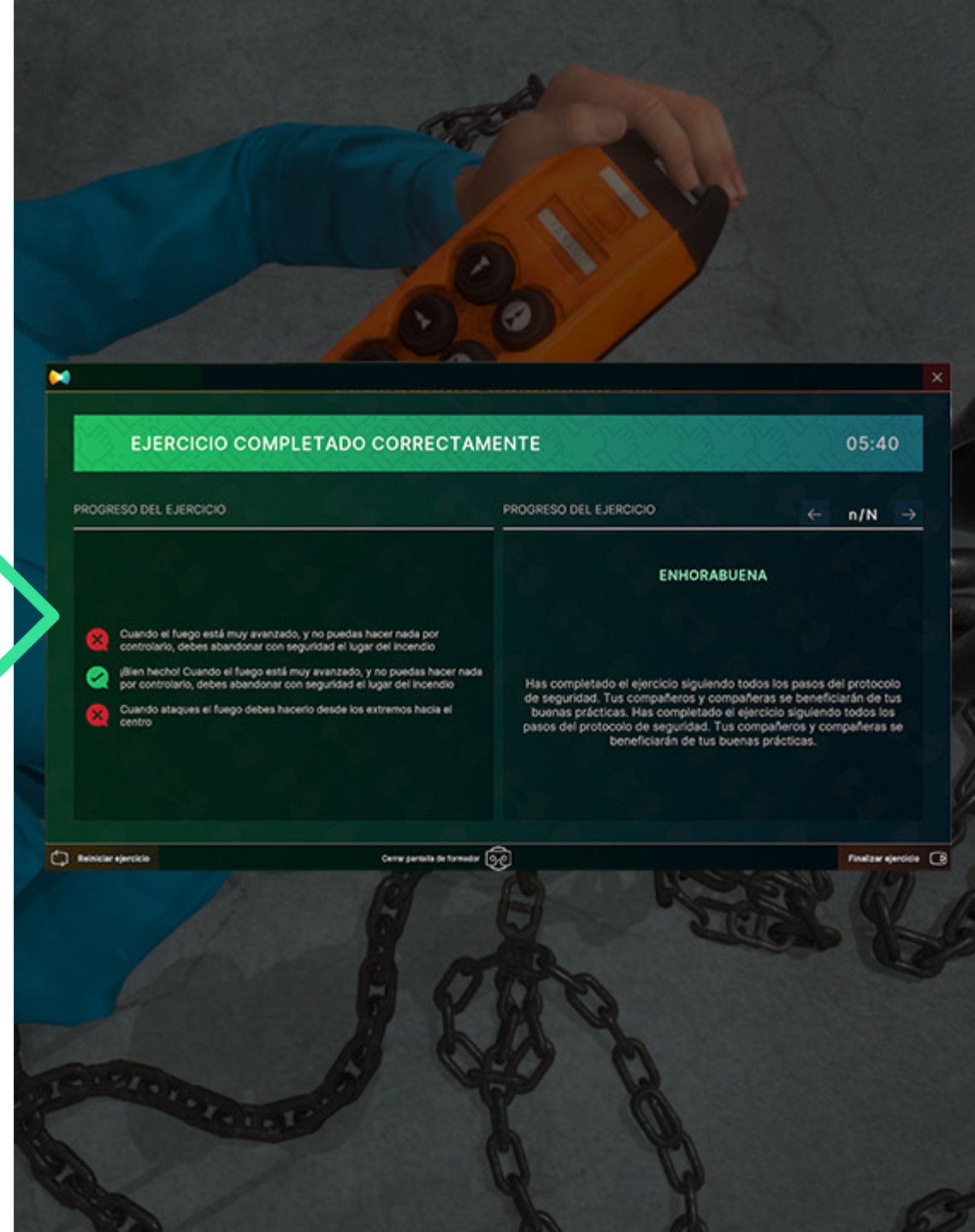


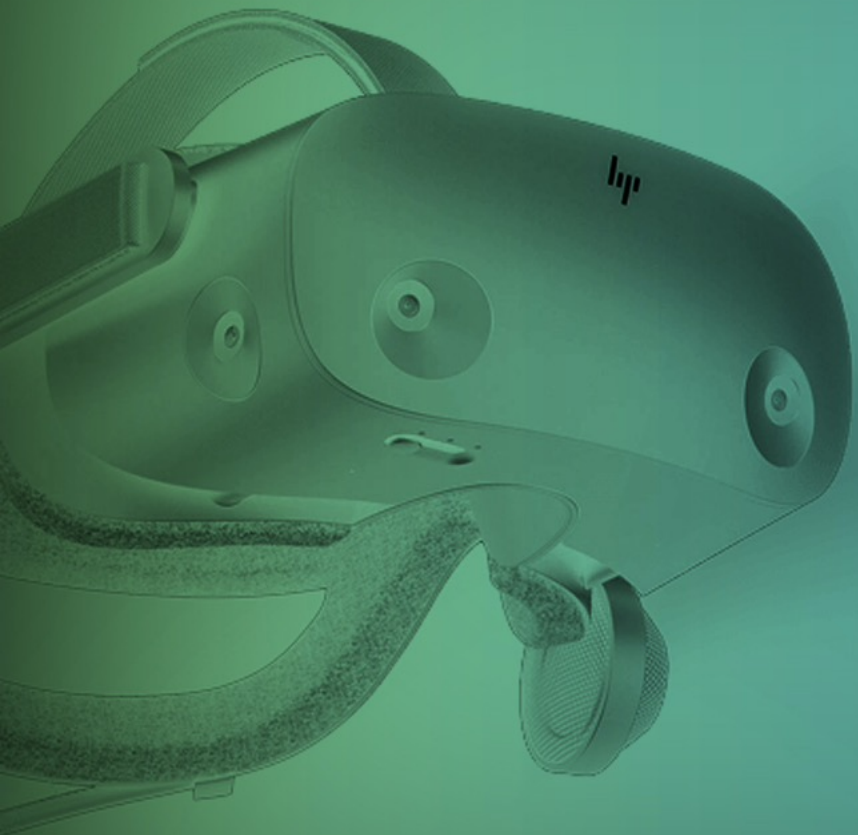
## Basic statistics

# 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



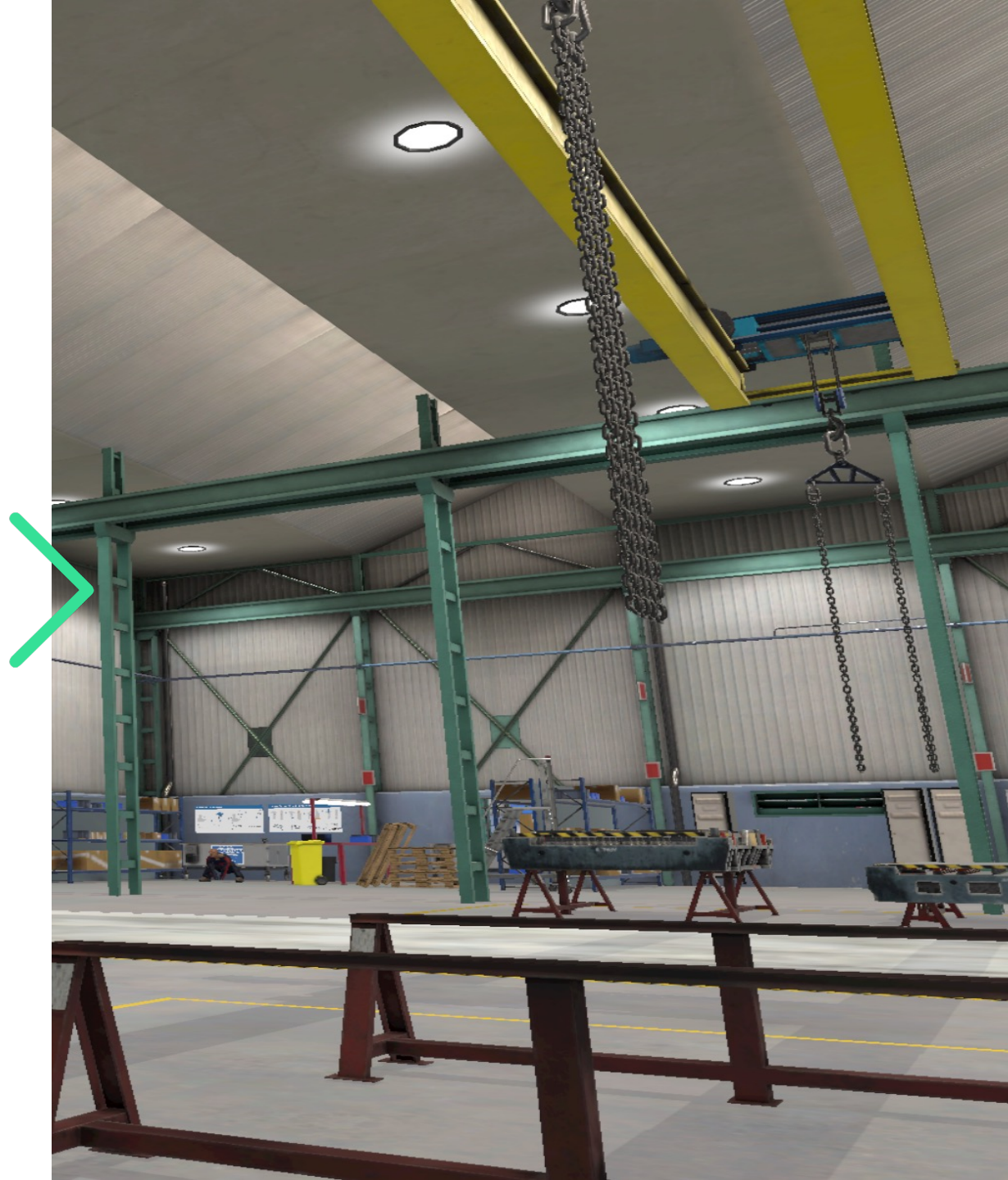
## Future updates

### LOAD CIRCUITS

#### What is the content:

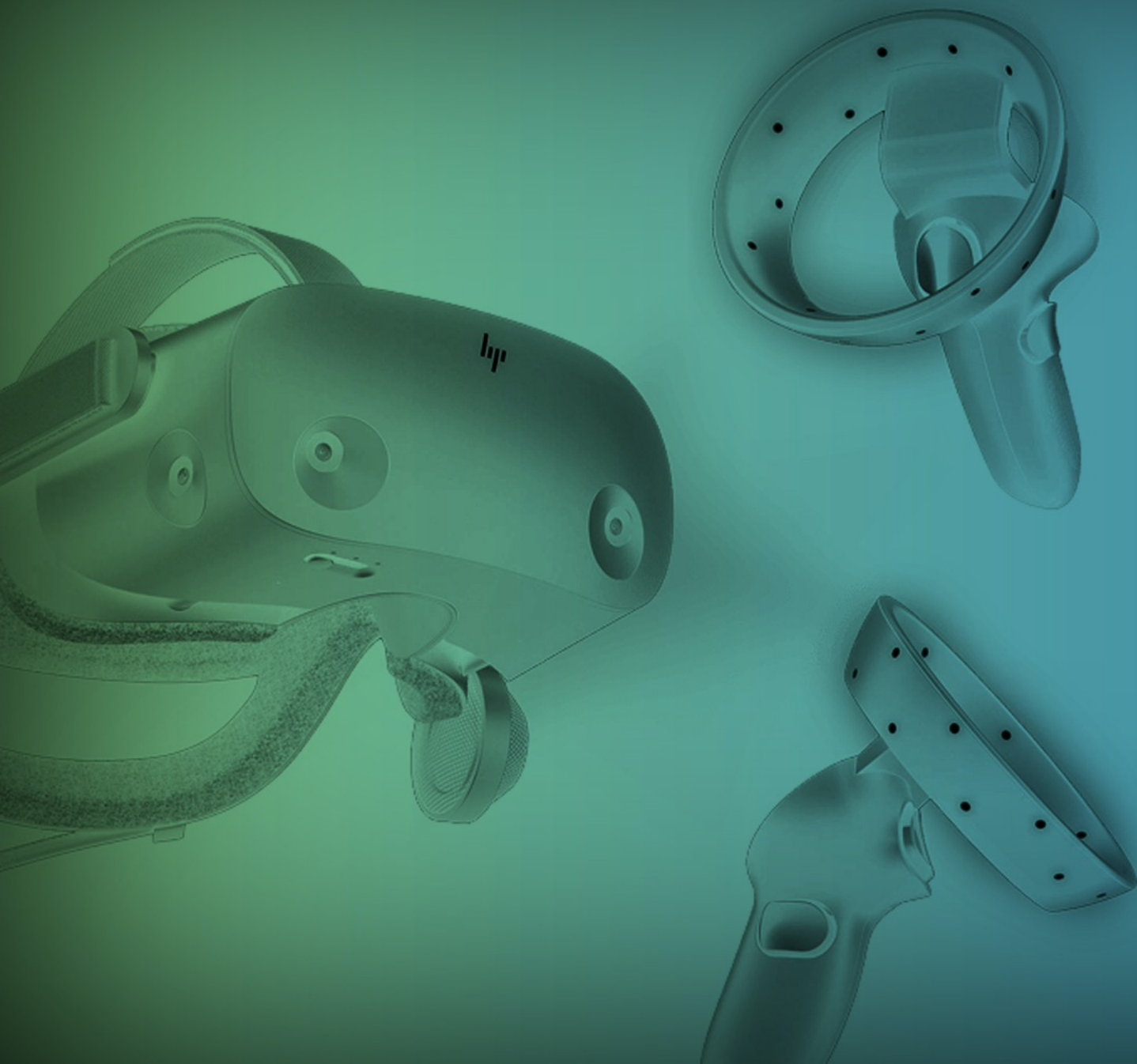
We have developed this exercise to give relevance to three key aspects:

- 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



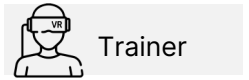
Hardware  
at **cost price**



**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)