VR Red Zone Training
CSLR

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Case Study No: CS2456
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Knowledge/Case Study Type:

Engineering & Design

Key Points:

- Digital by default
- Safety 1st mindset
- Showing potential hazards without exposing individuals to real danger
- Easy to use, no IT technical knowledge needed.

Description

After discussions between GT and the client, it was identified that Red Zone training would be beneficial as a general refresher training for operatives.

Plant Person Interface is by far our biggest risk to workers life in the Infrastructure sector.

LLYNCH have designed and created an immersive virtual reality (VR) experience to redefine the way that red zone training is taught to construction workers.

This new form of training allows participants to experience the potential hazards that are happening daily, without the need to expose workers to real danger.

Transfer

- Llynch can travel to schemes and deliver the VR training.
- VR training is delivered in groups of 10 people and every session takes 1 hour to complete.
- The VR section of the training is easy to use, and no IT technical skill is needed.
- A great way to train/ refresh workers on the dangers of being in the red zone and how to conduct themselves around plant.

Action

The VR training session consists of 5 sections over a 1-hour period:

- Two-way conversation with the whole group explaining why the training is taking place, explain past experiences and what can happen if PPI goes wrong.
- VR experience showing how you must not conduct yourself around plant and entering a red zone area.
- VR experience showing how you should act when around plant and entering a red zone.
- VR experience of a plant drivers view when driving different plant. Showing the limited view available.
- Hands on experience showing how 'Safety Shields' works on a piece of plant.

Benefits of use

- Showing potential hazards without exposing individuals to real danger.
- Brings high risk areas to life, allowing users to navigate hazardous environments and mitigate potential dangers.
- Reduces incidents by familiarising workers with machinery operations in risk free environment.
- Shows workers the perspective of the plant driver and how their view is limited.

Quote from participant

"This training session was a great reminder of the hazards that can occur when working around plant.

The use of VR headsets is a great innovation to show firsthand the dangers around PPI.

The most beneficial part of the training for me was the section where we were shown a VR 360-degree perspective of a plant drivers view and how restricted it actually is."

→ Virtual Reality headset training taking place.

→ Hands on experience of how safety shields works on plant.