EHS VR

EHS ACADEMY

VR TRAINING LIBRARY

Apps Catalog

EHS ACADEMY / APPS CATALOG

Table Of Contents

EHS VR *like Netflix!*

As part of the subscription, we have access to **more than 40* different training applications.**
But that's not all! We are constantly working on new scenarios and release a new app at least once a quarter. In addition, we update the current applications once a month. As part of your subscription, you have access to new apps and their updates.

On the following slides you will find a description of each application along with photos and available features.

**The number of applications is constantly growing.*

VR Training

VR training is essentially an opportunity to experience a crisis situations. Here, each participant, at his or her own pace, executes a scenario in which he or she must perform certain actions according to procedures to save themselves or others.

The applications use, among other things, **hand tracking technology**, so the biggest benefit is the ability to do everything just like in real life, with your own hands, i.e. learning through practice.

Features / Legend:

Speech recognition
Is an innovative interaction in applications. It gives you the ability to talk, convey information or give voice commands.

Phantom recognition
The applications work with any phantom available on the market. If you already have a phantom, you don't need an additional one. The phantom's detection algorithm, the detection of compressions, the speed and force of compressions are built into the apps.

Average Application Time
The duration of each application varies, on average, most scenarios last about 15 minutes to 20 minutes.

All-room area / Stationary area
Is designed to create a virtual boundary around the player for protection during gameplay. If the boundary is crossed, the headset will enter standby mode. The area can be any size, although a recommended minimum size is provided.

Hand Tracking 2. 2
Hand detection, or controller-free gaming is the magic of interacting with the virtual world directly with your hands.

Fire Protection Evacuation

The application consists of two lessons that the participant must complete: TRAINING and TEST.

TRAINING: The application is designed so that anyone can go through the entire evacuation procedure. To begin, we practice a scenario of how to behave when the fire alarm is heard. During this scenario, we learn to recognize alarm sounds, work on evacuation plans, recognize signs, and cooperate with the fire department. In the next scenario, we practice behavior when a fire is discovered. During this scenario, we have to use ROP, fire extinguisher, hydrant, fire electric switch. Our task is to put out the fire and evacuate the building.

TEST: The trainee must evacuate the building or extinguish the fire independently without prompting from the lecturer in the correct order. At the end, the application evaluates our behavior. The scenario involves a fire in a kitchen room in a virtual office building.

Training: **17min**
Test: **13 min**

Stationary area

Speech recognition

Hand Tracking 2.2

BLS Solo Training

The application consists of two lessons: TRAINING and TEST.

TRAINING: During the training we practice the entire procedure in case of sudden cardiac arrest. The incident takes place on the premises of a manufacturing plant. Our task is to assess consciousness, breathing, notify the emergency services conduct CPR using an AED. In the app, we practice the scenario when we are alone, so we perform all the actions personally (see the next slide for a first aid application in the subway, where we act in a group). The app works with any phantom available on the market.

TEST: Each trainee can test themselves and perform a test simulating a sudden cardiac arrest scenario without prompting from a lecturer. Additionally, the test includes challenges such as hazards for the rescuer, or virtual characters that interfere with the rescuer's actions. At the end of the test, we receive a summary of the actions we carried out.

Training: **15min**
Test: **15 min**

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

Phantom recognition

BLS & AED In The Subway

During the game, we play the role of an accident witness who witnesses a sudden cardiac arrest at a bus stop. Our task is to perform **BLS and use the AED in accordance with the European CPR standard.**

The scenario assumes that there are bystanders around us. The app teaches us how to use nearby bystanders during the rescue operation. The application uses speech recognition, which allows us to give commands to virtual characters. In addition, the app works with any phantom available on the market.

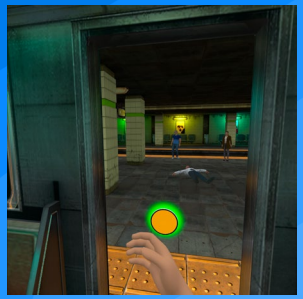
15min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

Phantom recognition



BLS & AED At The Stadium

During the game, we play the role of a soccer player. We are performing a penalty kick when the goalkeeper suddenly goes into cardiac arrest. Our task is to perform **BLS and use the AED in accordance with the European standard of resuscitation.** Additionally, one task is to build a protective wall that shields the rescue operation from the audience. Since we work in a group, we can enlist the help of other football players.

The application is compatible with any phantom available on the market.

10min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

Phantom recognition

BLS & AED At Home

The action takes place at home, we have a man unconscious. Our job is to check vitals, notify emergency services and put the victim in a safe position.

Speech recognition is used when talking to emergency services.

5min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

Carbon Monoxide

Carbon monoxide is invisible and odorless therefore how to present him in a game for children ? Undoubtedly, it is an evil character that each of us has heard about. In the new application we made an attempt to visualize it. The application begins in a bathroom with faulty ventilation, our hero arises from a gas heater. The task of the children is to leave the apartment as soon as possible and notify the 112 operator, but it is not so easy.

Carbon Monoxide also has a friend Mr. fireplace, and a gas heater. The length of time we stay in one room with poisonous gas also makes our task more difficult.

10min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

Extinguish Cooking Oils

A situation that can occur during cooking or other activities involves a fire starting in a pan with oil. As a participant in this scenario, you must extinguish the fire. The app teaches the correct procedures and allows you to see the consequences of incorrect actions. Throughout the app, you will learn about the combustion triangle, how to use an **ABF extinguisher,** and different fire groups. Additionally, the app covers extinguishing fires using home methods.

10min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

Fire Hose Reel

A short scenario teaching the use of the **HP 25 indoor hydrant.**

During the application, we are tasked with disconnecting the current and extinguishing the fire using two types of firefighting currents (dispersed and compact).

3min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

Escape My House

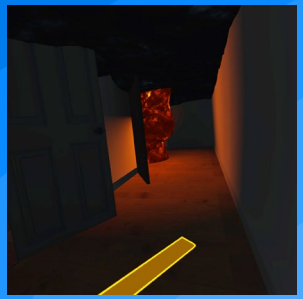
A fire breaks out in our house. The trainee's task is to exit the building as quickly as possible. Throughout the game, players learn how smoke detectors function, how smoke spreads through corridors, and appropriate behavior in such situations. An additional task involves finding a crying child.

4min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2



Rigger & Signalman

The application consists of four lessons that the participant must complete:

1A Signals manually introduced: During the lesson, the virtual instructor explains the meaning of the various signals in accordance with the current regulation. In addition, we learn about the dangers that can occur during vertical transportation.

1B Hand signals training: The trainee's task is to transport the load from the car to the roof of the building in a safe manner using hand signals.

2A A Voice signals introduction: During the lesson, a virtual instructor explains the meaning of the various voice signals in accordance with the current regulation. Our task is also to guide the load around the construction site avoiding hazards.

2B Voice signals training: The trainee's task is to transport the semi-finished product from the storage area to the roof of the building in a safe manner.

1A: **10min**
1B: **10min**
2A: **10min**
2B: **10min**

Stationary area

Speech recognition

Hand Tracking 2.2

Cut Wound

During the training, we are tasked with stopping the bleeding of a construction worker at the construction site. We learn the procedure for stopping bleeding, which includes applying pressure to the wound and applying a pressure dressing. A virtual trainer guides us step-by-step through the medical procedure.

~7min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

Forklift

The application consists of 4 independent parts:

1. Driving: During the exercise, we learn the health and safety rules for operating a forklift, from mounting the vehicle and checking the brakes to maneuvering it. Our task is to move a load to a designated location, all within the warehouse hall.

2. Fork Check: We learn all the fork issues required for the UDT exam.

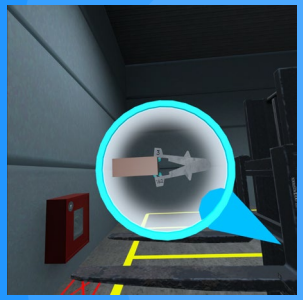
3. Load Measurements: We learn all about the forklifting capacity required for the UDT exam.

4. Tire Check: We will cover everything about the wheels and tires used on forklifts. After the training, participants will be able to identify tire damage and understand the causes.

1: **10min**
2: **10min**
3: **10min**
4: **10min**

Stationary area

Hand Tracking 2.2



Burns

The application consists of two lessons:

1. Extinguishing: During the training, participants must extinguish a fire using one of four basic methods: a CO2 (snow) extinguisher, a powder extinguisher, a hydrant, or a fire blanket. While selecting one of these methods, participants learn about the equipment and the rules for its use. Additionally, the application features realistic simulations of human fires to enhance learning.

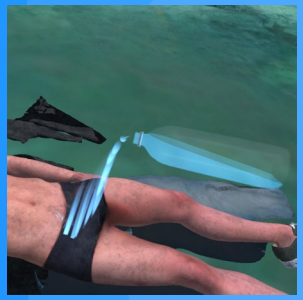
2. First aid: Our task is to treat extensive burns on a person. During the training, we learn how to estimate the extent of the burns and the appropriate procedures to follow.

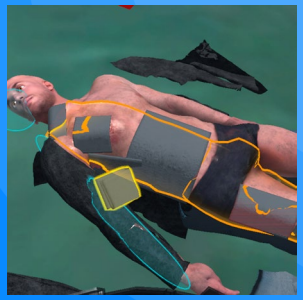
1: **25min**
2: **15min**

All-room area
2x2m

Speech recognition

Hand Tracking 2.2





Jump Cushion

This is the only opportunity to experience **jumping from the 7th floor** onto a jump cushion. The scenario unfolds in an apartment on the 7th floor, where the participant's only escape from a fire is to jump from a height.

According to fire department procedures, practice jumps onto a jumping pillow are prohibited due to the danger they pose to life and health. To date, no other method has been developed to safely simulate this traumatic situation. However, with the aid of virtual reality, we can safely familiarize ourselves with such dangerous scenarios.

3min

All-room area
1.5x2m

Hand Tracking 2.2

Evacuation With Aerial Ladder

Our task is to evacuate to the basket of a firefighter's ladder. The whole event takes place at the **height of the 10th floor.** The participant must overcome his fear of heights and walk 2 meters on the footbridge to reach the firefighters.

3min

All-room area
1.5x2m

Hand Tracking 2.2

Evacuation With Aerial Ladder Christmass Edition

The Company Christmas Eve event is our way of saying ”Thank you” to managers, executives, and employees for their contributions to the company's success throughout the year. EHS VR Company is grateful for your support, and in appreciation, we have prepared a special Christmas VR training suitable for the occasion.

As children, many of us eagerly awaited Santa Claus at the window. During this training, your employees will 'really' meet him. Participants will need to evacuate a burning building, but when the firefighter's ladder proves too short, the only rescue option is Santa Claus. Participants must then overcome their fear of heights and walk 2.5 meters across flying presents to reach Santa's sleigh.

3min

All-room area
1.5x2m

Hand Tracking 2.2

Hazard Identification

During the training, identify various types of hazards on the shop floor and implement appropriate treatment, among other things:

1. **Obstructed Traffic Routes**
2. **Moving Along Undesignated Traffic Routes**
3. **Noise**
4. **Eye Hazards**
5. **Manual Handling Work**
6. **Moving Machine Elements (possibility of being caught)**
7. **Obstructed Fire Equipment And Emergency Exits**
8. **Work Within The Area Of A Forklift Truck**
9. **Work Within An Overhead Crane**
10. **5S**

15min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

Fire Extinguisher Basic Training

The application consists of two parts: Fire Groups and Voltage Devices Fire.

Groups of fires: During the training, we learn about different fire groups. A virtual firefighter explains the meaning of each pictogram to us. Additionally, we practice using a fire extinguisher and carrying out extinguishing tasks. All training sessions take place in front of the fire department.

Voltage Devices Fire: Electrical switchgear fires are relatively common. In the virtual world, we learn the rules for using fire extinguishers on electrical equipment. A virtual firefighter explains the proper techniques for extinguishing such fires. During the training, we practice using both a fire extinguisher and an electrical switch under fire conditions.

1: 5min
2: 4min

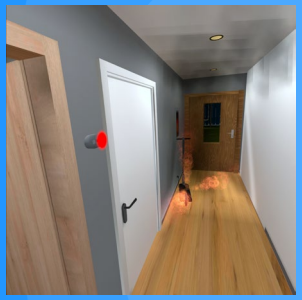
Stationary area

Hand Tracking 2.2

Fire Safety At Home

The application features seven different independent rooms, each presenting fire hazards found in a home. In each room, we encounter a dangerous situation, and our task is to act preventively to avoid the danger.

A boy's room: operating a fire extinguisher, the dangers of focusing light through a magnifying glass.
Grandfather's room: Smoking cigarettes in the house, smoke detector.
Living room: fire from an open fireplace, dangers from candles.
Girl's room: fire hazards from electrical appliances.
Basement: fire hazards from solid fuel appliances.
Dad's room: we see a roof fire at a neighbor's house - notification of emergency services 112.
Kitchen: dangers in the kitchen, fire and burns.



one room:
~5min
full course:
~35min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

BLS & AED In The Factory

TRAINING: During the training, a virtual trainer guides us through the resuscitation procedures for sudden cardiac arrest, all taking place on the premises. We use the Lifeline automatic defibrillator to assess consciousness, check breathing, notify emergency services, and conduct CPR using the AED. Virtual characters assist us throughout, responding to specific commands we give by voice.

TEST: We have complete freedom in how we conduct life-saving actions. From the outset, there are dangers to both the rescuer and the injured person. To increase the challenge, each time we start the game anew, one of three threats is randomly selected. This approach ensures that each session is unique and demands specific actions from the user. Additionally, virtual characters appear during the game to create disturbances. Throughout the game, we must continuously monitor the environment, perform CPR, and communicate with incident witnesses.

Training: **15min**
Test: **10 min**

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

Ergonomic Home & Office

The application recognizes our desk and adjusts it to meet current requirements. During gameplay, we embark on an engaging journey through the virtual history of humanity, explore human anatomy, and learn how to work in a healthy manner.

Dangers of sedentary work: Thanks to augmented reality (AR), a virtual human appears at our desk in our room. In this part of the app, we will learn about the dangers of sedentary work.

The impact of sitting on our health: The app will take us on an exciting journey through the virtual world, where we will explore the history of human sitting habits. We will travel back to the era of dinosaurs, visit the Middle Ages, and progress through to modern times.

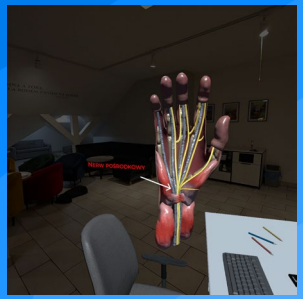
Ergonomic workstation: The task is to adjust virtual objects to the real elements of our desk. As a result of the game, we will receive feedback on how to improve our work environment.

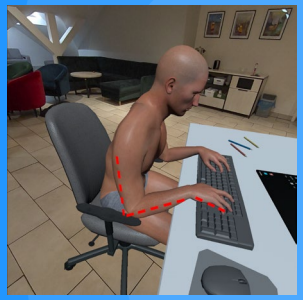
one module:
10min
full course:
50 min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2





Train Fire

This training simulates a fire on a train and is designed to demonstrate the duties of a rail vehicle operator during a fire emergency. Participants assume the role of a train driver who has been alerted by passengers of a fire. The training covers the rules for conducting evacuation and firefighting operations.

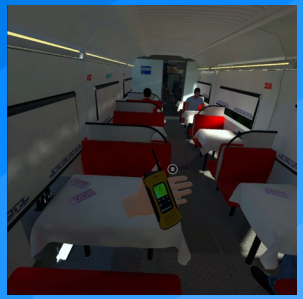
Trainees learn to evacuate passengers, make voice announcements, direct operations on a moving train, use handheld firefighting equipment, manage evacuation on the platform, and assist the fire department during rescue efforts. By the end of the simulation, train managers gain practical skills for handling train fires, with the scenario based on the **Commission (EU) TSI Loc&Pass regulation.**

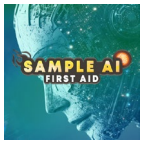
15min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2





SAMPLE AI First Aid

SAMPLE AI - This advanced tool integrates artificial intelligence and augmented reality for a realistic experience, designed specifically for the new Meta Quest 3 device. The app fully utilizes augmented reality to simulate real-world scenarios.

The training includes providing first aid to an injured person and conducting a **SAMPLE interview** with her AI-supported mother, who responds dynamically to the trainee's questions and actions. Augmented reality brings virtual participants - the injured girl and her mother - into our homes or offices, enhancing the realism of the scenario. This VR-based application offers a comprehensive solution for first aid training. When combined with other applications, it forms an essential suite of training tools for any company.

7min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2

Phantom recognition

Working At Height

Accident statistics indicate that working at height demands special attention and proper knowledge. How can a worker's fall be prevented? What steps should be taken for an evacuation when an employee is in a dangerous situation? Our innovative VR training courses offer solutions. These courses not only minimize risks but also deliver an unforgettable experience and substantial knowledge, making them an essential tool for health and safety training.

The application consists of 4 parts:

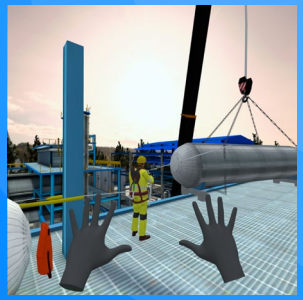
1. Inspection and selection of equipment for working at heights
2. Horizontal and vertical belay systems
3. Fall from height
4. Evacuation from height

40min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2



Lockout Tagout

The application is divided into two parts.

1. The first part offers interactive lessons that educate production workers about the different types of energy in machinery and how to safeguard it with the appropriate safety features and labels. A virtual instructor leads users through practical examples and simulations, teaching them to recognize potential hazards and secure machinery effectively, thus equipping workers with necessary skills and knowledge.

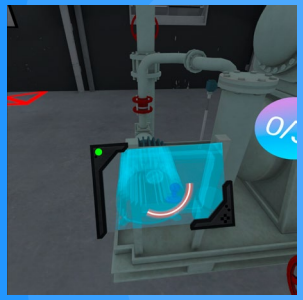
2. The exam portion of the Lockout Tagout app allows production workers to apply machine security measures themselves. It offers a realistic environment for practice and skill enhancement. Through interactive tasks and tests, the app evaluates workers' abilities to secure machines properly and identifies areas needing improvement.

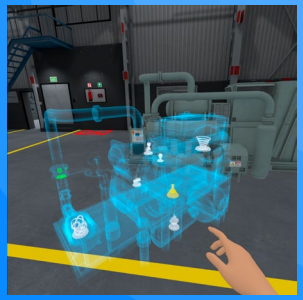
full course:
~30min

Stationary area

Speech recognition

Hand Tracking 2.2





5S

The 5S Training is an innovative educational tool designed to facilitate the accessible and effective learning of the 5S methodology principles. By utilizing virtual reality technology, the application offers an immersive experience that guides users step by step in implementing each element of the 5S methodology in practice. The application provides a realistic simulation of a work setting, where participants go through the successive steps of the **5S methodology: Sort, Set in Order, Shine, Standardize, and Sustain.** Starting with the identification and segregation of unnecessary items, users learn how to systematically organize the space, clean, standardize processes, and maintain self-discipline.

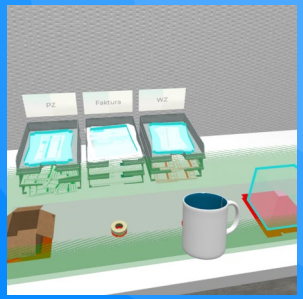
The application allows users to make mistakes during the learning process, which are then corrected by a narrator or animation, helping them better understand the concepts and avoid similar errors in the future. At each stage, users are required to make decisions, making the learning process both challenging and enriching. After completing all the lessons, users take a final test that integrates all the acquired skills. The test includes a timer for implementing the 5S methodology in a given environment, further motivating users to act quickly and efficiently. The goal of the training application is to teach employees how to effectively implement the 5S methodology, thereby increasing productivity and improving workplace organization.

15min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2



Chemical Spill Response

The Chemical Spill Response Safety Training for warehouse environments is an invaluable tool for workers in operational roles, designed to enhance safety and efficiency in emergency situations.

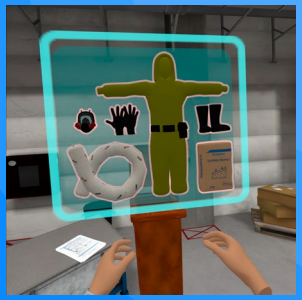
How should you react to a chemical spill? How can you secure the affected area? The application provides a realistic simulation within a virtual workplace, where trainees must contain the spill and secure the area according to safety procedures. Starting with the proper use of personal protective equipment (PPE), users identify the spilled substance and its quantity, select the appropriate tools to contain and neutralize the spill. This training application is based on virtual reality technology, featuring realistic models and sound effects. The goal of the training application is to teach employees how to respond to chemical spills in emergency situations, helping to prevent serious health and environmental consequences.

7min

All-room area
3x3m

Speech recognition

Hand Tracking 2.2



Work In Confined Spaces

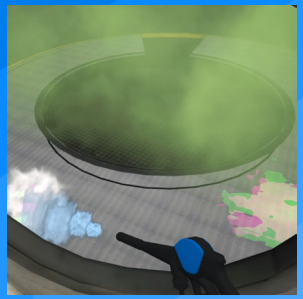
The application covers a wide range of potential threats and necessary security procedures. Simulations are realistic and engaging, which should effectively convey knowledge and skills.

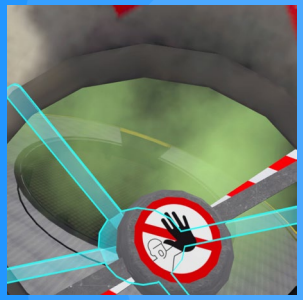
~30min

All-room area
3x3m

Speech recognition

Hand Tracking 2.2





Manual Transport Work

Manual transport work includes all activities related to moving objects using human muscle power. Although automated systems are taking over an increasing share of these tasks, manual labor still plays an important role. The purpose of this application is to discuss and show the situation so that no accidents or injuries occur.

10min

All-room area
2x2m

Speech recognition

Hand Tracking 2.2