

Apps Catalog



Table Of Contents

- 3. EHS ACADEMY like Netflix!
- 4. VR Training

Industry

- 5. Working At Height
- 6. Work In Confined Spaces
- 7. Lockout Tagout
- 8. Chemical Spill Response
- 9. Forklift
- 10. Hazard Identification
- 11. Manual Transport Work
- 12. 5S
- 13. Rigger & Signalman
- 14. Safety Shower

Fire Safety

- 15. Fire Training Evacuation
- 16. Warehouse Fire
- 17. Fire Extinguisher Basic Training
- 18. Jump Cushion
- 19. Evacuation With Aerial Ladder
- 20. Fire Hose Reel
- 21. Fire Safety At Home
- 22. Carbon Monoxide
- 23. Extinguish Cooking Oils
- 24. Escape My House
- 25. Train Fire
- 26. Forklift Fire

First Aid

- 27. BLS & AED In The Factory
- 28. BLS & AED In The Subway
- 29. BLS & AED At Home
- 30. BLS & AED At The Stadium
- 31. Cut Wound
- 32. Burns
- 33. SAMPLE AI First Aid

Office

- 34. Ergonomic Home & Office
- 35. Eco Shoot

Civil Defense

- 36. Civil Defense

PATRYK GAWŁOWSKI

 (+48) 577 605 105

 patryk.gawlowski@ehsvr.com

 www.ehsvr.com

EHS ACADEMY *like Netflix!*

As part of the subscription, we have access to **more than 50* 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.



Roomscale / Stationary area

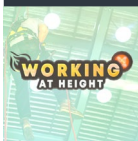
Is designed to create a virtual boundary around the player for protection during gameplay. If the boundary is crossed, the headset will enter standby mode. The area can be any size, although a recommended minimum size is provided.



Hand Tracking 2.2

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





Working At Height

VR training in working at heights is a response to the real hazards encountered in everyday technical and industrial work. Thanks to virtual reality, it is possible to safely practice **key procedures and emergency situations**. The realistic environment, **specialized equipment**, and dynamic scenarios make the training not only effective but also extremely engaging. The application raises awareness of hazards, teaches the proper selection and control of equipment, and allows users to gain practical experience in working at heights – without the risk.

1. Control of equipment for working at heights: The training focuses on the proper inspection of personal protective equipment. The participant learns about elements such as harnesses, helmets, shock absorbers, and self-belay devices. The application demonstrates how to **recognize wear on equipment and damage**, as well as **what the consequences of using faulty gear might be**.

2. Selection and mounting of anchoring points: This lesson enables learners to choose the anchoring point, hook, and shock absorber for a specific work environment. The application of the selected set is visualized in the simulation, which allows for the evaluation of its effectiveness and understanding of **the principles of the protective system**.

3. Vertical systems: In the course of the lesson, the participant performs a task related to repairing lighting faults using a vertical system. The training focuses on **the proper use of safety systems** while working in a vertical position, emphasizing safety and correct handling.

4. Evacuation from heights: The scenario of evacuating a person injured in an accident at height. **The use of specialized equipment** and a realistic course of the rescue operation allow for practicing **key procedures**.



40min



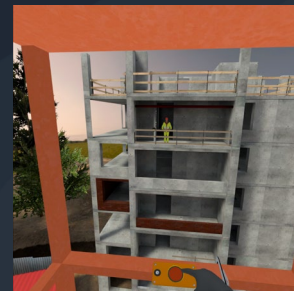
Roomscale
2x2m

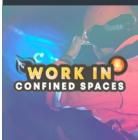


Speech
recognition



Hand Tracking 2.2





Work In Confined Spaces

The VR training for working in confined spaces **prepares users for the procedures that must be followed to ensure safety**. The application allows virtual training for tasks like opening hatches, ventilating the space, performing atmospheric measurements, and assessing the technical condition of tanks.

During the training, users learn how to properly secure the work area, use the appropriate protective equipment, and respond to hazards such as toxic fumes or low oxygen levels. With realistic VR scenarios, participants can safely practice procedures related to entering tanks and evacuating in case of danger.

The application offers a full simulation of activities in confined spaces, **allowing participants to experience various situations and react to them**, which translates into higher levels of preparation and safety in real-life work.



~30min



Roomscale
3x3m



Speech
recognition



Hand Tracking 2.2





Lockout Tagout

An innovative VR application focused on Lockout Tagout procedures, designed to enhance the safety of production workers. Realistic scenarios, an interactive virtual instructor, and a factory environment effectively allow users to master the key principles of isolating energy sources. The application supports the development of habits that translate into real safety on the production floor – from recognizing hazards, through applying appropriate safeguards, to independently executing procedures.

1. Hologram: In the first stage, the participant becomes familiar with various types of energy present in industrial machines. A virtual hologram presents energy, while the instructor discusses the machine elements associated with it. Knowledge acquisition occurs in an attractive, visual form that supports long-term retention.

2. Energies: The next stage allows practical recognition of energy types directly on the machine. Using a special scanner, the participant identifies energy hazards, practicing mindfulness and accuracy in situational assessment in an industrial environment.

3. Training: In the third lesson, the participant learns to locate energy sources.

4. Padlocks: The next lesson involves using the appropriate locks and tags according to the Lockout Tagout procedure. The process is carried out step by step, in accordance with real procedures, allowing for thorough practice without risk.

5. Test: The culmination of the training is a test module in which the user independently performs the repair of the machine, applying the previously learned LOTO principles.



~30min



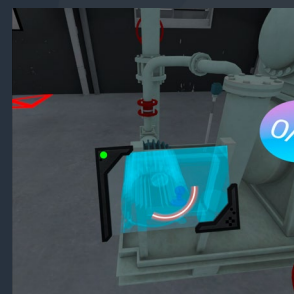
Stationary area



Speech
recognition



Hand Tracking 2.2





Chemical Spill Response

Chemical Spill Response Training is an essential VR application designed to enhance workplace safety, specifically for industrial and warehouse employees. This training equips workers with the skills to effectively handle chemical spills by following key safety procedures.

Through immersive VR simulations, users learn to **identify hazards**, properly use **personal protective equipment (PPE)**, and secure spill sites to prevent health and environmental risks. The realistic scenarios provide hands-on learning that boosts **emergency preparedness** and ensures compliance with safety regulations.

This training prepares your team to confidently manage chemical emergencies, safeguarding both the workforce and the workplace.

1. Hazard Identification

Marking the spill area according to safety regulations, ensuring restricted access to unauthorized personnel

2. Safety Data Sheet (SDS) Assessment

Understanding key substance properties, such as **flammability**, **toxicity**, and **potential health hazards**

3. Use of Personal Protective Equipment (PPE)

Wearing gloves, safety goggles, protective suits, and respirator masks

4. Spill Neutralization

Using appropriate absorbents (e.g., **sand**, **silica**, **acid-binding substances**)

Collecting the spilled substance and securing it in a sealed container

Ventilating the area and marking the contaminated zone



7min



Roomscale
3x3m



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





Hazard Identification

Hazard Identification VR Training is a critical component of occupational health and safety programs aimed at ensuring a safe work environment. This immersive training application helps employees recognize and understand various risks they may encounter on the production floor. Awareness of potential hazards, such as eye protection, harmful noise exposure, and safe practices around heavy machinery like forklifts and overhead cranes, is essential for minimizing workplace accidents.

The training consists of **9 interactive modules** designed to highlight common workplace dangers in a virtual reality environment. These modules cover a wide range of threats, including **blocked traffic lanes**, **moving along undesignated paths**, **noise**, **hazards to the eyes**, **manual handling tasks**, **moving machine parts**, **blocked firefighting equipment** and **evacuation exits**, and **working within the area of forklifts and overhead cranes**.

Each module allows employees to experience potential threats in a **safe VR simulator**, reinforcing proper safety measures and raising awareness of the risks that may arise. With a total training time of **15 minutes**, the **Hazard Identification VR Training** helps workers stay alert and prepared, ultimately contributing to a safer and more efficient workplace.



10min



Roomscale
2x2m



Speech
recognition



Hand Tracking 2.2





Manual Transport Work

The Manual Transport Work application is an **advanced training tool designed to enhance workplace safety in high-risk environments**, particularly when handling heavy items manually. This immersive training solution helps employees learn the **correct lifting and transporting techniques**, as well as how to organize their workspace to minimize risks.

The training is divided into several stages: from the theoretical introduction and the demonstration of improper lifting techniques, to the correct method of lifting and practical exercises in a work environment. The user will be tasked with organizing their workstation, transporting tools, and adjusting lifting standards according to their own abilities. With interactive tips and animated guidance, players will learn safe and effective manual handling techniques and health & safety regulations.

Improve employee health, reduce the risk of injuries, and enhance training efficiency with this innovative VR solution.



10min



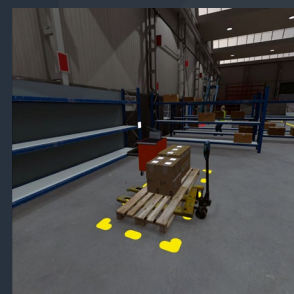
Roomscale
2x2m



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



Roomscale
2x2m

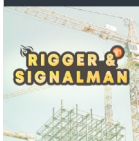


Speech
recognition



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



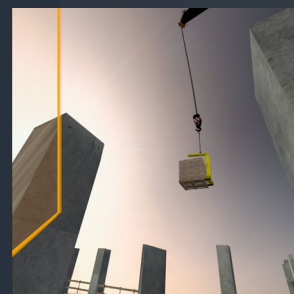
Stationary area

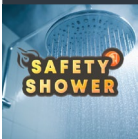


Speech
recognition



Hand Tracking 2.2





Safety Shower

VR Safety Shower & Eyewash Training | Chemical Spill Emergency Response

This immersive VR training application places participants in a realistic industrial environment where an unexpected chemical spill creates a life-threatening emergency. Users experience a high-pressure scenario in which every second matters, requiring them to make quick decisions and follow the correct emergency procedures.

The simulation teaches the proper response to chemical exposure, from locating the nearest emergency safety shower and eyewash station within the critical response time to activating the equipment and performing the correct decontamination procedures. Participants learn how to flush their eyes and skin, remove contaminated clothing, and respond according to workplace safety standards.

Realistic visual and audio effects, reduced visibility, and time pressure recreate the stress of an actual workplace incident, allowing users to practice essential emergency procedures in a safe, controlled virtual environment.



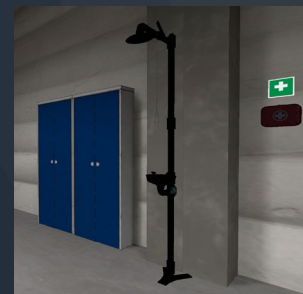
~15min



Roomscale
2x2m



Hand Tracking 2.2





Fire Training 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





Warehouse Fire

Train Fire Marshals in realistic warehouse fire scenarios: based on OSHA & NFPA standards. The *Warehouse Fire* VR simulation delivers hands-on, immersive training for designated **Fire Marshals** and employees assigned fire response duties. Developed in line with U.S. safety regulations - including **OSHA 29 CFR 1910.38(e)** and **NFPA Emergency Action Plans (Module 4)** - this application helps build real-life skills for high-risk situations without putting workers in danger.

Scenario 1 – You discover a fire: Trainees are placed in a realistic warehouse setting where they identify signs of fire, activate the fire alarm, and—only if safe and instructed to do so—attempt to suppress the fire using portable extinguishers or fire hose reels. A virtual instructor reinforces key safety rules, like maintaining a safe distance from flames and avoiding smoke inhalation.

Scenario 2 – You hear a fire alarm: Participants follow evacuation procedures as outlined in their company's Emergency Action Plan (EAP). They exit their work area, assist co-workers, sweep shared zones to ensure no one is left behind, and report to the designated assembly point. Along the way, trainees encounter hazards and learn when **evacuating takes priority over firefighting**.

This VR module is ideal for EHS teams, warehouse supervisors, and facility Fire Marshals who need to stay compliant, ready, and confident in their emergency response duties. Realistic scenarios, voice control, and intuitive hand tracking make it a powerful tool for workforce safety training in industrial environments.



15min



Roomscale
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





Jump Cushion

Jump Cushion VR Training offers a unique and immersive opportunity to experience the challenge of **jumping from the 7th floor** of a building onto a firefighter's safety airbag, also known as a "jump cushion". Set in a **high-rise apartment**, the scenario simulates a **fire emergency**, where the only escape route is to jump from a significant height. Due to fire department regulations, practicing such jumps is prohibited as it poses substantial **health and safety risks**. There is currently no other way to prepare individuals for such a traumatic situation. However, with the power of **virtual reality**, users can safely experience this emergency scenario, familiarizing themselves with the correct response and procedures without the inherent dangers of real-life practice.

Jump Cushion VR Training provides a **realistic, risk-free** method to prepare for **high-risk emergencies** and helps participants build **confidence** in emergency escape procedures, ensuring they are better equipped to handle critical situations.



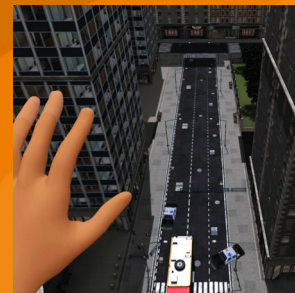
3min



Roomscale
1.5x2m

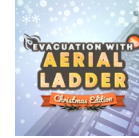


Hand Tracking 2.2





Evacuation With Aerial Ladder



Evacuation with Aerial Ladder VR Training is an immersive virtual reality application designed to train individuals in **emergency evacuation procedures** from **high-rise buildings**. Set 10 stories high, the app simulates a high-altitude scenario where users must overcome their **fear of heights** and navigate an **aerial ladder** to reach **firefighters** for rescue.

This realistic training experience helps participants build **confidence** in high-risk situations, ensuring they are prepared for **emergency evacuations** from elevated buildings. The VR simulation improves both **mental resilience** and **response skills** in emergency situations, providing essential training for workplace safety. Enhance your team's preparedness with **Evacuation with Aerial Ladder VR Training**, an engaging and practical tool designed to improve safety and boost confidence during critical evacuations.

We have also prepared a special **Chrismass Edition** of the app, perfect for Christmas Eve company gatherings.



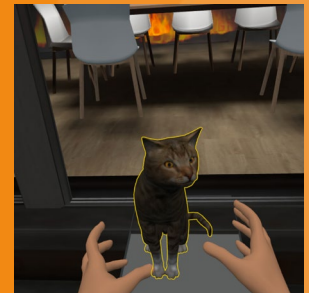
3min



Roomscale
1.5x2m



Hand Tracking 2.2





Fire Hose Reel

Hands-On Firefighting Skills: Fire Hose Reel VR

Fire Hose Reel VR Training is a short but practical scenario that teaches participants how to operate a wall-mounted hydrant during a fire emergency. The simulation guides users through shutting off electricity and extinguishing flames using two water jet modes: a solid stream and a spray.

This focused VR training builds confidence in handling firefighting equipment, ensuring employees are prepared to act quickly and safely in real-life emergencies.



3min



Roomscale
2x2m



Speech
recognition



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



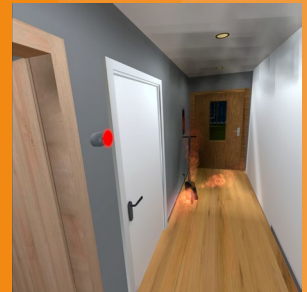
Roomscale
2x2m



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 and our opponent arises from a gas heater. The task for 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 helper – evil Mr. Fireplace. The length of time we stay in one room with poisonous gas also makes our task more difficult.



10min



Roomscale
2x2m

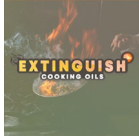


Speech
recognition



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



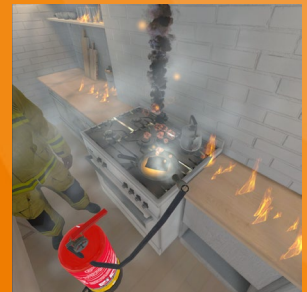
Roomscale
2x2m



Speech
recognition



Hand Tracking 2.2





Escape My House

Escape My House VR Training is an immersive simulation that teaches how to react during a house fire. The objective is simple yet critical: leave the building as quickly and safely as possible while learning key fire safety rules.

During the scenario, participants discover how smoke detectors work, observe the way smoke spreads, and practice the correct behavior in low-visibility conditions. An additional challenge involves locating and rescuing a crying baby, reinforcing awareness, focus, and calm decision-making under pressure. This VR experience provides essential life-saving knowledge, preparing users to respond effectively in the event of a home fire.



4min



Roomscale
2x2m

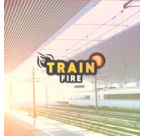


Speech
recognition



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



Roomscale
2x2m



Speech
recognition



Hand Tracking 2.2





Forklift Fire

This immersive VR training application provides a unique insight into the construction and failure mechanisms of lithium-ion batteries used in modern forklifts. Through detailed 3D visualizations and interactive simulations, participants explore the internal structure of a battery before witnessing the complete sequence of events that can lead to a catastrophic battery fire. The training begins with an examination of a modern forklift and its battery system, introducing key components such as battery modules, individual cells, and the Battery Management System (BMS). Users then journey inside a single lithium-ion cell to discover how electrodes, the separator, and electrolyte work together to deliver high performance while maintaining safe operation.

Once the battery's design has been explored, the simulation demonstrates the complete thermal runaway process. Participants observe each stage of battery failure: from internal short circuit and heat build-up to gas venting, toxic emissions, ignition, and the rapid propagation of fire between neighboring cells. Realistic visual effects, thermal imaging, sound design, and dynamic animations help explain complex electrochemical processes in an intuitive and engaging way.



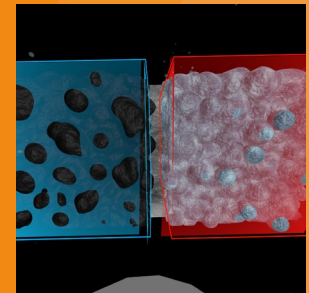
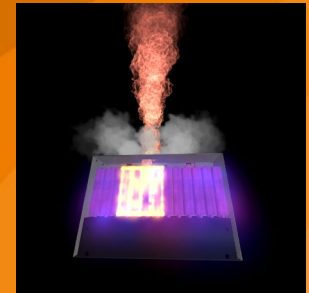
15min

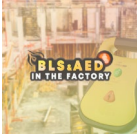


Roomscale
2x2m



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



Roomscale
2x2m



Speech
recognition



Hand Tracking 2.2





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.



10min



Roomscale
2x2m



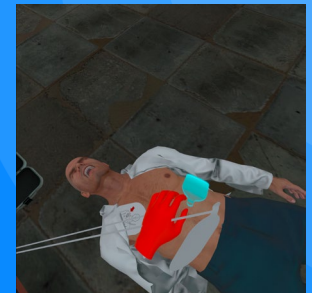
Speech
recognition

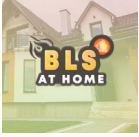


Hand Tracking 2.2



Phantom
recognition





BLS & AED At Home

BLS at Home VR Training immerses participants in a realistic household scenario where they encounter an unconscious person. The objective is to check vital functions, call emergency services, and place the casualty in the recovery position.

The simulation uses voice recognition to enable realistic interaction with the rescue team, reinforcing confidence and communication skills in critical moments. This module prepares users to handle emergencies at home calmly and effectively, ensuring they know how to react when every second counts.



8min



Roomscale
2x2m

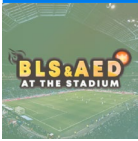


Speech
recognition



Hand Tracking 2.2





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



Roomscale
2x2m



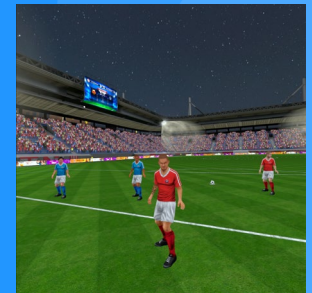
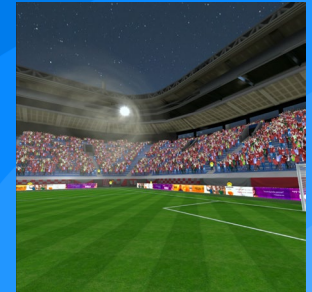
Speech
recognition



Hand Tracking 2.2



Phantom
recognition





Cut Wound

In this training **we have to stop the bleeding** of a wounded construction worker. The scenario is taking place at a construction site. We learn how to stop the bleeding and we have to use pressure on the wound and make a compression dressing. The virtual trainer leads us through the medical procedure step by step.



~7min



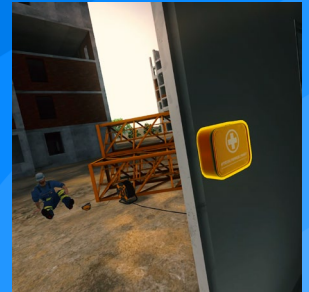
Roomscale
2x2m

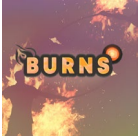


Speech
recognition



Hand Tracking 2.2





Burns

Burns Training is a comprehensive VR application designed to teach users how to respond to burn emergencies effectively. The app is divided into two crucial parts: **Extinguishing** and **First Aid**.

In the **Extinguishing** section, players learn how to extinguish a person on fire using the four primary methods: **carbon dioxide fire extinguisher**, **powder fire extinguisher**, **wall hydrant**, and **fire blanket**. As they choose the appropriate method, users are educated about the equipment and its correct usage, all based on a real-life fire scenario.

The **First Aid** part focuses on treating severe burns. The goal is to assess the extent of the burns and apply the correct medical procedures, teaching the user how to dress and care for burn injuries in an emergency situation. This immersive VR training provides both essential life-saving techniques and critical knowledge for handling burn emergencies with confidence.



1: 25min
2: 15min



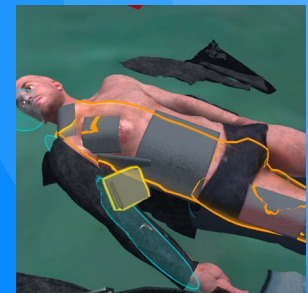
Roomscale
2x2m

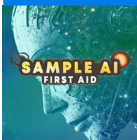


Speech
recognition



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



Roomscale
2x2m



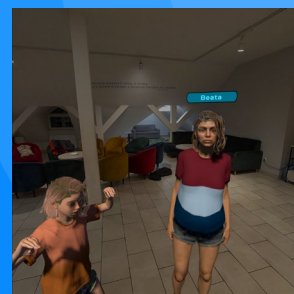
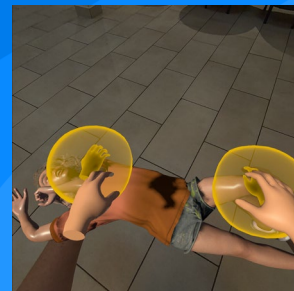
Speech
recognition

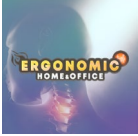


Hand Tracking 2.2



Phantom
recognition





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.



15min



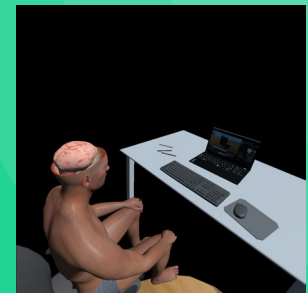
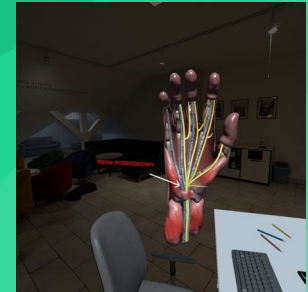
Roomscale
2x2m



Speech
recognition



Hand Tracking 2.2





Eco Shoot

Recycling Made Fun – Eco-Shoot VR

Eco-Shoot VR turns waste sorting into an interactive and engaging experience. Using a virtual slingshot, players learn how to properly separate paper, plastic, glass, and mixed waste, making sustainability both fun and practical.

The training includes a guided narrator, a step-by-step tutorial, and two difficulty levels. As players progress, the game world visibly transforms with every correct action, reinforcing the importance of eco-friendly habits.

Perfect for schools, offices, and training programs, this VR experience builds environmental awareness while combining education with play.



15min



Roomscale
2x2m



Speech
recognition



Hand Tracking 2.2

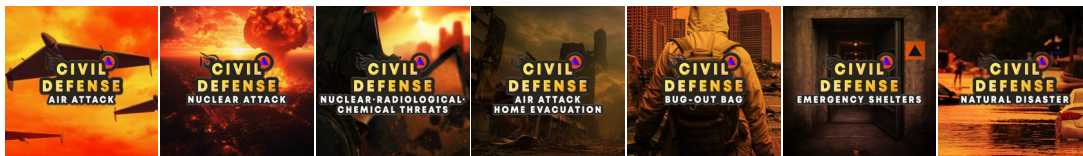




Civil Defense

Our VR training is an **advanced program focused primarily on civil defense**. In the face of a real threat of armed conflict, rehearsed procedures and practical survival skills are crucial for the safety of the civilian population. Our approach centers on realistic simulations of wartime scenarios, preparing participants to respond to threats consciously and effectively.

The application includes:



~30min



Roomscale
2x2m



Speech
recognition



Hand Tracking 2.2



Contact



PATRYK GAWŁOWSKI



patryk.gawlowski@ehsvr.com



(+48) 577 605 105

www.ehsvr.com