



3D – Safety training for crane operations

PROJECT OWNER : ORANO

USE : Training

PROJECT : Virtual reality Serious Game for construction sites safety

LOCALISATION : La Hague

DATE : 05/06/2019



Project description

- - Client needs: To have a learning and knowledge testing tool that is complementary to paper-based materials. The goal of the serious game is to put the learner in a virtual situation of analysis on a building site to familiarise him/herself with the safety checks on a building site with a crane and a building site with scaffolding.
- - Target: construction site workers
- - Technical equipment: Computer + Virtual reality headset (VIVE)
- - Advantage of the solution: the immersion of the learners in a concrete situation allows them to understand and retain the concepts covered by the application easier.

Mission OREKA Ingénierie

- Modeling of 3D elements
- Scenario development (interfaces, interactions...)
- Supply of virtual reality equipment

