VR simulator for power industry engineer staff trainings

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We create VR and computer graphics-powered training solutions for safe working at industrial enterprises.

Our team of 20+ professionals provides end-to-end services, from methodology development to product implementation.

WE HAVE COMPLETED 60+ PROJECTS FOR RUSSIAN AND INTERNATIONAL CUSTOMERS, INCLUDING

GAZPROM NEFT, SIBUR, MOSOBLGAZ, ROSATOM, GAGARIN RESEARCH&TEST COSMONAUT TRAINING CENTER, GE HEALTHCARE, DELAVAL, ETC.
What we do

We help companies to reduce risks of production shop downtime, accidents and emergencies.
How we do it

We digitize technological processes, plants, and entire industrial enterprises, create VR simulators, design and outfit training rooms, and integrate ready-to-use products with personnel training process.
How we achieve this

We minimize human error by practicing scheduled maintenance and emergency activities in a safe environment.
VR Simulator

A hardware-and-software suite of interactive visualization tools with a set of training, hands-on, and testing scenarios to develop and improve professional skills and knowledge in a virtual environment.
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Work site simulator

- A virtual copy of a work site, equipment, tools, and personal protective gear, including even employee avatars

- Logic simulation along with visualization of technological processes and operations
Training and testing modes

Training mode provides prompts during work performance and access to supporting materials.

During the testing mode, correct and incorrect actions are logged for further skill evaluation.
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Instructor’s workstation

- Assignment of training scenario and a role to a trainee
- Scenario management and event sequence editing
- Session video recording for detailed analysis
Training solution components

VR trainings
Visualized production processes with training and testing modes being available

Equipment and infrastructure
Designing and outfitting training rooms

Integration with enterprise IT systems
Enterprise training systems, information security, and enterprise data transfer systems

Personnel briefing
Training in the using of VR hardware and software
Use cases

- Introductory briefing
- Acquiring and practicing operation and maintenance skills
- Acquiring and practicing repair skills
- Practicing an Emergency Response Plan
VR simulator is the right choice when:

- Technological process may not be interrupted
- No personnel training tools are available
- Physical simulator is too expensive
- Collective training is required
- Situation is hard to simulate in real life
- Deep analysis of employee actions is required
- Employees have multiple choices
Who can use VR simulator and what for

1. CEO
   - reduce equipment downtime during repairs

2. Chief Engineer
   - reduce probability of non-scheduled shutdowns

3. Training Office / HR Director
   - reduce the number of incidents

4. Director for Health, Safety and Environment
   - train how to work safely

5. Director for Maintenance and Repairs and people responsible for operation of individual units or plants (foremen, etc.)
   - prepare employees for performance reviews

6. Director for Maintenance and Repairs and people responsible for operation of individual units or plants (foremen, etc.)
   - accelerate onboarding
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VR simulator project roadmap

Stage I
- 2 months: Pre-project examination
- KPIs set
- Simulator project (functional and technical requirements, and separate requirements specification)

Stage II
- 4 months: MVP
- KPIs confirmed
- Employee feedback collection

Stage III
- 6+ months: Product development, integration with infrastructure, and scaling
Thank you for attention!

Speaker’s contacts:

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