

# VIRTUAL REALITY TRAINING MODULE I



Warning! Today the exclusion area is not fenced!

Pick up you forgotten tool near the excavator!

**VIRTUAL REALITY TRAINING – MODULE I** engages the workers in a Virtual working area – specifically chosen from typical Bonatti worksite operations – and “being there”, make them perceive and understand which hazards and consequently which risks are present and which consequences can impact them when they fail to comply with the rules and behaviors.



In a typical worksite it is possible to identify several sources for unwanted events. Virtual Training would allow to workers involved to immediately experience – in an innovative light – those factors that could represent incident’s causes, such as interaction man vs machine, the need for devoted process and requirements to protect each worker on site, etc..., and supports the development of HSE culture by means of state-of-art technology and the full involvement of the workforce.

**THE VR TRAINING** is a powerful tool to develop risk perception and awareness of potential consequences in case of an accident.



The **innovation** of the VR Training stands in enabling trainees to test their own HSE knowledge and to experience directly and realistically on themselves - in a protected environment - the consequences of an unwanted event, thanks to a sophisticated technology that provides realistic feedbacks of all inputs from the scene context .



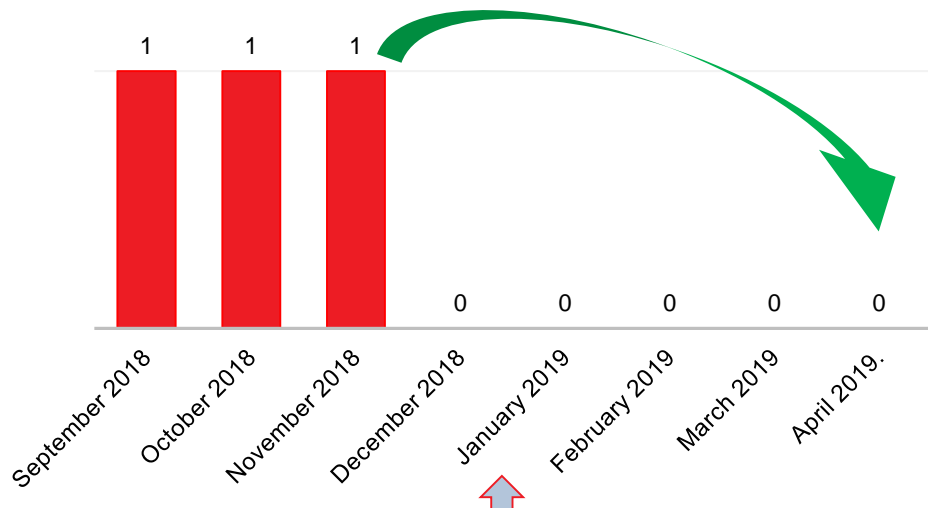
In most evolved behavioral based safety programs or during a conventional training in the O&G Industry, the facilitators normally share videos, pictures, speeches with the audience.



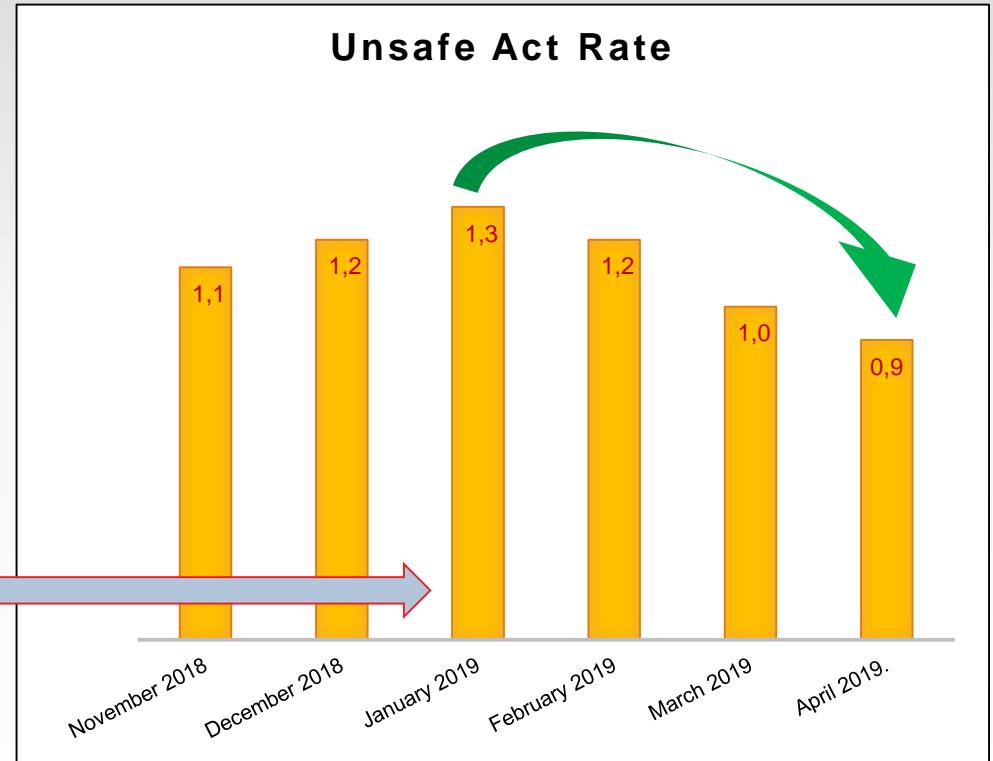
**With the VR Training the worker lives the experience, acquiring in real time an effective understanding of HSE procedures, rules and precautions to be to complied and simply appreciates why it is so important choosing to do the right thing at all times!**

**THE VR TRAINING - MODULE I** has been tested on 'TAP Project - Greece Lot 2 and 3' by Bonatti Spa, since the start of the initiative the Unsafe Act and Situation Rate (UASR) considerably decreased, and unwanted events related to man vs machine – Exclusion zone, has been stopped.

**Unwanted event Man vs Machine Exclusion Zone**



**Unsafe Act Rate**



**“VR TRAINING”  
introduced on Project**