

IMMERSIVE TRAINING CLASSROOM

APPLIED VIRTUAL REALITY SOLUTIONS



simumak

A COMPANY OF THE GROUP:

Aeroespacial
y Defensa



www.simumak.com



*Simumak is a Spanish company with an international presence belonging to **everis Aerospace and Defense**, which, in turn, is part of the **NTT DATA** group. Simumak has a long experience developing didactic simulation solutions for the Automotive, Construction, Mining, Logistics and Defense sectors.*

Simumak develops 100% of its solutions in an affordable way, focusing on the specific needs of customers, combining the use of new technologies with the real needs of its customers.

How to operate it?



Simumak Immersive Simulators is the division from which we develop the software and hardware of cockpit simulators specifically designed for students to learn how to operate vehicles or machines. Boost the performance of your operators or qualify more prepared students thanks to our training plans on board Simumak simulators.

How does it work?

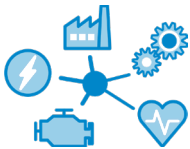


From the **Simumak VR Training** division, we design training plans adapted to the needs of the client, with the aim that the students are able to assimilate theoretical-practical knowledge, functions, or processes, using, as hardware, high quality and very low cost commercial products (Oculus Go). Optimize the assimilation of your processes or improve the understanding of your students through our immersive training tools.

IMMERSIVE TRAINING CLASSROOM

Our goal is to maximize your profit by increasing the safety and productivity of your equipment.

After **more than 15 years of designing virtual trainings tools**, we have developed a product adapted to your needs with which you will be able to achieve real, measurable results that will optimize the operation of your company.



APPLICABLE TO MANY FIELDS

The immersive training system developed at AFI is applicable to a wide variety of professional fields. The industrial sector, the health sector or the service sector are some examples of possible applications in which immersive training provides added value.



GUIDED INSTRUCTION

The instructor is in charge of leading the class. From the instructor platform, he manages in real time, the didactic contents and practices that the students carry out during the training. Each student will have their own VR viewer. The number of students is variable and adaptable to each classroom.



EVALUATION

Throughout the training, students face practices and tests where they have the opportunity to demonstrate the knowledge acquired during the course. These practices are carried out by each student individually and are monitored by the instructor in real time.



SOCRATES

The progress and grades of each student are stored in the cloud. These data is accessible to the instructor at all times. The instructor can obtain customized reports of the results of their students during the training.

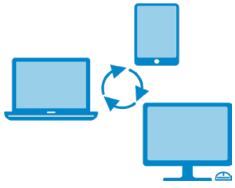


TRAINING IN ITINERE

AFI is a light, portable and wireless system This facilitates its implementation in all kinds of environments. Platform users have access to the same content regardless of where the classroom is located.

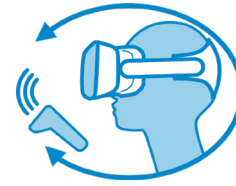


SIMUMAK SIMULATION ECOSYSTEM



MULTIPLATFORM INSTRUCTOR POSITION

- Control of the classroom
- Sample of didactic sequences
- Approach to exercises for students



VR-BASED STUDENT POSITION

- Latest generation VR viewers
- Wireless Virtual Controllers
- Scalable classrooms



- Distraction-free training

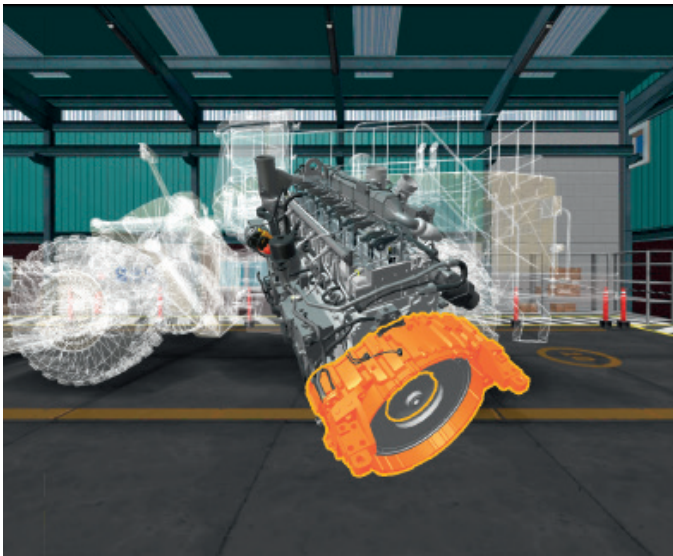


- Equal resources for all



- Individual practices for each student

PEDAGOGICAL ELEMENTS

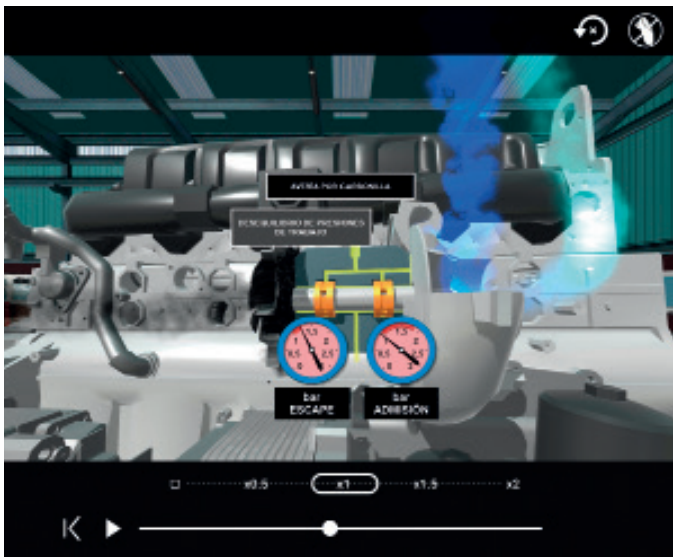


DIDACTIC MODELS

Each of the blocks into which a virtual course is divided is based on a Teaching Model.

Students will see how the instructor interacts with these models: rotating on their axes; navigating through its elements; hiding external components to access inner layers, etc.

Students will also be able to **freely interact** with these models when the instructor allows it.



TRAINING SEQUENCES

The instructor shares with his students training sequences where, in an immersive way, didactic contents to support the instructor's explanations.

The **high level of detail** achieved in the AFI contents, accompanied by the **realism** provided by the virtual reality viewers, make this training experience intense and efficient.



PRACTICES

The instructor tests the knowledge acquired by his students through interactive practices that **each student will face individually**. The objective of these practices is for the student to be able to solve problems that they will encounter in their work environment in a **realistic way**.

All students progress data is stored in the cloud and can be reviewed by the instructor through **personalized reports**.



POSSIBLE APPLICATIONS

AFI has direct application to many fields, among them, we highlight the following:

MECHANICS

AFI offers flexibility to be deployed in **remote locations**, offline.

The solvency with which it represents both environments and large complex elements, not always accessible to students during their training, make AFI an ideal tool for these operators to have an **egalitarian and highly effective education**.



HEALTH / MEDICAL TRAINING

The health sector represents another of the main focuses of application of immersive virtual training.

The level of detail with which AFI can represent its contents, allows a **realistic recreation of the processes and elements** that make up the human body.



INDUSTRY

Due to the high costs in equipment and infrastructure, a quality and profitable training in the industrial sector is one of AFI's priority objectives.

The limitations of traditional training in sectors such as petrochemical, metallurgical, logistics, etc ... make AFI **an alternative or complement of guarantees**.



WORKPLACE RISKS

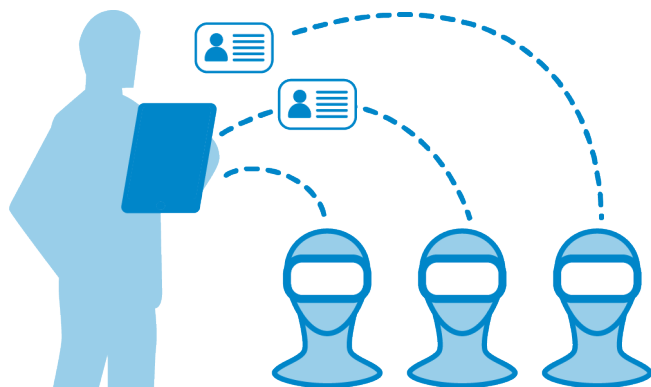
One of the main added values of immersive virtual training is the realistic recreation of environments and experiences. These characteristics acquire special relevance in training in workplace risks prevention.

Assessing reaction **time and decision-making capacity** in extreme situations are some of the possibilities that AFI offers compared to traditional training in this sector.

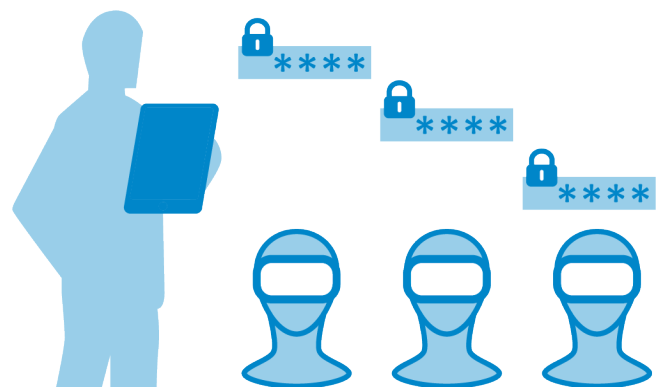


STUDENT MANAGEMENT PROCESS

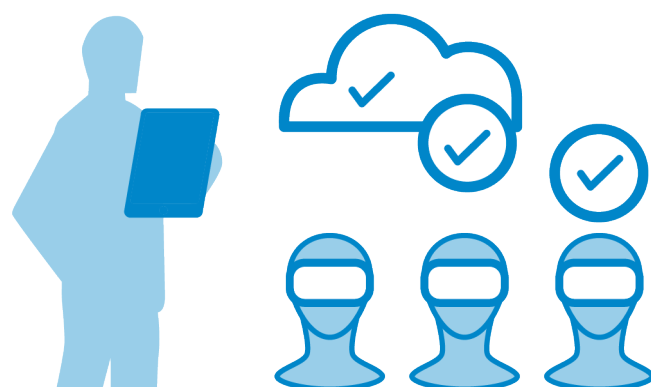
These are the steps to be followed for the correct management of students in the system:



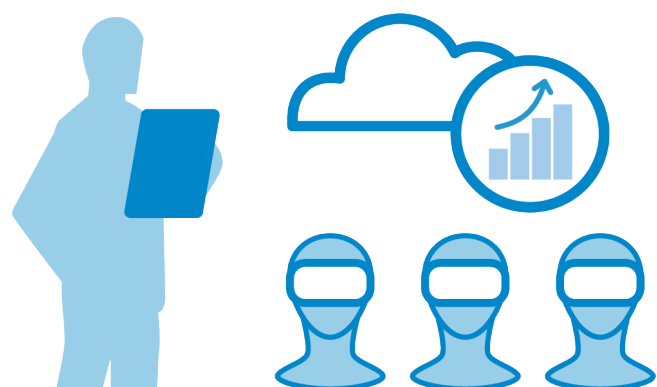
STEP 1:
The instructor registers the students.



STEP 2:
Students log in through the log in process.



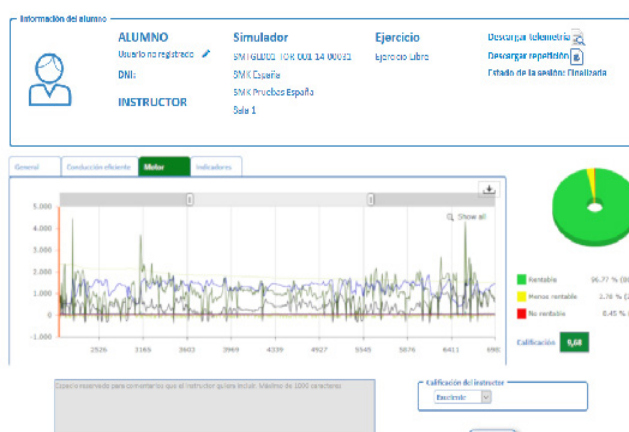
STEP 3:
Session data is stored in the cloud (SOCRATES).



STEP 4:
Students and instructor have the possibility to check the progress.

MANAGEMENT OF SOCRATES

The practices and evolution of the students is stored in SOCRATES. On this platform, both students and instructors will have the information **always accessible** for consultation. At the end of a practice, a results report will be generated with the information and the grade.





simumak

an everis ADS company



Efficient training




Equality of resources



Multidisciplinary



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