

# Towards Virtual Reality in Training

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# Latest innovation for EMSA's trainings

Web Portal



New or enhanced tools



New training  
(fishing, BW, etc.)



New approach for e-learning

# What are the issues with 'on the job' training?



Availability of  
ships



Time spent on  
board



Disruption of  
crew work

# How do we do it now?



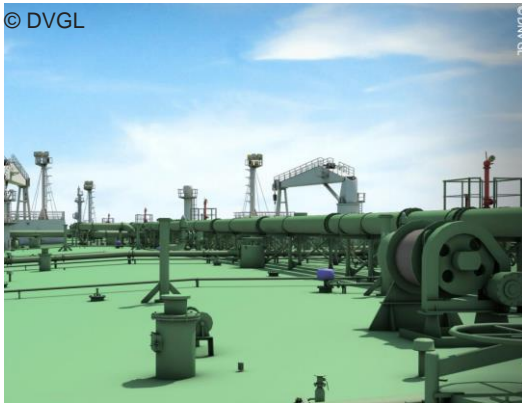
- ✓ Paper Scenario
- ✓ Group Work
- ✓ “Board Game” dynamic



# What is our vision for the future?



# Main characteristics



Complete ship simulated



Parts design and naming  
(for New Entrant)

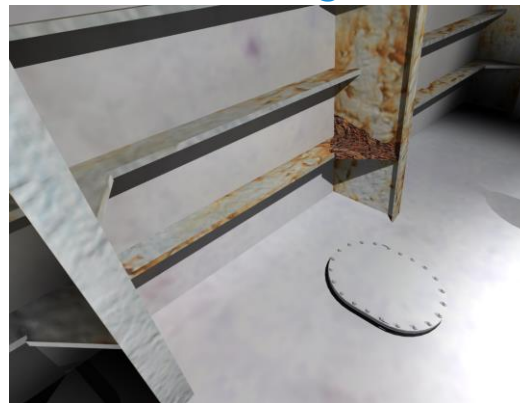


Spotting of critical areas  
on board

Requirements for each  
type of inspection



'In game' deficiency  
finding



Interactivity with ship  
structure and elements





# Thank you for your attention

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