



Construction Safety with Education  
and Training using Immersive Reality

# EDEN E1 - #63

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# Project Demonstration



- Project financed by Erasmus+
- Construction Safety Education and Training using Immersive Reality
- 4 universities and one construction company
- 3 years
- Half million Euros
- ISHCCO, AECEF, ENETOSH and others invited to validate and tune up

# Characteristics

- Construction tasks addressed at any time
- Risks associated from planning and statistics
- Visualization of environment
- Static, dynamic or interactive participation
- Learning/training
- Generic in terms of users





# Examples (1)

1. [OSHA PIXO safety compliance Virtual Reality](#)
2. [Fulmax](#)
3. [VR Safety Training for Construction companies \(LandMarkVR\)](#)
4. [DOKA](#)

Virtualise Your Project BIM Data



Think **inside the box**  
& experience reality



[www.fulmax.co.uk](http://www.fulmax.co.uk)

# Examples (2)



5. CERTIFYME.NET

6. SRI International Augmented Reality Solutions for Construction Inspection

7. CAT VR Training

8. 3M Releases Construction Safety Virtual Reality Programs for Hands-on Learning





# Benefits?

- Simulation as training and education facilitator
- Possible use in certification
- Adjusted to each situation
- Standardising of training possible
- Adjustable to existing budget
- Use on site or on training facility
- Possibilities are immense



# Two questions!



## A) Relevant risks for training?

- Fall from height, equipment operation, excavation, confined spaces, scaffolding, dangerous products, electrical dangers, Covid19, ...

## B) Training for whom?

- Coordinators, engineers, workers, foreman, supervisors, subcontractors, ...



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Thank you for your attention.

<http://csetir.civil.auth.gr/>