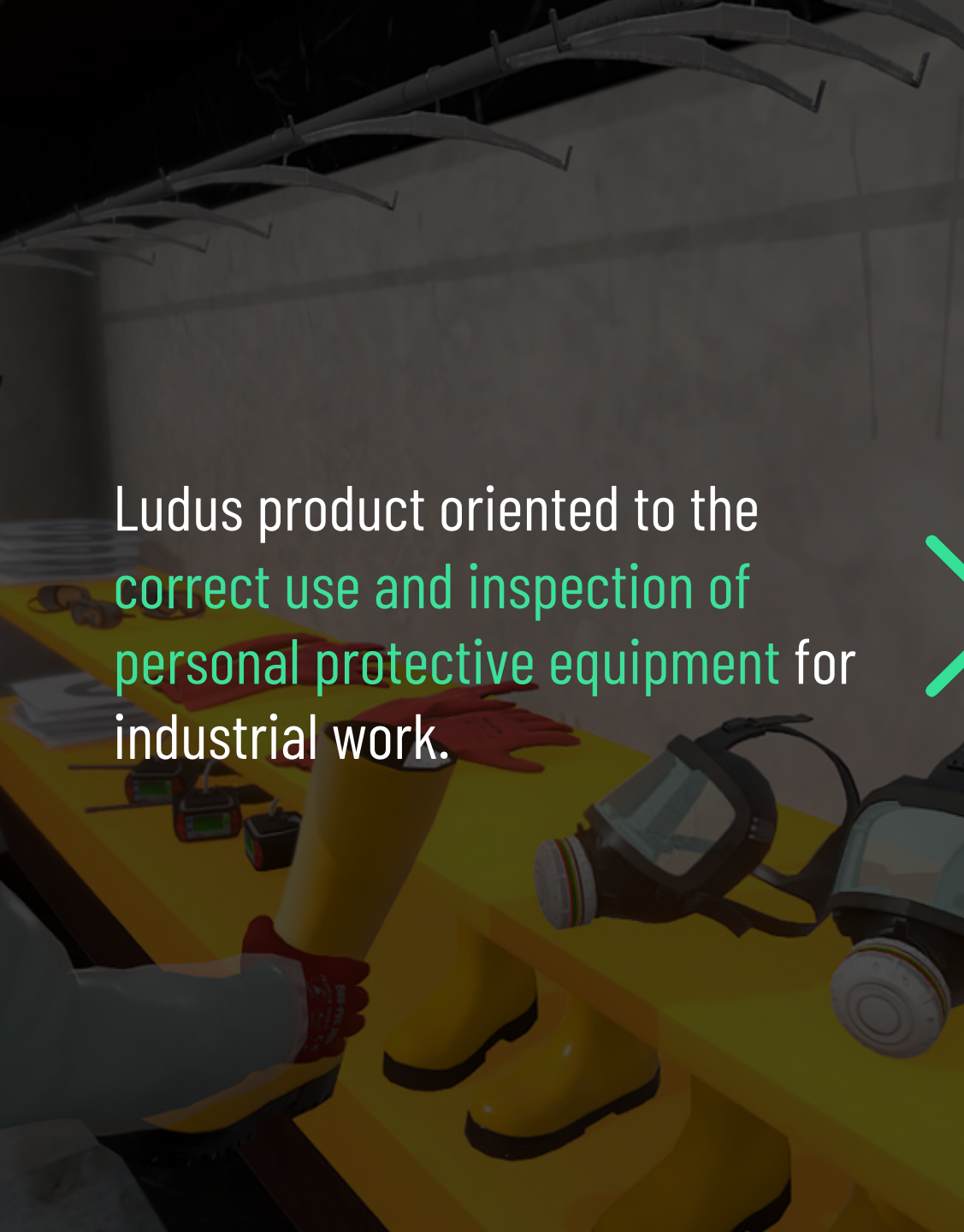


Technical Sheet



PPE

Personal Protective Equipment

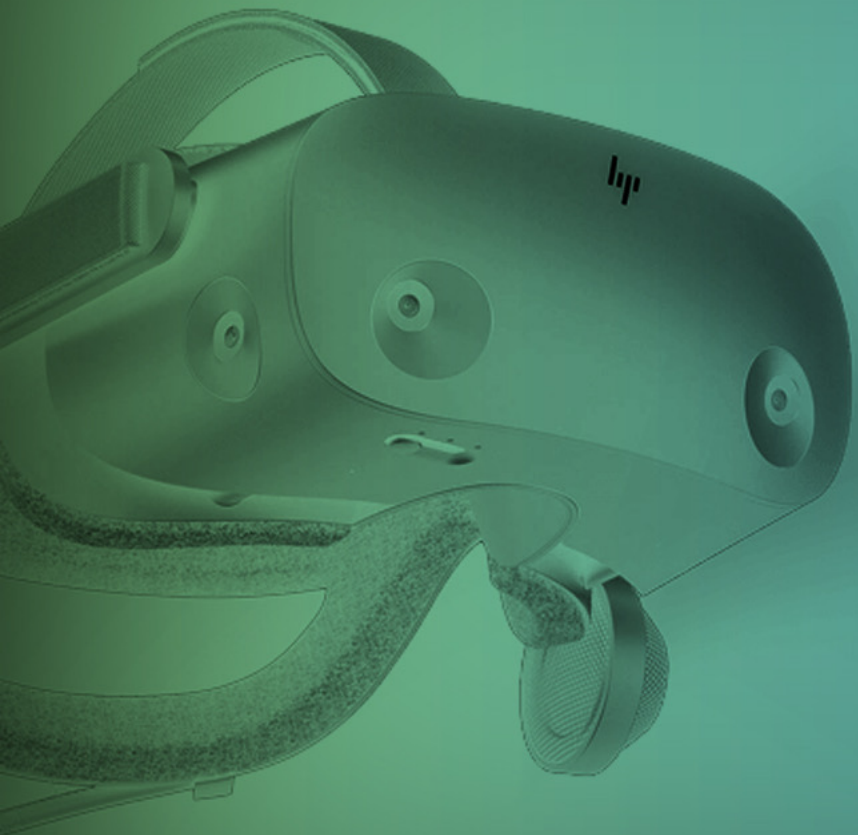


Ludus product oriented to the correct use and inspection of personal protective equipment for industrial work.



PPE. Personal Protective Equipment

- > The objective of the user is to **assess the risk of the different industrial work of the simulation** and to equip themselves with PPEs correctly to carry them out.
- > This simulation does not explicitly represent industrial work but shows several PPEs and, given a statement, **the user must only perform the previous work of dressing properly.**
- > The simulation allows the user to **inspect the PPEs, also observing the level of safety indicated** by the different CE markings, pictograms...
- > To further assess knowledge of protective equipment, **the simulation includes different varieties of inadequate or damaged PPEs.**



01

Simulation
content

Simulation content

CHEMICAL RISKS

Approximate task duration: 10 minutes.

This set of exercises encompasses several tasks that involve exposing the user to chemical hazards. The user shall observe the PPEs and place the correct ones for the performance of the following tasks:

- > Cleaning a vat
- > Transfer of sulfuric acid 98-99%
- > One-piece pickling

LEARNING OBJECTIVE :

It is a set of exercises in which the user's ability to choose and review the personal protective equipment is sought evaluate before performing different chemical tasks.

PPES INCLUDED:

- > Chemical gloves
- > Protective suit
- > Chemical boots
- > Gas Mask
- > Gas Detector
- > Helmet with protective screen
- > Safety glasses
- > 7 versions of the same previous PPEs damaged or mislabeled



Simulation content

V1.1 ELECTRICAL RISK

This set of exercises encompasses a number of tasks that involve exposing the user to electrical hazards. The user shall observe the PPEs and place the correct ones for the performance of the following tasks:

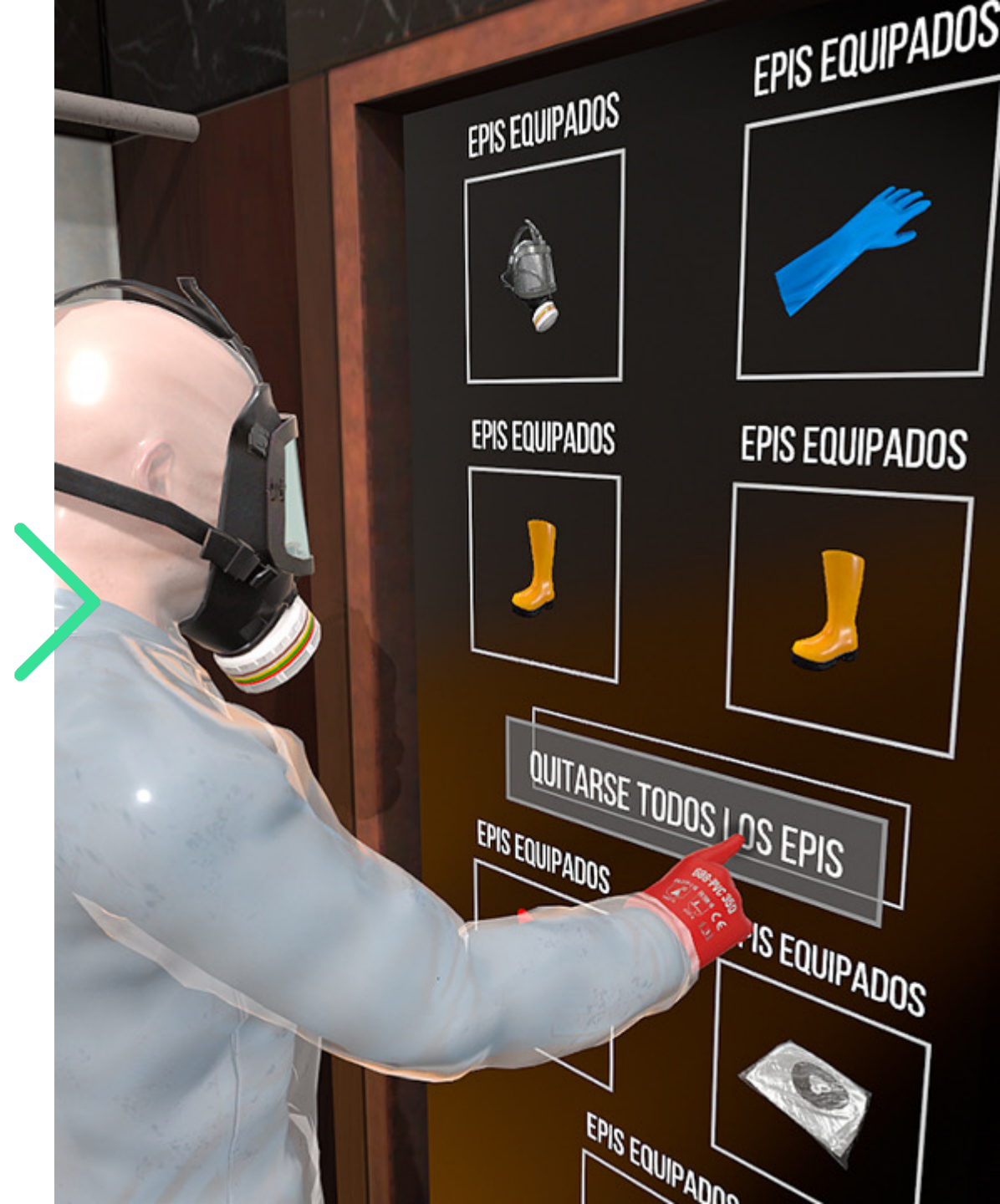
- Maintenance of low voltage switchgear

LEARNING GOAL:

- It is a set of exercises in which is evaluated the user's ability to choose and review the personal protective equipment before performing the task with electrical risk.

PPES INCLUDED:

- Dielectric boots
- Dielectric gloves
- Protective screen
- Electrostatic protective clothing and electric arc
- 4 versions of the same previous PPEs with damage or mislabeling



Simulation content

V1.1 MECHANICAL RISK

This set of exercises encompasses several tasks that involve exposing the user to mechanical hazards. The user shall observe the PPEs and place the correct ones for the performance of the following tasks:

- > Tooling parts in numerical control machine
- > Grinding parts

LEARNING GOAL:

- > It is a set of exercises in which is evaluated the user's ability to choose and review the personal protective equipment before performing different tasks of mechanics.

PPES INCLUDED:

- > Cut-resistant gloves
- > Safety glasses
- > Protective footwear
- > Facial screen
- > Fireproof clothing
- > Hearing protectors





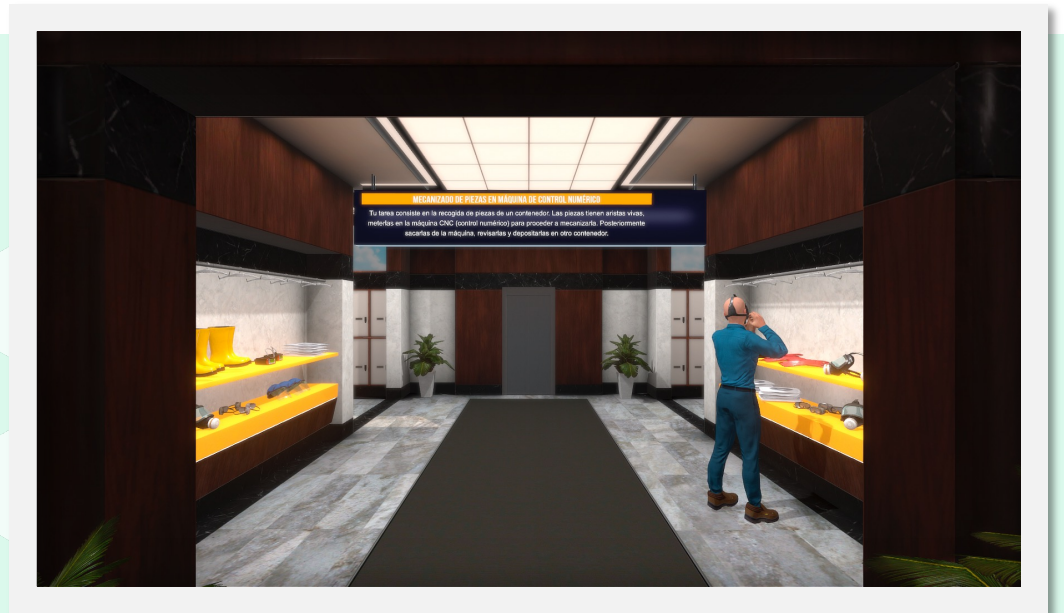
Basic statistics Statistics system

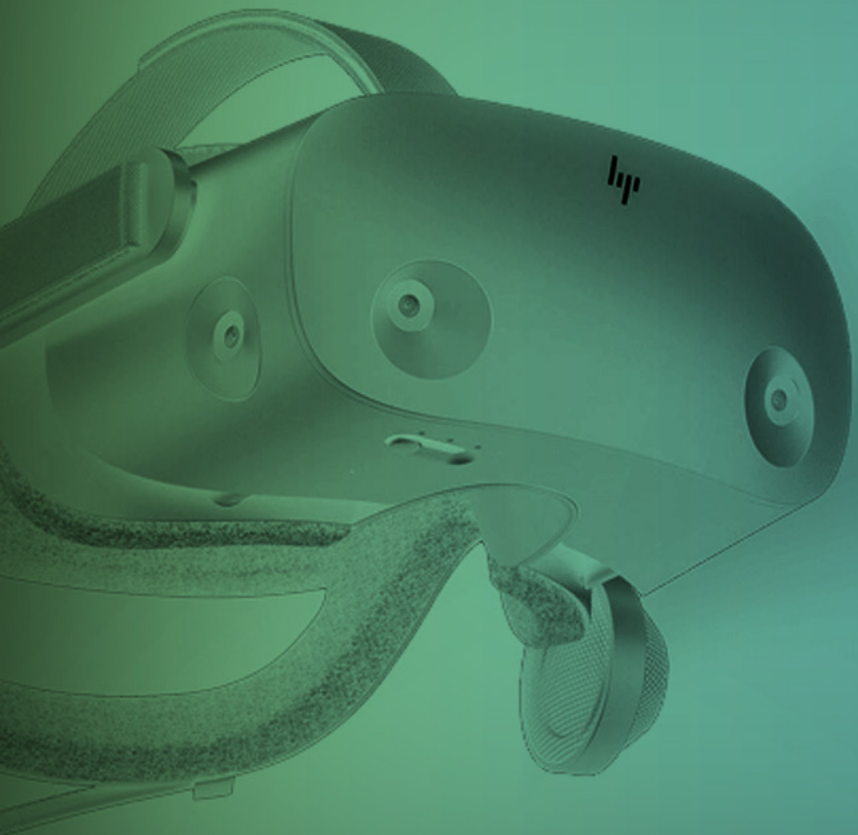
Basic statistics displayed to the user at the end of the simulation

- Duration of the exercise.
- Errors committed.
- Approved/Not Approved



The screenshot shows a simulation interface with a dark background. At the top, there are two panels labeled 'EPIS EQUIPADOS' with icons of a fire extinguisher and a fire hose. A large green banner at the top of the interface reads 'EJERCICIO COMPLETADO CORRECTAMENTE' with a timer showing '05:40'. Below this, there are two columns under the heading 'PROGRESO DEL EJERCICIO'. The left column contains a list of errors with red 'X' icons: 'Cuando el fuego está muy avanzado, y no puedes hacer nada por controlarlo, debes abandonar con seguridad el lugar del incendio', '¡Bien hecho! Cuando el fuego está muy avanzado, y no puedes hacer nada por controlarlo, debes abandonar con seguridad el lugar del incendio', and 'Cuando ataques el fuego debes hacerlo desde los extremos hacia el centro'. The right column contains a green checkmark icon and the text 'ENHORABUENA' followed by a congratulatory message: 'Has completado el ejercicio siguiendo todos los pasos del protocolo de seguridad. Tus compañeros y compañeras se beneficiarán de tus buenas prácticas. Has completado el ejercicio siguiendo todos los pasos del protocolo de seguridad. Tus compañeros y compañeras se beneficiarán de tus buenas prácticas.' At the bottom of the interface, there are buttons for 'Reiniciar ejercicio', 'Cerrar pantalla de formación', and 'Finalizar ejercicio'.





02

All trainings,
one platform

First European Platform

for realistic training in **labor and health security** with
Virtual Reality

Platform advantages



Content access

Living products in
continuous improvement



Teacher training

Pedagogical support for
teachers in the use of VR



Hardware
at **cost price**

Learn by Living

**Improve your classes on
safety and health**, adding an
immersive component to the
trainings



20 complete products with more than 500 exercises.



- > Road safety
- > Plant risk prevention
- > Fall protection
- > Safety officer at heights
- > CPR
- > Overhead Crane
- > PPE. Personal Protective Equipment
- > Warehouse safety
- > Plant risk assessment
- > Electrical hazards
- > LOTO
- > Fire safety
- > Confined Spaces
- > Safety in construction
- > Mobile elevating work platforms
- > Postural ergonomics
- > Forklift risks
- > Hand Injury Prevention
- > Use and Handling of FHCs
- > First aid

We are continually adding **new updates** and content to the platform



Calendar

of incorporation to Ludus

01

Demo

Product demonstration.
Financial proposal
presentation.

02

Suscription

Platform hiring.
Reception of the material.

03

Onboarding

Welcome pack.
Commercial arguments.
Graphic resources.
Marketing sheets.
Video tutorials.
Training for trainers.

04

VR training

Unlimited use of the training
resources available on the
platform.
Platform maintenance and
update.

Why VR?

The impact that virtual reality has on learning is **remarkable**



Active learning

Based on Edgar Dale's Pyramid of Learning


VR learners are...

 **4 times**

Faster at learning than in a conventional classroom

 **3.7 times**

More connected to the content than learners in a classroom

 **2.3 times**

More connected to the content than learners in e-learning

 **4 times**

More concentrated and focused



Learn by Living

ludusglobal.com