Technical Sheet

Road Safety

Ludus product oriented to the formation of conscience.

Road Safety

The first version of the product is an approach to the use of virtual reality in Road Safety training. It includes two exercises, each of which represents a different methodological approach.

This first version has **two objectives**:

> Offer the trainer **2 training pills** that allow him to address road safety awareness.

> Study the potential of each of the methodological approaches represented in the exercises

01

Simulation content
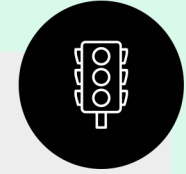
Urban road stage

....

The first version of the product will include an **urban road scenario**. It will represent the street of a city and will include different elements of street furniture and road signs.
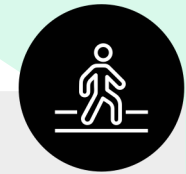
Streets with **one and two directions of circulation.**

Traffic planning elements (traffic lights, zebra crossings) and **road signs** (urban traffic signs).

Vehícles (parked and moving).

Pedestrians moving around the stage.

Simulation content
Dynamic

This product was designed to be used following this **dynamic.**

1 The trainer **sets up the exercise.**

2 **The student completes the task.** The task to be performed will be different depending on the configured exercise.

3 At the end of the exercise, **a results screen** will be displayed with information about the practice.

Setting

Before starting an exercise, the trainer can **configure the exercise to be practiced:**

Exercise 1. Road accident

Exercise 2. Accident on mission (3rd Person)

Exercise 3. Accident on mission (1st Person)

Description:

In this exercise, the student must move from one point to another on the stage to go to work. During the journey he or she will go through a zebra crossing and a traffic light where they must respect road safety regulations.

› In case of crossing with the red or yellow traffic light, an accident will be caused.

› In case of crossing the traffic light correctly, the exercise will end without consequences.

Ending:

If an accident occurs, the student will appear in the **infirmary**, where it will be explained that:

› Has passed away (in the case of suffering the accident in the first person)

› Has caused the death of another person (in the case of causing the accident)

If complete the task correctly, the results screen will be displayed with a **positive remark**.

Description:

In this exercise, the student must wait at one end of the street for a grandfather to approach him with his granddaughter to give him an object. The moment they are in the middle of the street, a delivery car will hit them. Then, the student must answer a question with several response options:

Jesús and his granddaughter Isabel have died due to recklessness at the wheel. **What is the main cause of accidents on urban roads?**

Ending:

After answering the question, a feedback will be shown to the student, indicating whether he or she has answered correctly or incorrectly.

> In the case of answering incorrectly, the correct answer will be indicated.

> If the student answers the question correctly, the results screen will be displayed with a positive comment.

Description:

In this exercise, the student will have to drive the car down a street. In the middle of the street there will be a zebra crossing, where a man will appear out of nowhere crossing without looking. The student **must stop the vehicle to avoid being run over:**

› In case of speeds higher than the established limit and/or failure to brake in time, the accident will always occur.

› If stopping in time while circulating within the permitted limit, the accident will not occur.

The trainer will be able to activate a **distraction in real time**: A mobile located in the passenger seat.

Ending:

If an accident occurs, the student will appear in the infirmary where it Will be explained to him/she that he has caused the death of another person after being run over.

If the student completes the task correctly, the results screen will be displayed with a possitive feedback.

*The trainer will be able to configure the speed at which the student circulates.
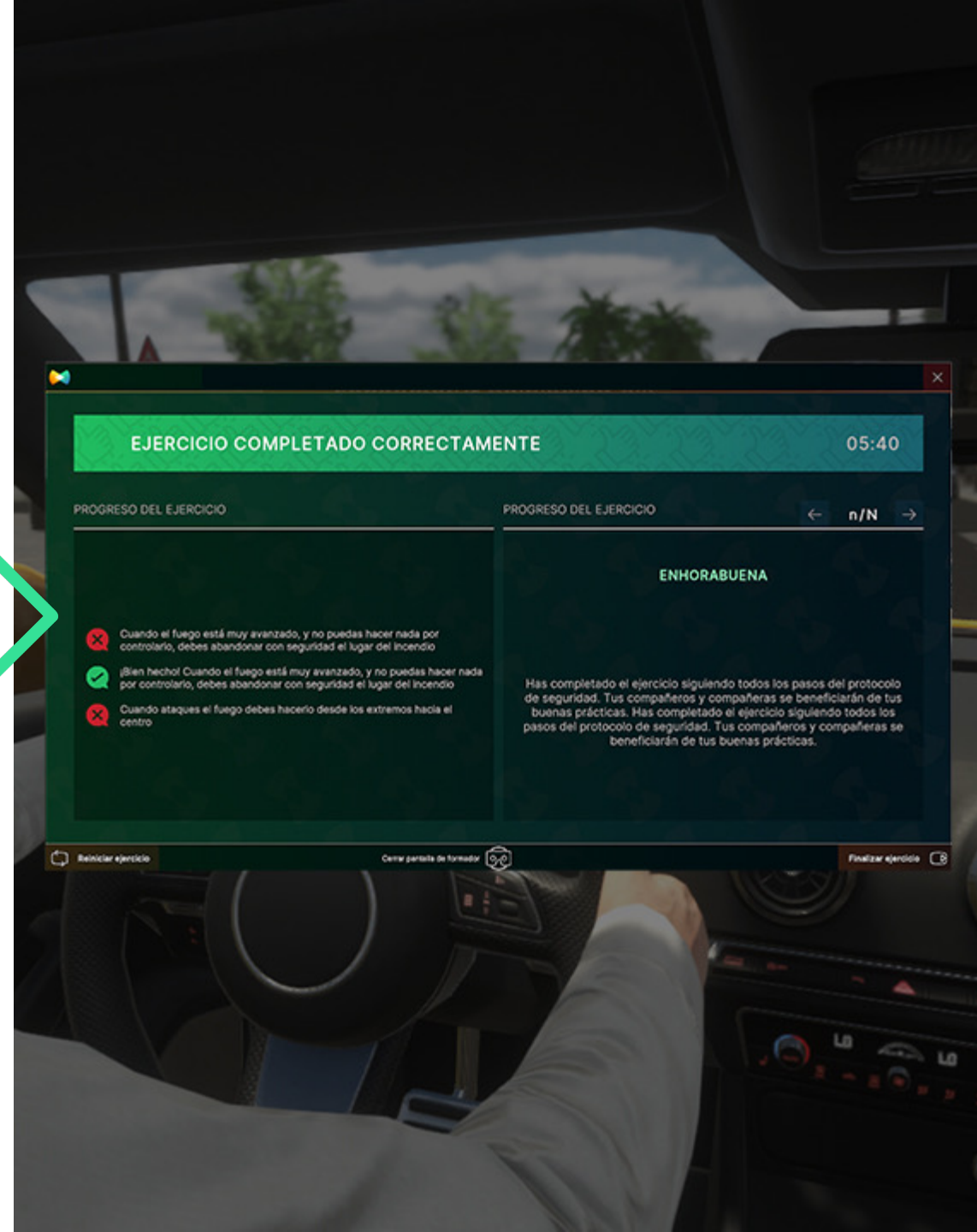
Basic statistics

Statistics System

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

> Exercise timing

> List of mistakes

02

Future updates

Investigation

This first version of the product represents an approach (Demo) to training in Road Safety through Virtual Reality.

With this first version we want to study the possibilities of virtual reality in **Road Safety** training. In this way, we will be able to create a more complete **product adapted to the needs of the users of the Ludus platform.**

For this we will carry out an investigation together with the users of the platform. The research will allow us to define the next steps of the product.

03

All trainings,
one platform

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

Platform advantages

Content access
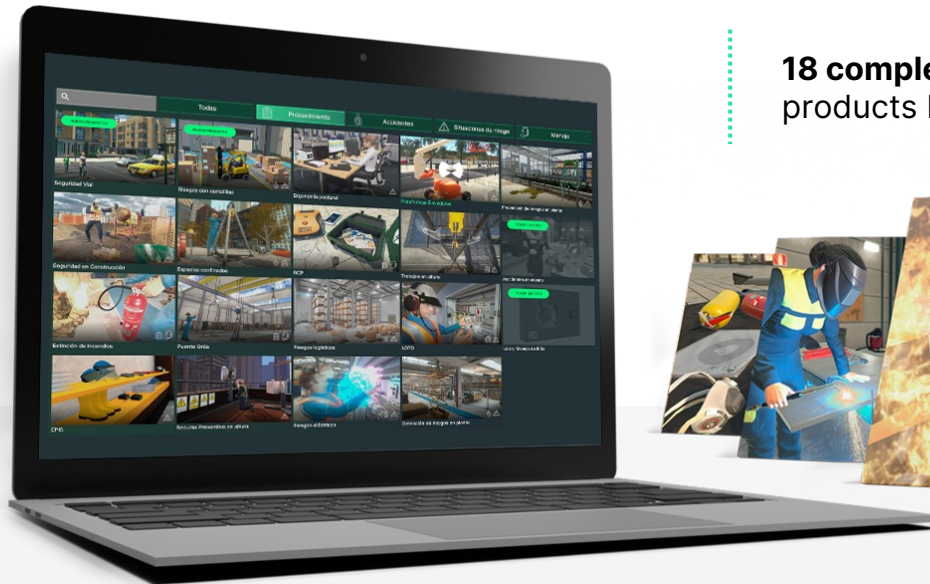Living products in
continuous improvement

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
inmersive component to the
trainings

18 complete products with more than 500 exercises. 25 products by the end of 2022.

Road safety	Individual protection equipment	Confined spaces
Factory risk prevention	Logistic risks	Construction safety
Work at height	Factory risk detection	Elevated platforms
Preventive resource in height	Electrical risks	Postural ergonomics
CPR	LOTO	Forklift risks
Bridge crane	Firefighting	Prevention of accidents in hands

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**

People remember...

- 📖 **10%** of what **they have read**
- 👂 **20%** of what **they have listened**
- 👁 **30%** of what **they have seen**
- 👁👂 **50%** of what **they have seen and listened**
- 👁✍ **70%** of what **they have seen and written**
- 💬👁👂👆 **90%** of what **they have done**
- 💬👁👂👆❤ **95%** of what **they have done and felt**

Active learning
Based on Edgar Dale's Pyramid of Learning

VR learners are...

4 times	**3.7 times**	**2.3 times**	**4 times**
Faster at learning than in a conventional classroom	**More connected** to the content than learners in a classroom	**More connected** to the content than learners in e-learnings	**More concentrated and focused**

Ludus

Learn by Living

ludusglobal.com