V-MACHINA

SUMMIT 2021

PROJECT START:
January 2021

€30,000 co-funding
€399,634 EIT funding

Development strategy and plan
March 2021

1st release VME
June 2021

2nd release VME
September 2021

3rd release VME
November 2021

Nuggets testing & consumption
December 2021

CHALLENGE

Teaching & practice in the manufacturing field is:
- Expensive
- Cumbersome
- Dangerous

Challenges on:
- Efficiency
- Diversity
- Health

SOLUTION

A Virtual Manufacturing Environment (VME) to enable:
- Practice with VR digital twins of complex machinery
- Collaborative training
- Assistance & product demonstrations

BENEFITS

- Resilient practices
- Democratization through VR simulation
- Affordable training
- Behavioral, psychological, and well being at work monitoring & analysis

MAIN PROJECT RESULTS

8
VR-BASED NUGGETS FOR TRAINING IN SINGLE- AND MULTI-USER SCENARIOS

100%
USABLE EVERYWHERE BY EVERYBODY

COVID-19
AN INSTRUMENT FOR DISTANCE LEARNING, SUPPORT, AND MAINTENANCE

" Thanks to EIT for boosting this innovative and resilient shift in education "

SILVIA GIORDANO
Professor at SUPSI
MAIN RESEARCH
Complex Networks and Pervasive Computing
AIM: Bringing the workers and students into the (virtual) manufacturing of the future

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