

## **PROBLEM/ISSUE ADDRESSED**

The pandemic and difficulties of safely using machinery for laboratories have enlarged the gap between vocational and traditional school, as the usage of industrial machinery and robots via distance learning is impossible. The VME platform, developed through the three editions of the V-Machina project is here to provide an efficient and quick way to develop VR based training on industrial machinery, such as lathe machine, or laser cutting machines.

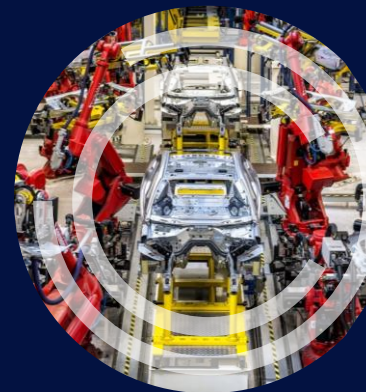
## **SOLUTION**

Based on Interact, the VME is a Unity plugin that allow to quickly create and deploy accurate and realistic VR training simulation, without any coding skills. The generated VR experience are fully integrated in Skills.Move, a Moodle based platform, and monitor the user's performance, attention and emotions.

## **WHY IT IS IMPORTANT FOR SOCIETY**

These content will optimize the time spend on an industrial machine by a student already trained through VR, without the need of being supervised. Moreover, if the student do not have access to these machine, they would still be trained to realize all the procedural steps to manipulate the machine in a safe way.

“ Thanks to EIT, the V-Machina project was able to reach high standard by providing a powerful solution to digitalise industrial machine training ”



## **MAIN RESULTS & INSIGHTS**



- A versatile platform that quickly create accurate and realistic VR training



- Multi user experience accessible from all over Europe



- Precise monitoring of the user's performance, attention and emotion



### **ENZO DELESCLUSE**

Research Engineer and project leader of V-Machina Project, at CEA **MAIN PRODUCT** Virtual Manufacturing Environment  
**AIM:** Accelerating the digitalisation of training on industrial machines through Virtual Reality

