



NEXT WORLD

Underground Roof Fall Hazard Assessment

VR Module Overview



VR module created by 



Learning



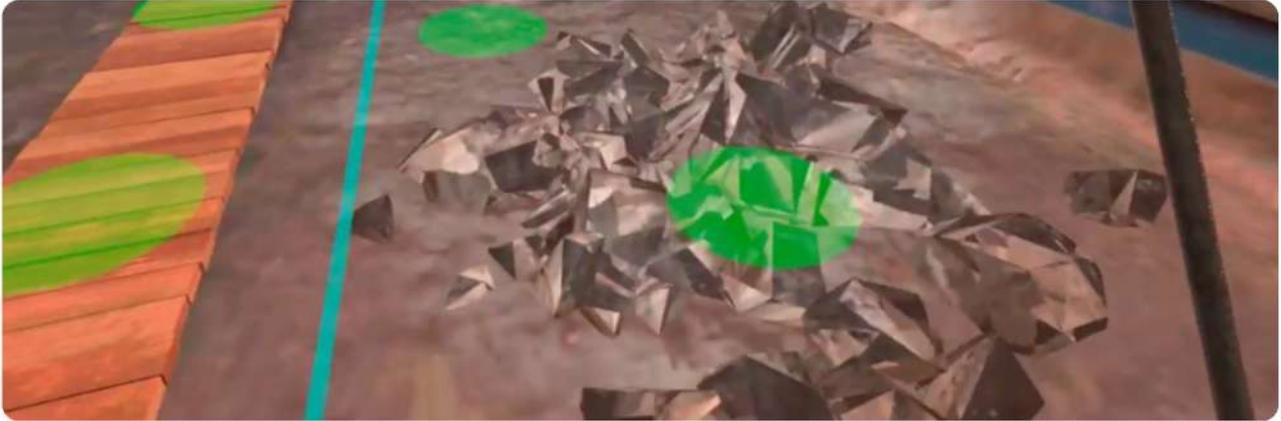
Training



Certificate

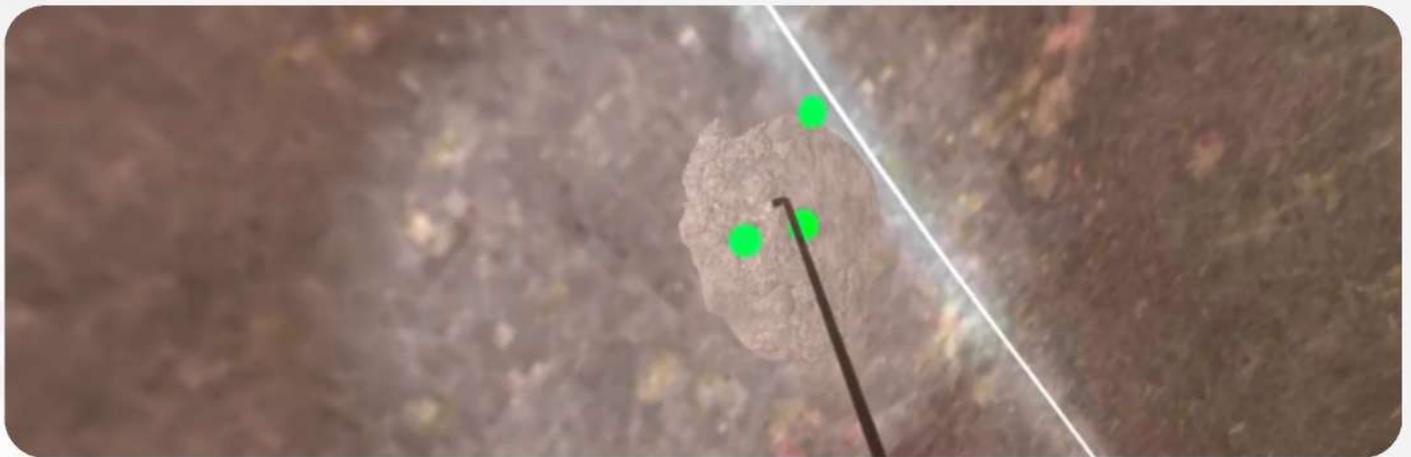
Experience Overview

What's included in VR Underground Roof Fall Hazard Assessment



The assessment starts underground, in a room with the foreman, who gives you the work permit. Then you take the rock scaling tool and go out.

While proceeding to your workplace you must find any loose rocks or fall hazards on your way. When you find one, you need to use your rock tool to eliminate the hazard or ask your co-worker for assistance. You will barricade the tunnel when you find a hazard that you cannot remove yourself. And report this hazard to the foreman. When you get to the rock face of the tunnel, you will be searching for hazards with the help of you headlamp, because there is no light in the place of blasting. In the training and exam mode hazards are randomized to create a unique learning experience for the student.



Available in 10 Languages

- Arabic
- Chinese
- English
- French
- German
- Hindi
- Polish
- Portuguese
- Italian
- Spanish

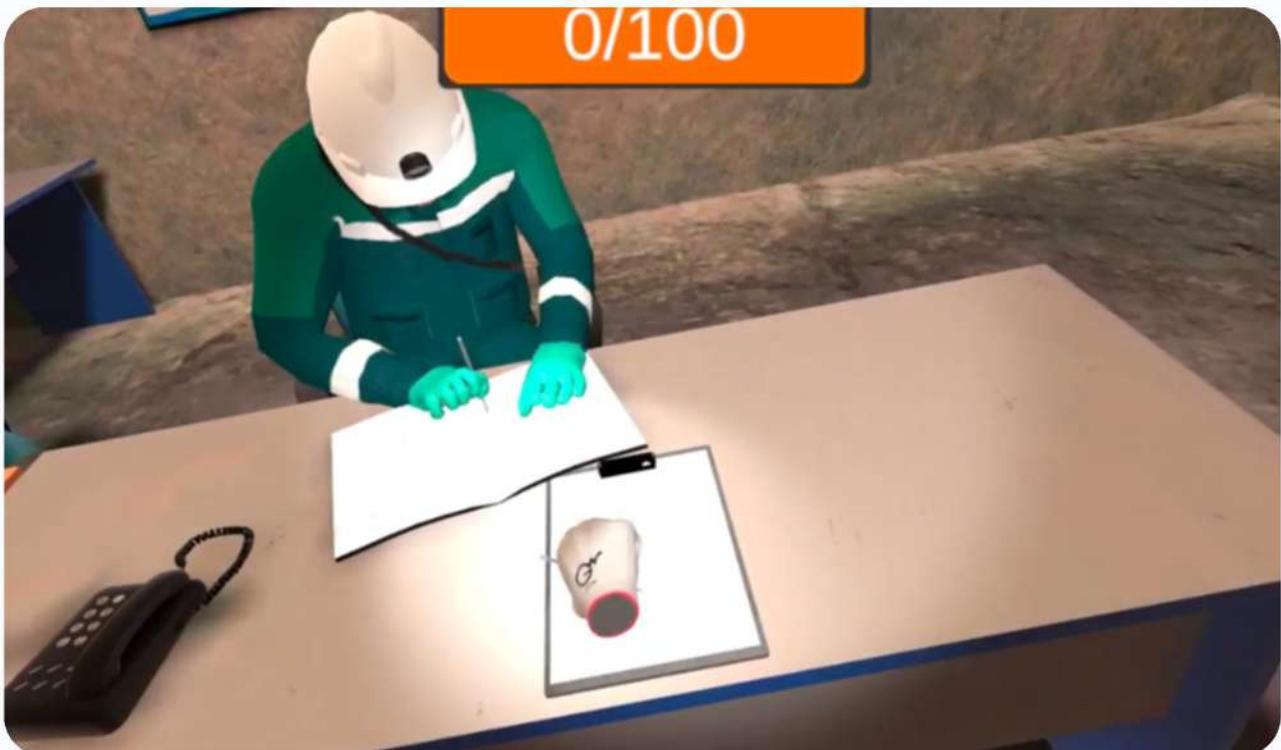
User Control

Empowering users with hands-on precision in every simulation.



Module Walkthrough

In the Learning Mode you'll be guided through the following steps. In the Training and Exam modes you'll be on your own completing the task. To exit the task press the Menu button.



1. Welcome to the Underground roof fall hazard assessment VR training. Select the mode. To do this, point the controller at the mode and pull the trigger.





2. Secure your workplace. Come to the table. To move, point the controller at the green circle and pull the trigger.
3. Sign the work permit. To do this, move your hand to the highlighted area of the object. Then pull the trigger on the controller.
4. Get out of the room. To open the door, move your hand to the highlighted area of the door handle and pull the controller trigger.
5. Take the rock scaling tool and go to the first flaw site. To pick up an object, bring your hand to it and pull the trigger. To switch the ends of the scaling tool, pull the trigger on the controller of the hand with the tool.
6. Go to the work area, checking the tunnel for loose rocks along the way.
7. You have located a possible location of a flaw. Check the rock for a loose stone with your tool at several points to determine the exact location. To do this, tap a possible loose rock with the straight side of your tool. A hollow sound indicates a flaw.
8. Remove the flaw. To do this, bring the bent part of the rock scaling tool to the flaw and pull the trigger.
9. Proceed further into the wall face, checking the surface for loose stones along the way.
10. You have located a possible location of a flaw. Check the rock for a loose stone with your tool at several points to determine the exact location. To do this, tap a possible loose rock with the straight side of your tool. A hollow sound indicates a flaw.



11. Remove the flaw. To do this, bring the bent part of the rock scaling tool to the flaw and pull the trigger.

12. Proceed further into the wall face, checking the surface for loose stones along the way.

13. You have located a possible location of a flaw. Check the rock for a loose stone with your tool at several points to determine the exact location. To do this, tap a possible loose rock with the straight side of your tool. A hollow sound indicates a flaw.

14. Remove the flaw. To do this, bring the bent part of the rock scaling tool to the flaw and pull the trigger.

15. There is no way to remove the loose rock — there are pipes at the bottom. Tape the perimeter and use the plate. To do this, take the plate from your belt. To pick up an object, put your hand to it and pull the trigger. To release or set an object, bring it to the highlighted area and pull the trigger again.

16. Install the plate, blocking the passage to the danger area on both sides. To do this, bring the plate to the highlighted area and pull the trigger. Then extend to the next point and pull the trigger.

17. Call the foreman on the phone and report the loose rock that has not been removed. To do this, go to the phone. Move your hand to the highlighted area of the tunnel. Then pull the trigger on the controller.

18. Go to the wall face and check the tunnel for the presence of loose stones, removing them if detected. To do this, repeat the steps performed earlier.



19. You have located a possible location of a flaw. Check the rock for a loose stone with your tool at several points to determine the exact location. To do this, tap a possible loose rock with the straight side of your tool. A hollow sound indicates a flaw.

20. Remove the flaw. To do this, bring the bent part of the rock scaling tool to the flaw and pull the trigger.

21. Proceed further into the wall face, checking the surface for loose stones along the way.

22. You have located a possible location of a flaw. Check the rock for a loose stone with your tool at several points to determine the exact location. To do this, tap a possible loose rock with the straight side of your tool. A hollow sound indicates a flaw.

23. Remove the flaw. To do this, bring the bent part of the rock scaling tool to the flaw and pull the trigger.

24. Proceed further into the wall face, checking the surface for loose stones along the way.

25. You have located a possible location of a flaw. Check the rock for a loose stone with your tool at several points to determine the exact location. To do this, tap a possible loose rock with the straight side of your tool. A hollow sound indicates a flaw.



26. Remove the flaw. To do this, bring the bent part of the rock scaling tool to the flaw and pull the trigger.

27. Proceed further into the wall face, checking the surface for loose stones along the way.

28. You have located a possible location of a flaw. Check the rock for a loose stone with your tool at several points to determine the exact location. To do this, tap a possible loose rock with the straight side of your tool. A hollow sound indicates a flaw.

29. Remove the flaw. To do this, bring the bent part of the rock scaling tool to the flaw and pull the trigger.

30. Proceed further into the wall face, checking the surface for loose stones along the way.

31. You have located a possible location of a flaw. Check the rock for a loose stone with your tool at several points to determine the exact location. To do this, tap a possible loose rock with the straight side of your tool. A hollow sound indicates a flaw.

32. It is not possible to remove a loose stone manually. Go to the foreman and report the presence of a loose stone that has not been removed.

33. The task is completed.

34. To exit the task press the Menu button.



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