VR Firefighter Simulator

Innovative, cost-effective training and qualification of firefighters to meet the challenges and threats of fire control

The Virtual Reality Firefighter Simulator is one of 4Cast's solutions for training in disaster and emergency management.

Providing a holistic and task-oriented operational environment that identifies core elements of disaster and emergency operations in unstable environments, it is designed for the training of firefighter's critical, decision-making skills in response to changing fire threats.

Consequently, it is an ideal, cost-effective training solution for improving firefighter performance and readiness.

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Predicting the Unpredictable

Improving the Readiness of Firefighters

The VR Firefighter Simulator integrates a range of technologies to create flexible and scalable high-impact scenarios representing many types of fire threats, including the influence of terrain, approach roads and weather conditions. Recreating natural fires and arson of any magnitude, it can be customized to specific trainee needs and is adaptable in real-time to unfolding exercises, enabling trainees to:

- Learn how to make the right decisions according to changing conditions and resources available
- Practice decision-making in complex situations
- Improve their performance
- Incorporate safe work practices
- Apply standard operation procedures

Benefits

- Improves decision-making skills
- Reduces costs, training time
- Customized and adaptable scenarios
- Controlled, realistic virtual real-life environment
- Forecasts and mitigates possible risks
- Individual and group training
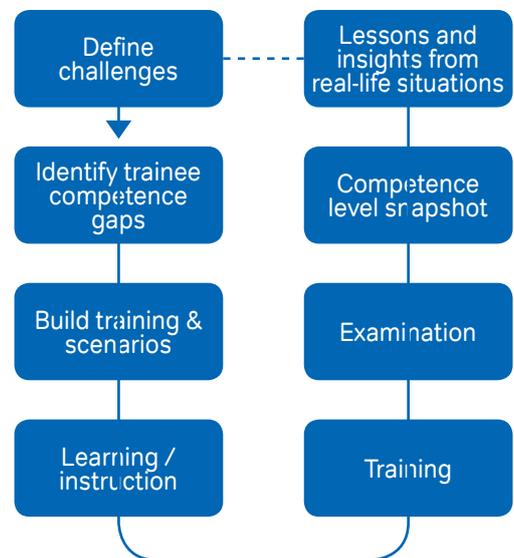- Insights into competence and performance levels of organizations, teams and individuals

The VR Firefighter Simulator is monitored and controlled by an instructor using the 4Cast performance management system, which enables the measurement of trainee competence before, during and on completion of the training exercise.

Learning is a cyclic process that addresses emerging challenges, environmental conditions and international research. It is based on linking the VR Firefighter Simulator to 4Cast's Instructor Operating & Debriefing Station, an Emergency First Responder Arena Simulator (EFRAS) and the Competence Readiness & Performance Management (CRPM) system.

A Cyclic Learning Process

Flowchart: Define challenges → Identify trainee competence gaps → Build training & scenarios → Learning / instruction → Training → Examination → Competence level snapshot → Lessons and insights from real-life situations ⇢ Define challenges

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