*"I hear and I forget
I see and I remember
I do and I understand"*
Confucius

s i m p r o
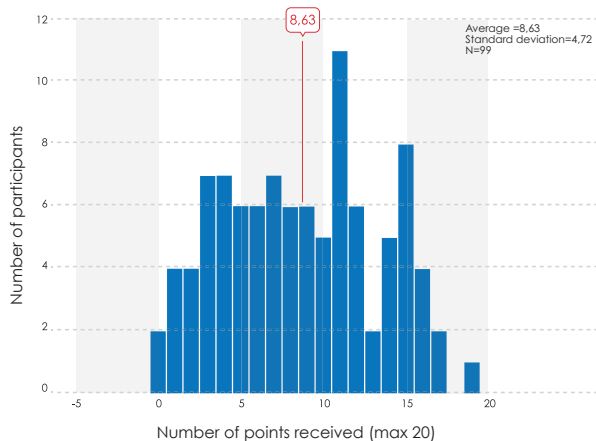Professional VR Training Simulators

Virtual training
Real competence
www.simprosoft.com

Report based on own research

Conclusions based on research[1] conducted as part of the **"Widespread Disaster Simulator"[2]** project

Chart 1. *Number of points obtained by the research participants conducting the procedure of Triage[3] (segregation of the wounded in a mass event)*

Average =8,63
Standard deviation=4,72
N=99

Number of participants (y-axis)
Number of points received (max 20) (x-axis)

The average result obtained in the researched group is 8.63 out of 20 points.

**Research confirms that there is a real need to train the State Fire Service staff.**

Chart 2. *Comparison of the intensity of emotions between the control group (rescue procedure at the scene of a car accident) and the experimental one (the same procedure with an additional stressful stimulus)*

N=55

Emotional intensity (y-axis)
Anger — Sudness — Fear — Guilt

■ Control   ■ Experimental
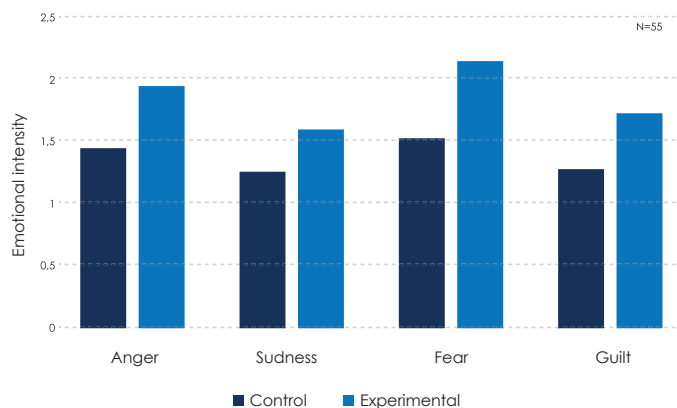
The introduction of a virtual stressful stimulus has a real impact on the psychophysiological state.

Training in the Widespread Disaster Simulator prepares for actions in a situation of a real threat in crisis events.

Chart 3. *Average increase in the heart rate of the participants after the introduction of a new scenario*

1N=121
2N=110
3N=104
4N+104

Heart rate (y-axis)
Research iterations (x-axis)
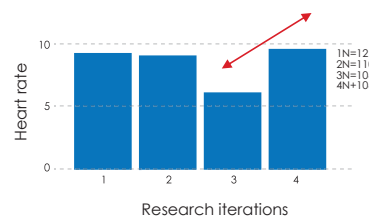
The introduction of a new training scenario increased the engagement of the participants.

European Funds Smart Growth

Republic of Poland

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NANO GAMES

European Union European Regional Development Fund

Simpro produces professional VR training simulators, that enable personnel training in terms of procedures and security threats. Simpro VR products and services are dedicated to professional training in the fields of aviation, public safety and critical infrastructure.

What distinguishes Simpro training simulators:

- cutting-edge Virtual Reality technologies,

- personalization and realistic recreation of the training environment due to self-devised photogrammetry technology[4],

- dynamic modification of scenarios,

- scientific research, delivered by an internal R&D department, confirming the effectiveness and efficiency of training,

- methodological guidelines of the R&D department (publications[5] and scientific research) on the avoidance of simulator sickness, used to minimize the risk of its occurrence by means of User Experience and revision of the training protocol,

- **physically correct simulation of spreading fire and smoke,**
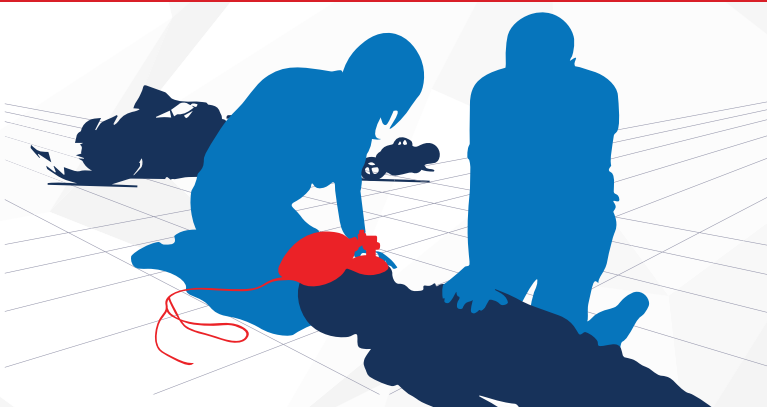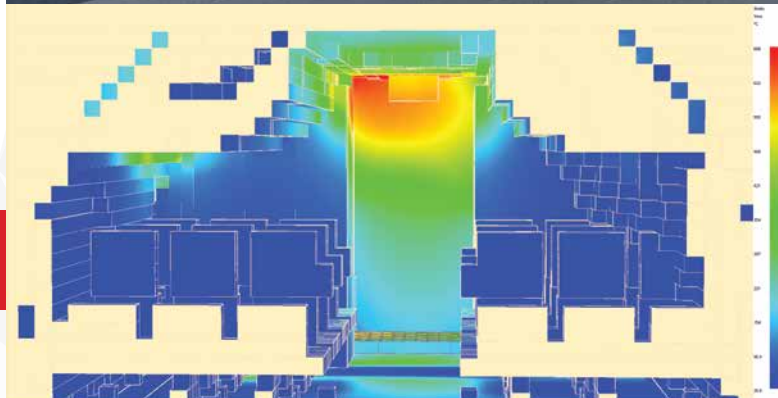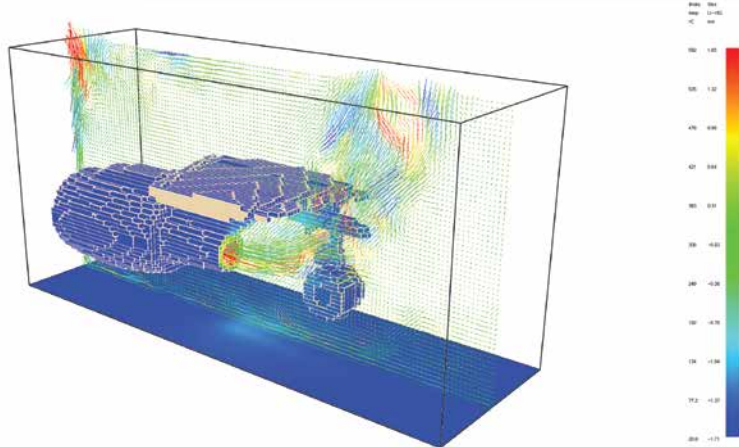
- **multiplayer up to 6 people.**

[4] Awarded in the international RealityCapture for Culture competition, II place for "House of painters in Zalipie" https://youtu.be/Hlyd0rxlFBk

[5] E.g. Frontiers in Psychology, Can Simulator Sickness Be Avoided? A Review on Temporal Aspects of Simulator Sickness, 06 November 2018 | https://doi.org/10.3389/fpsyg.2018.02132

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