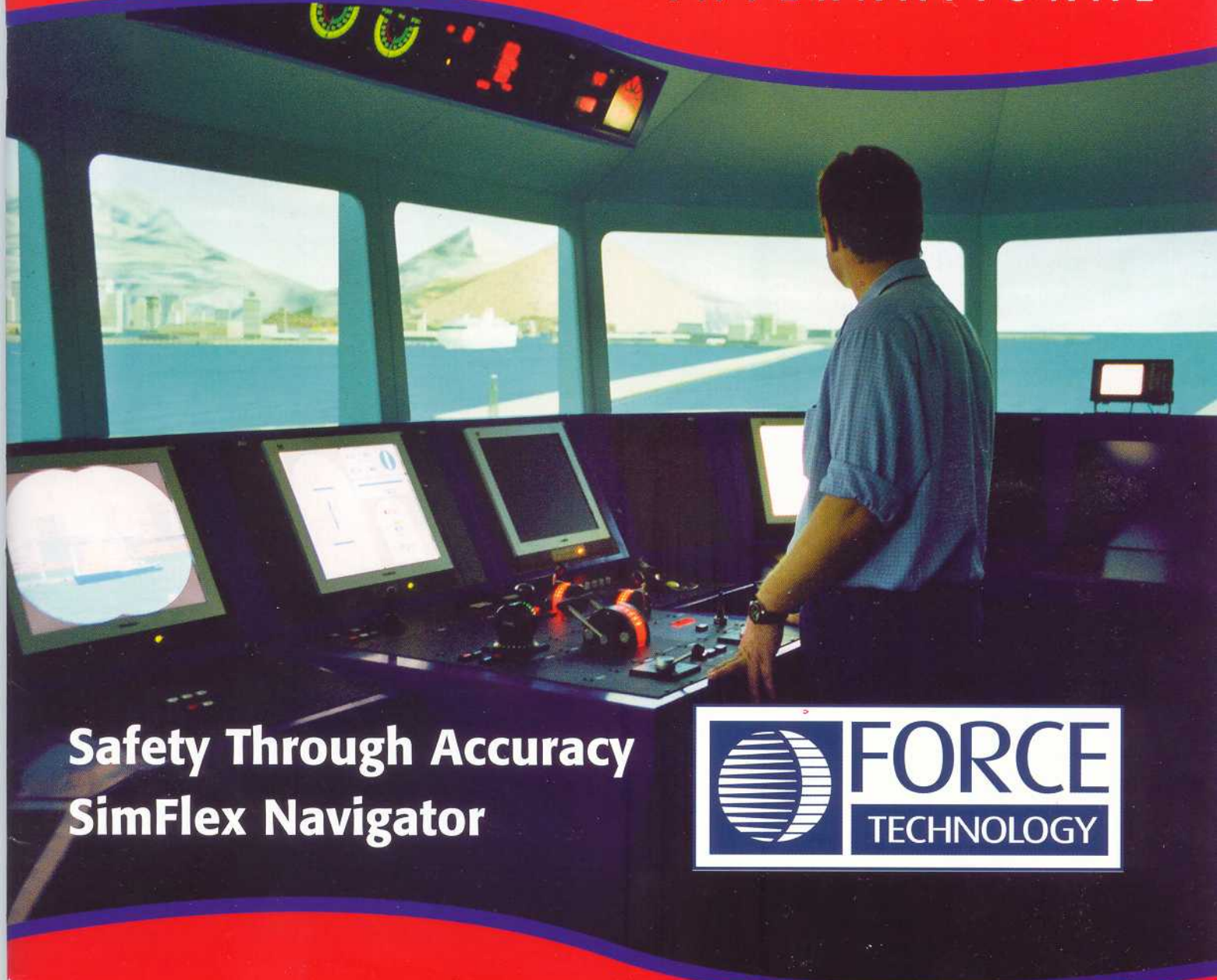


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SAFETY at SEA

INTERNATIONAL



**Safety Through Accuracy
SimFlex Navigator**



SIMULATORS

Virtual reality meets games software

OFFSHORE SAFETY

SSVs improve rescue prospects

FIRE

Would safe havens
save lives?

Learning by playing games

A new generation of training tools is emerging, based on virtual reality technology from the computer gaming industry. It makes it possible for crews to experience life-like simulations that are often too expensive, too dangerous or simply impossible to train in real-life.

Just as in computer games, the trainee is free to move around in the virtual

vessel, taking charge of the situation, making decisions and taking action using a joystick or mouse. They experience incidents as if they are actually there thanks to the high levels of realism, the possibilities for interaction with the trainee.

As a result, they are said to learn faster and remember procedures better.

"Forcing trainees to put into practice what they have learnt and confronting them with the consequences of their decisions, shapes behaviour and develops competencies," a spokesman for software developer VSTEP of The Netherlands told *Safety at Sea International*. "Not unimportantly, these trainings are also fun to do!"

3D-models can be developed for specific vessels, allowing crews to recognise their own working environment and incident scenarios can include all the elements of a real incident,

such as fire, smoke, panic or casualties. And, thanks to the gaming technology and the use of standard PCs, the cost of these courses can be significantly lower than the cost of traditional training methods.

STCW course receives certification

Nutec, which trains maritime and offshore crews, was one of the first to adopt this new technology. It worked with VSTEP to develop a new generation of virtual reality training programmes called SkillSafe, combining onboard virtual reality training with institutional training.

The first SkillSafe course, STCW Advanced Fire Fighting for Seafarers refresher training, was certified by the Netherlands Shipping Inspectorate last September, making it the world's first virtual reality training with STCW certification, claims VSTEP. Crews complete the first part of the course on board their vessel, using state-of-the-art e-learning methods and 'virtual reality' training scenarios. The 'onshore' part of the course can subsequently be done at any Nutec training centre.



Dealing with a fire on the helideck using VSTEP's virtual reality training software (image courtesy of VSTEP)

North Atlantic Fisheries College



Full Mission Bridge Simulator

The very latest Transas NTPro Bridge Simulator allows its customers to undertake challenging training exercises in a realistic environment. The flexibility of the simulator allows it to be configured in a number of ways, and to adapt to the clients individual needs. Training offered includes:

Navigation, Radar and ARPA Simulator training;
 NARAST (Operational),
 NARAST (Management),
 ENS Fishing,
 NCC Fishing,
 Specialist Ship handling and berthing training

The system includes a fleet of over 40 different ships types, a database of 20 international ports and the ability to vary a wide range of environmental conditions.

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(STCW-95 Approved).

Fishing & Navigation training using real Radar, Sonar & Echo sounders, or computer generated graphic equipment.

Various fishing techniques available for training:-
 Pelagic / demersal trawling, purse seine & long lining.

Visual 'windows' available in multiples of 40 degree's, with 'pan' and 'zoom' control.



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