



Development and Implementation of VR at Associated British Ports

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Health, Safety and Environment Trainer

A winning innovation



ABP wins 'Innovation in Port Safety' Award at Multimodal 2023



ABP has won the 'Innovation in Port Safety' Award at Multimodal 2023 for the development of a bespoke Virtual Reality (VR) health and safety training course to upskill its workforce.

Set in a simulated port environment, the training incorporates different scenarios, including working at height and navigating the port estate and offices safely. Based on cross-regional and functional elements, the design focuses on the highest risks and widest outreach situations. It was created in collaboration with ABP's in-house training provider, the 'ABP Academy', which aims to equip colleagues with the skills to build the Ports of the Future.

Kery Thompson, Head of ABP Academy, commented: "We know that using VR in training makes learning around four times faster than in traditional, class-based methods, with participants being more focused than in e-learning scenarios and almost three times more confident to apply what they have learned after training."

"We have already had fantastic feedback from colleagues who are enjoying using this technology to learn about health and safety. It is clear that this is a powerful tool to help us enhance employee engagement and performance as well as identify future training gaps."

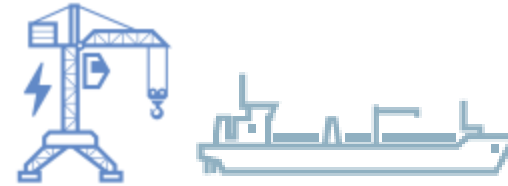
ABP has built and owns this technology, which means it has the ability to unlock multiple uses, beyond VR application, including simulation modelling for operations and virtual port tours and experiences.

Connor Lyons, ABP Technology Innovation Business Partner, who led the development of the VR course, added: "ABP has built and owns the IP of its VR course elements, which means it has the ability to create and test additional content multiple times over, being the only port for a port operator."

P1

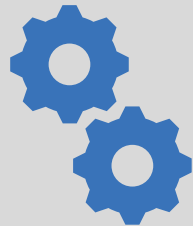


Innovations team Proof of Value (POV)



Simulate ABP environment

P2

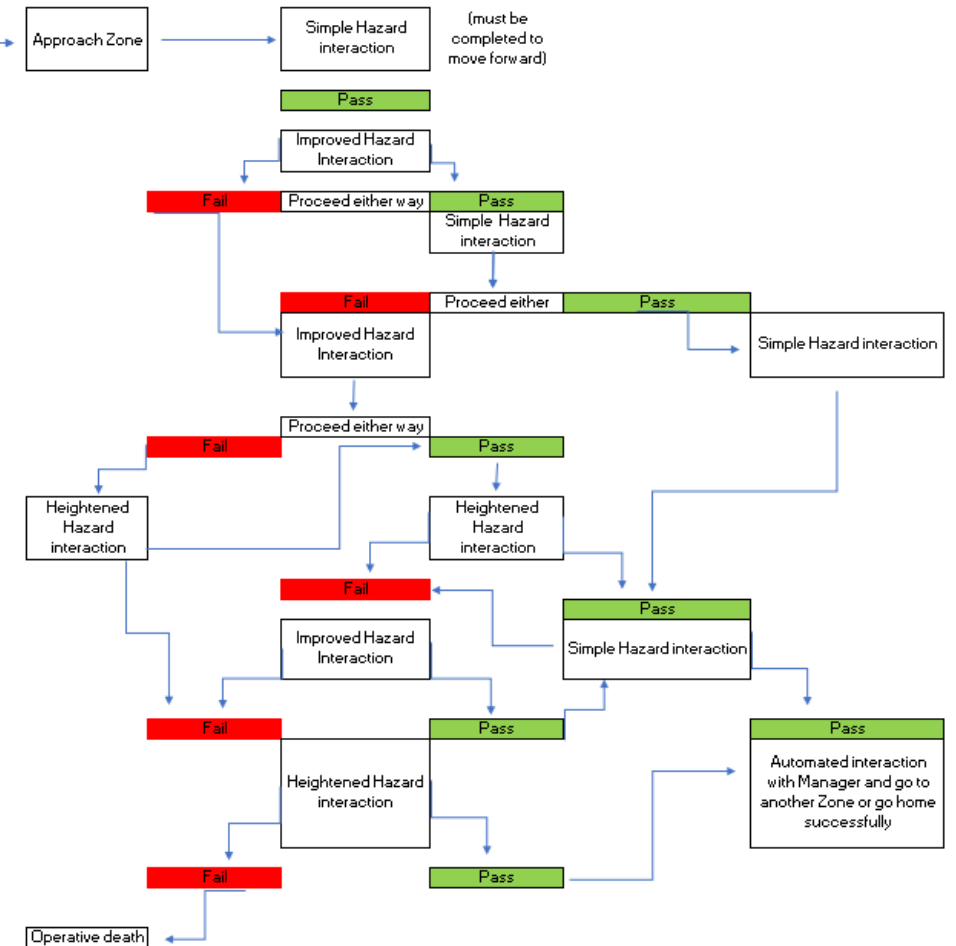


Tailoring training linked to the experience using data driven decisions

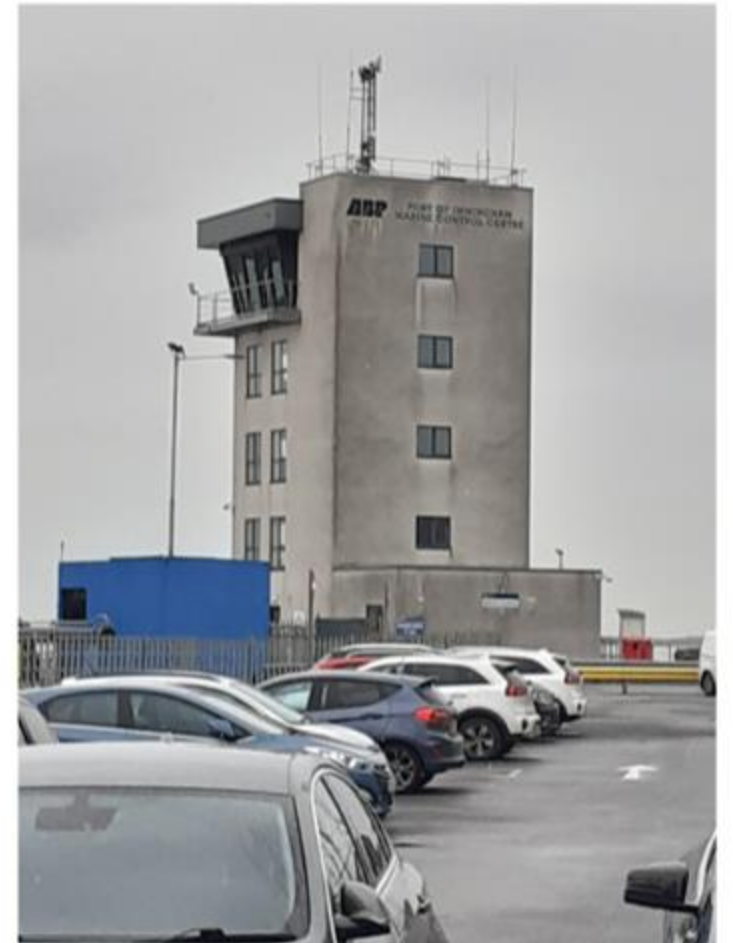


VR to scale into other training areas

Bespoke to ABP



Sights and Sounds





Finally got there, but...

it was too perfect and
too big



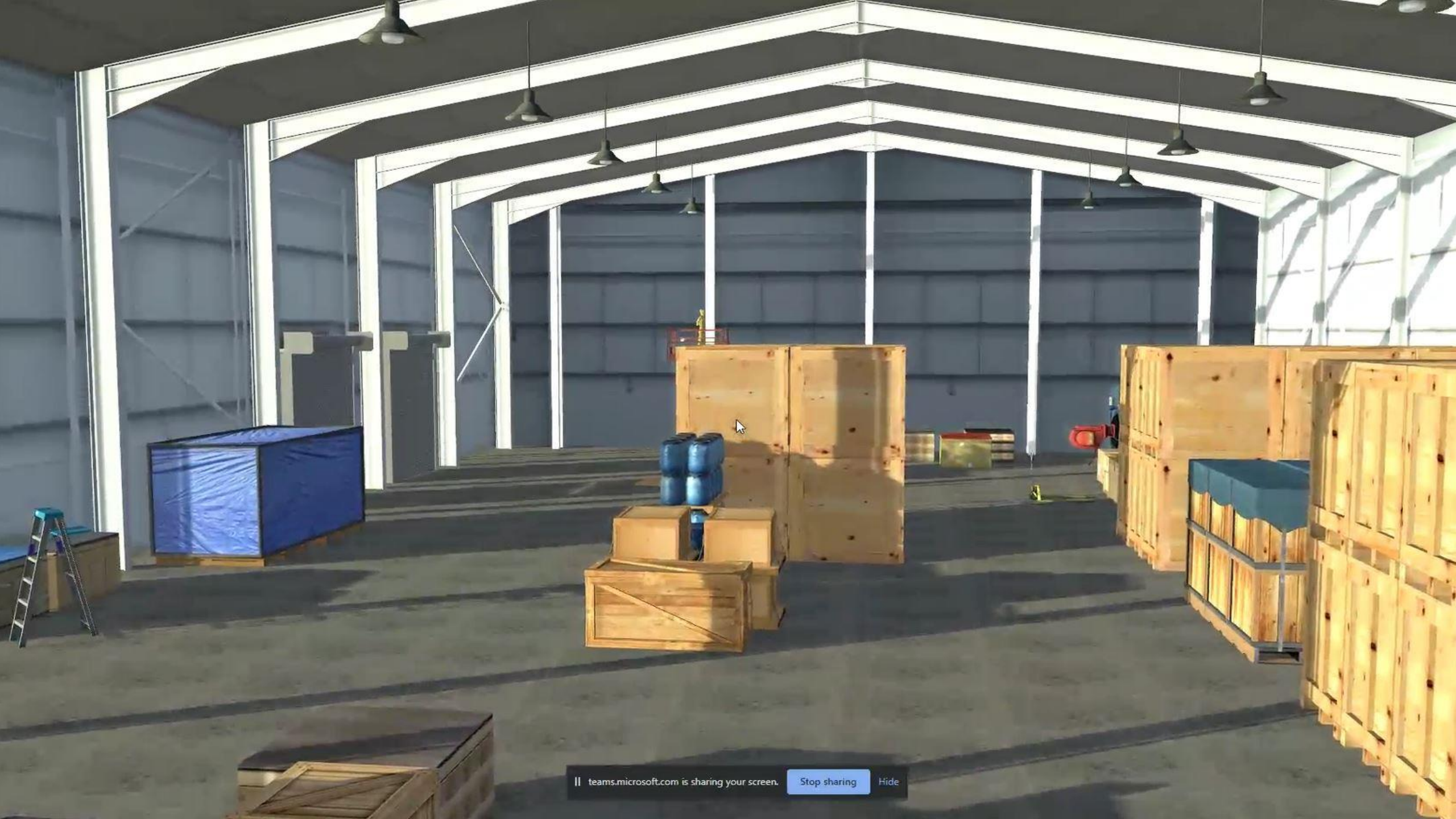
Realistic



Scale down



Zone 1 hazards	Zone 2 Hazards	Zone 3 hazards	Zone 4 Hazards
WPT equipment Hazards	Working at Height area	Stacking area	WPT equipment Hazards
Poor lighting	Equipment at heights	Dust	computer workstations setup
Plant and equipment movements	Slips and trips on tools	Falling objects	Poor Housekeeping
vehicles and transport access	PPE use	manual handling	noise
noise	Training	noise	slips and trips in wires
slips and trips on loose tools	Pigeon guano		
Poor Housekeeping			



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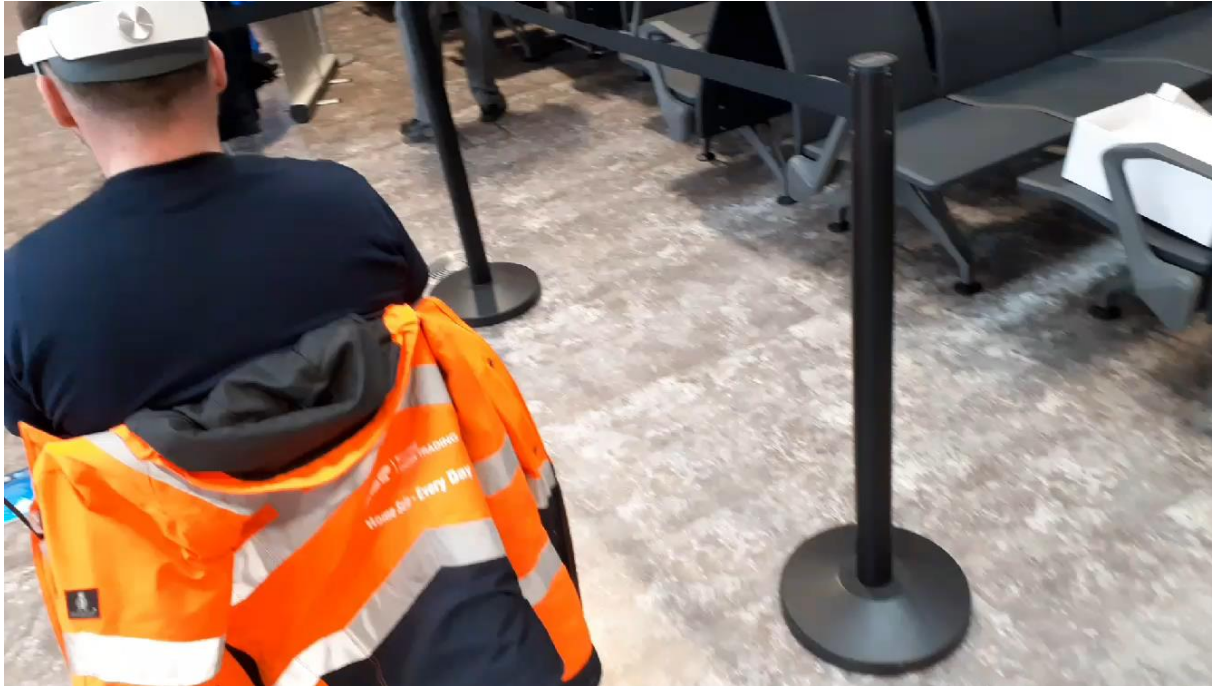


VR Demo



APK

Testing and Going LIVE



"The VR H&S course (experience) is unique, engaging and a much better experience than a typical PowerPoint presentation course"

"VR Feedback: A very unique experience and have never heard of H&S being taught through VR"

"VR headset is far more engaging and immersive compared to the standard interactive H&S course on a regular PC. Some good attention to detail, coolest health and safety I've seen"

"I felt a bit of motion sickness after a few minutes"



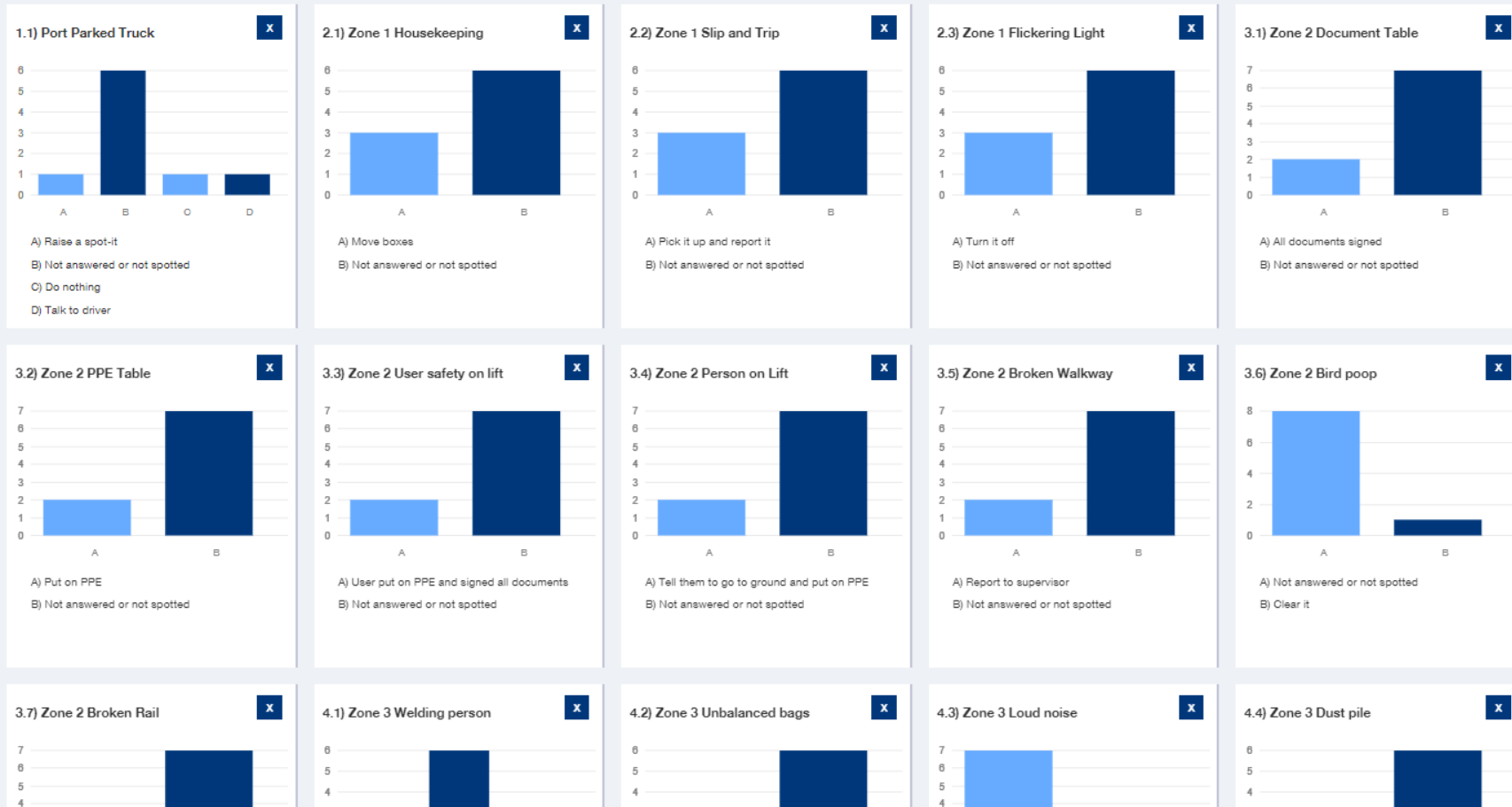
ADMINISTRATOR

QUESTIONS

- 1.1) Port Parked Truck >
- 2.1) Zone 1 Housekeeping >
- 2.2) Zone 1 Slip and Trip >
- 2.3) Zone 1 Flickering Light >
- 3.1) Zone 2 Document Table >
- 3.2) Zone 2 PPE Table >
- 3.3) Zone 2 User safety on lift >
- 3.4) Zone 2 Person on Lift >
- 3.5) Zone 2 Broken Walkway >
- 3.6) Zone 2 Bird poop >
- 3.7) Zone 2 Broken Rail >
- 4.1) Zone 3 Welding person >

Extras

- Download data
- Logout



NEXT STEPS...



LEADERSHIP TRAINING



PLANT AND EQUIPMENT TRAINING

Thank you



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