

MWT: Magos Workers Training

by



There is a strong demand for Virtual Reality in the mining industry to increase productivity and reduce costs. It is an essential aid for virtual simulations and training applications which prepare individuals to work. The main objective of MWT is to perform a validation and exploration study for training and explore the potential for home-based virtual reality training. The partners will create a training application with the Magos platform in the mining sector, a combination of hardware and software, that allows for an immersive Human Machine Interface. MWT will work on providing workers with a tool to interact naturally using their fingers instead of holding a pair of touch controllers. It would move training from an unrealistic or even negative event to a real experience with the exact feelings and conditions of the most demanding use cases.

Vertical sector addressed

- ICT

Challenges tackled by SMEs

- IOT
- Digital Twin

Key actions addressed

- KA 3
- KA 4
- KA 5
- KA 6
- KA 7

MINE-Demo scheme

