A Novel Immersive VR Platform for H&S Training of Construction Workers

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The Problem

- Construction makes up 1 in 5 deaths for workers in the U.S.
 - -OSHA
- The estimated cost of a fatality for a company is \$1.42M
 - -National safety council
- 60% of construction accidents happen during the employee's first year of work
 - -Bureau of labor statistics
- An average of **776** driver fatalities occurred each year from 1982-2020
 - -Federal Highway Administration

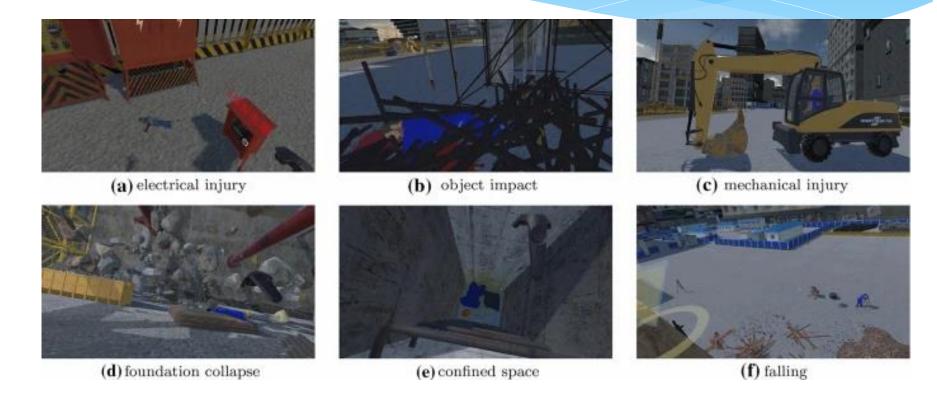


Project Objectives

- Literature review on existing VR training programs and current H&S conventional programs
- 2. VR architecture for materialization of the construction sites used in the training program
- 3. Training materials and an instructor's manual
- 4. Recordings of the test training simulations (both the rendered simulations and a video feed of the participants will be recorded)
- Final report and recommendations



Task A: compile a literature review of existing VR training programs and current H&S conventional programs.



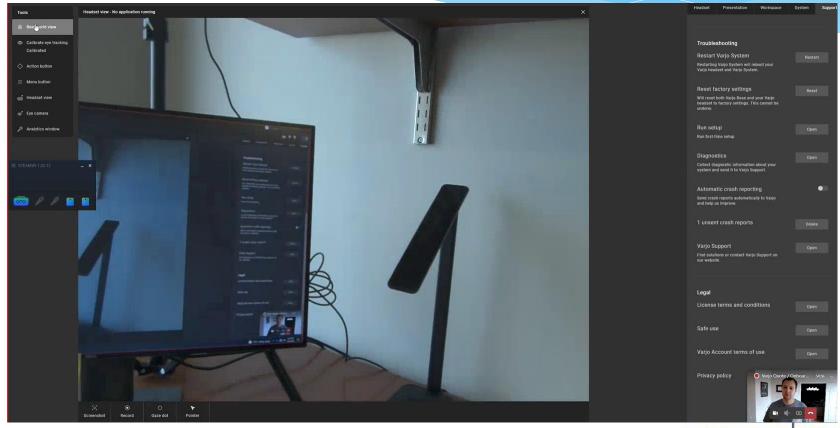
Task B: VR architecture for materialization of a given construction site used in the training program.





 Scheduled laser scan of the I-70 at Route 51 interchange project in Westmoreland County (interchange conversion)

Task C: Recordings of the **test training simulations** (both the rendered simulations and a video feed of the participants will be recorded)



Task D: Development of Training materials and an instructor's manual



- Virtual Reality Setup
 - Varjo XR-3: Highest resolution and widest field of view among VR headsets
 - Green Screen setup: Optimized for Extended Reality (XR) video passthrough
- Axiom Holographic Table
 - Displays 3D project files using hologram technology



Schedule/Status

- Task A: Underway (80%)
- Task B: Underway (40%)
- Task C: Planned
- Task D: Planned
- Task E: Planned

