

# TunnelSkills Augmented Reality [AR] Resources FAQs



# PAULEY

Empower Immersive Innovation

## 1. What AR Resources are available?

As part of the CITB-funded Immersive Learning [IL] project, working with PAULEY, TunnelSkills has developed an AR app that includes two interactive scenarios covering Safety in Tunnelling and Tunnel Emergencies. Full details of the resources that are available can be found on the AR Resources webpage on the TunnelSkills website.

## 2. What hardware do I need?

The AR app was developed for HoloLens; there is a version of the app available for both the HoloLens 1<sup>st</sup> gen and HoloLens 2.

HoloLens is aimed at enterprise users; please visit the [HoloLens](#) website to see an overview of both 1<sup>st</sup> & 2<sup>nd</sup> versions of the HoloLens. This will provide you with a deployment guide, and how to configure the HoloLens.

## 3. How do I get access to the app?

Please contact us by emailing [immersivelearning@tunnelskills.org](mailto:immersivelearning@tunnelskills.org). We will then arrange for the appropriate version of the app to be sent to you via file transfer. Please indicate in your email which HoloLens device you have so that we can send you the correct version.

## 4. Is there anything else I should consider when purchasing a HoloLens headset?

Please visit the [HoloLens pricing and options](#) website. Microsoft also offer an Industrial Edition for use in clear rooms for medical use and a Trimble XR10 version which is aimed at use in construction environments and is appropriately safety rated. Additional services can also be purchased such as Dynamics 365 and a Development Edition if you require to build your own applications.

## 5. What can the app be used for?

The TunnelSkills AR app was conceived and designed to be incorporated into and augment specific tunnelling training courses like TSTS and C&G 6151. The app could also be incorporated into courses like SSSTS and SMSTS to provide tunnelling context whenever these courses are being delivered to a mainly tunnelling audience. The app and equipment could also be used at events to attract new talent into the sector.

## 6. Going forward, what other uses will be available for HoloLens headsets?

AR environments with computer-generated content enables trainees, staff and customers anywhere in the world to remotely explore scenarios and brands. Working with holograms in a real-life setting will be the future of team-based e-Learning and powerfully immersive promotional solutions.

For help with your AR needs or to discuss potential capabilities and future AR options, TunnelSkills would recommend that you link up with PAULEY.

PAULEY analyses, designs and develops innovative operational performance support and agile blended learning applications using a range of digital immersive technologies including Augmented Reality (AR). We provide a range of Tier 1 businesses and clients with bespoke agile learning, upskilling, train the trainer and competency management solutions. Contact [darren.ackers@pauley.uk](mailto:darren.ackers@pauley.uk) at PAULEY for further details on any of the above capability.

## **7. Is there any other way of experiencing or checking out the AR experience?**

The AR app has a web version. You can view and interact with the web version via the link on the AR Resources webpage to get a flavour of the content.

As part of the IL project, we had plans to have IL launch events in 2021 and also attend relevant industry events e.g. the BTS Tunnelling Conference 2021 to showcase the apps and hardware. Unfortunately, COVID and associated lockdown and social distancing restrictions have put a damper on these plans.

As restrictions begin to lift, we will provide details of any events that TunnelSkills will be arranging or attending. We may also be able to arrange visits to individual projects or offices to provide demos and showcase the app and hardware.

## **8. Where can I get support?**

For the AR app, prior to using it, check out the AR Resources User Guide available via the link on the AR Resources webpage. If you are having a problem not covered in the User Guide or for general help, support or advice about the TunnelSkills Immersive Learning Project, please contact us by emailing [immersivelearning@tunnelskills.org](mailto:immersivelearning@tunnelskills.org).

## **9. Is there anything else I should know or be aware of?**

As mentioned at the top, the TunnelSkills IL Project is funded by CITB. The TunnelSkills IL Project is one of a number of IL projects that CITB is funding as part of a larger IL assessment piece.

One of the key outputs of this project is to evaluate the use of immersive learning resources in construction particularly in training, learning and collaboration environments.

When you start using the resources, we may contact you from time to time over the next few months to get feedback and evaluation data. We would encourage you to collect this data and we would request that you share this with us to not only consider improvements, but also so that we can report evaluation data back to CITB.