RAMP VR

Media clips

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International Airport Review Awards

November 2017

TECHNOLOGICAL SOLUTIONS

The category of new technologies in the airport sector has seen a tremendous growth over the past three years as airports have realized that with process efficiencies, their limited budget can be spent through those technologies that smart solutions and airports want innovative technology. For this reason, we have focused on those that have seen considerable progress or are applied to the airport environment in the last three years. Of all our awards, the Technology Solutions category reflects the changing environment of the airport industry.

THE SHORTLIST

IATA
XLR Airport Technology

And the winner is...

The Rampvi™ combines high-spec, real-time real-time training and self-service to offer effective practical training in a very realistic environment, and sufficiently enables staff to be trained without disrupting active ramp operations.

Fred Langer, AITC’s Director for the Passenger, Cargo and Security Products, commented: “Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but ramp operations in extremely active environments can be a challenge. Rampvi™ allows users to virtually immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. The Rampvi™ also provides users with built-in metrics to track their performance and real-time access to log reference materials.”

Fully compliant with the standards of the Airport Handling Manul and the IATA Ground Operations Manual, the Rampvi™ complements theoretical knowledge and, by replicating the airport virtual setting, which can simulate various lighting and weather conditions, it reduces the need for extensive training in heavily active ramp environments. The software currently features aircraft and baggage scenarios, loading, and unloading, and more will come in the future. A plug-and-play system, the Rampvi™ has an intuitive user interface and simple setup, it is able to generate random scenarios, pause and resume sessions, and export training records. This year, the IATA Senior Vice President for the Passenger, Cargo and Security Products, commented: “Training is essential for maintaining our industry safe, secure, and sustainable. IATA and its members always advocate for the highest training standards and continuous improvement in training. We believe that Rampvi™ brings a new level of training to the industry, making it easier for our members to be compliant with the latest regulations.”

The Rampvi™ is a prime example of how applications can augment reality – in this context, saving the airport both time and money.

RAMPVR™

Training doesn’t get more real than this

Winner of the first-ever International Airport Review Awards Technical Solutions Category

IATA

The IATA Rampvi™ team (left to right): Dimitris Saris, Product Manager, Airport and Ground Operations; Jon Van Vree, Assistant Director, AITC Training and Innovation; and Gautam Sridhar, Director, AITC Operations and Security Products.

If you would like to find out more about any of our winners, the awards in general, plans for the 2018 awards or to see an update of winner pictures, please visit our website.

The Future of Flying? You Can See It Now

By CHRISTINE ROZER | NOV 13, 2017

A JetBlue crew member in Boston using facial recognition software to clear a passenger to board a flight to Atlanta. (Galen Hard for The New York Times)

In the not-too-distant future, a traveler’s face will replace a boarding pass, and recognition software will replace the gate agent scanning each traveler’s ticket. Airline executives separated by distance will be able to use virtual reality glasses to walk together through an airplane cabin and solve design problems.

In this same future, autonomous vehicles could help passengers check in and airplanes park back.

The future is now as the aviation industry embraces new technology as enthusiastically as it does jumbo jets packed with well-behaved, premium-fare paying passengers.

According to a recent survey by the International Air Transport Association, air travelers are just as excited about this modernization. About three quarters of those interviewed by the association expect to be able to check their bag in three minutes (96 percent), pass through immigration in 11 minutes (94 percent) and browse the internet in flight (73 percent).

Another industry study reports that airlines and airports are consistently spending money to make technological advances happen because it is critical to meet ever-higher demands from passengers.

With RampVR, a program developed by the I.A.T.A., students wear goggles and identify problems as they virtually inspect an airplane and the ramp area around it. Experiential training sticks in the mind, according to Frederic Leger, airport passenger cargo and security product director for the association.

“You are living the training because you are active in the training,” Mr. Leger said. “It’s like a game where you have a score at the end, so it goes to the emotional part of your brain.”

Considering that airline pilots do recurrent training in a simulator on a regular basis, bringing a simulated setting to other areas of the industry is not a new concept. It is only recently, however, that the improved quality and lower cost of virtual reality have made its widespread use practical.

With all the showy advantages of virtual reality, some airlines are trying to turn the “wow” into revenue. At a pop-up cafe in London earlier this month, Air Canada invited visitors to watch a Boeing 787 Dreamliner flight in virtual reality. The German airline Lufthansa prepared a 360 video of the interior of its long-haul aircraft, and its employees presented viewing goggles to ticketed passengers waiting at boarding gates in Newark and Frankfurt last year. After watching the show, Lufthansa, asked if they wanted to purchase an upgrade to a premium economy seat.

La formación es uno de los principales retos del sector logístico en un escenario de creciente complejidad y en el que las nuevas tecnologías están provocando una revolución en la gestión de la cadena de suministro.

Dentro del transporte aéreo también se producen innovaciones. Una de las últimas tiene que ver con la formación del personal que ejecuta operaciones en tierra y con la realidad virtual.

Iata está desarrollando un completo programa de simulación de realidad virtual con el que quiere revolucionar la preparación del personal auxiliar de tierra en los aeropuertos y que ha sido presentado en exclusiva en Madrid este mismo mes.

Inicialmente el programa consiste de dos módulos dedicados a inspección de aeronevés o instalaciones aeroportuarias, así como al control e indicación de maniobras, aunque se irá completando en próximas versiones.

La realidad virtual facilita el aprendizaje

El programa lleva el nombre de RampVR e incluye un completo sistema de realidad virtual inmersiva que simula diferentes actividades en tierra, más de 50 incendios, diferentes modelos de aviones Airbus y Boeing, así como diversas condiciones meteorológicas y de luz, tanto de día como de noche.

Para su funcionamiento, el sistema incluye un completo programa informático que simula las operaciones, unos guías de realidad virtual, un par de detectores de movimiento que cubren un área de tres metros cuadrados y un par de mandos para ejecutar las misiones que se determine.

Este programa facilita la formación del personal de tierra, ahorra costes y ofrece un mejor control sobre el nivel de conocimiento de los trabajadores, ya que el sistema de realidad virtual ofrece la posibilidad de realizar operaciones aeroportuarias en diferentes condiciones con gran realismo, pero en un entorno controlado.

Además, el programa permite realizar evaluaciones y repetir acciones para que la asimilación de los conceptos sea correcta gracias a las facilidades que ofrece un entorno audiovisual. Igualmente, el sistema, que puede adquirirse por módulos, con solo el software o con todo el equipo informático necesario, ofrece grandes posibilidades para examinar candidatos a nuevos puestos de trabajo.

Varios aeropuertos de Europa central y Europa del este han mostrado interés en incorporar esta tecnología para la formación de sus equipos de tierra.
Frankfurt Air Cargo Innovation Lab

October 2017

New players and platform solutions will bring far-reaching change to air cargo

27 / 09 / 2017

Leading minds from industry and science have come together at the second Frankfurt Air Cargo Innovation Lab conference to discuss the future of logistics.

Following last year’s success, some 100 participants from the air cargo industry are attending the two-day event, hosted at Frankfurt Airport by Fraport and the DUV Media Group.

The focus this year is on new players in the market and the influence that platform solutions are having on traditional business models.

Platform operators Freightos, Saloodo! along with newcomers like Cargosteps, Pilavi, and Nimber are some of the names attending the event. Other speakers are from the World Economic Forum, IATA, Lufthansa Cargo, PIEGE, and Kerry Logistics.

 Dirk Schusterlara, senior vice president cargo at Fraport, said: “This year we have a wide range of forward-looking topics on the agenda again. Logistics platforms and cooperation between traditional companies and start-ups will change our industry in a far-reaching way.

“This also became evident during the lively discussions and talks we have been having. Our Tech Stage is another highlight. To stay true to our role as an innovation leader, we will be giving attendees the chance to try out some of the latest technologies, such as virtual reality glasses, drones, and RFID technology.”

The Frankfurt Air Cargo Innovation Lab conference is establishing itself as a key industry event.

More information can be found at: www.duv.de/en/facil2017

Wowch! Tow Truck Lacerates Kenya Airways 737

July 24, 2017 / Share your comments...

This pathetic looking Kenya Airways Boeing 737 is just eight years old, but my, oh my, what havoc a tow truck can do!

The unfortunate run-in between the ground handling equipment and the 737 registration 5Y-KYF happened before midnight on Saturday July 23rd at Nairobi’s Jomo Kenyatta International Airport as the plane was parked at the gate. No one was aboard and the plane was being serviced for its daily 4-hour flight to Johannesburg.

There’s no way to consider this good news, but the airline can be thankful for one thing. This happened the only day of the week the flight is conducted on a Boeing 737. All other days, a new Kenya Airways’ 787 Dreamliner would make the run.

Maintenance experts can do a better job than I, predicting the time and money it will take to fix this airliner. I’m suspecting it will cost a bundle. The photo may be worth its weight in publicity, however for the International Air Transport Association which has been pushing for nearly a year for a new kind of training that gives ground handlers high-tech training in how to do their jobs.

As I wrote on Mary Kirby’s RunwayGirlNetwork, later this year IATA expects to begin offering virtual reality training for the folks responsible for maintaining a safe environment while airliners are cleaned, inspected, supplied and prepped with a box of equipment for the next flight. Ground handlers work all kinds of weather and light conditions. They are often poorly paid workers who are charged with preventing damage that can easily run into the millions to fix. More significant in human terms is the number of people injured on the airport ramp.

IATA claims a quarter of a million injuries each year, a rate of nine per 1,000 departures, according to Frederic Leger, airport passenger, cargo and security product director for the airline trade group. Some workers are killed. Damage incurred by airlines topped $10 billion in 2012, Leger said.

The virtual reality training IATA is touting, Ramp VR, lets workers with important jobs to do, experience that job in all its quirky unpredictability. Last December I had an opportunity to give it a try, taking an introductory capsule and the follow-up exam. In the space of about 10 minutes I saw snow and rain, night and day and a variety of things that should not be on the ramp of a real airport. Airport workers will get their chance to learn this way next month when the first training class begins In Geneva.

Students learn more and hang onto it longer, according to Leger. “You are living the training because you are active in the training”, he said. “It is like a game where you have a score at the end so it goes to the emotional part of your brain so the retention is incredibly higher than a conventional training cost.”

Source: http://christinenegroni.com/wowch-tow-truck-lacerates-kenya-airways-737/
IATA’s perfect landing on virtual training

The International Air Transport Association (IATA) is focusing on introducing new innovation to improve efficiency in the air cargo industry. Wee Kim Kian, Assistant Director APCS Training and Innovation, IATA, shares their latest plans on virtual training.

Shehara Kizly

Do share with us the latest plans on training undertaken by IATA?
IATA disseminates industry regulations, standards and best practice through training and continually introduces new instructional techniques to enhance the relevance, applicability and retention of knowledge and skills. Research has shown that combining the theory with practical examples in the form of case studies or simulation exercises creates an extremely conducive learning experience for participants. To maintain a high quality in our training, we constantly invest in improving our training programmes and delivery methods.

Will all industry players be part of the new VR training?
We are introducing VR (virtual reality) technology in our training where it brings value. We carefully select the areas of implementation of VR and other technology in order to achieve a positive experience for participants and industry stakeholders. We welcome ideas from all industry stakeholders in order to offer fit-for-purpose and relevant training programmes that serve to address the needs of the industry. We involve our stakeholders and training partners regularly through forums and workshops in order to prioritise the roadmap for our VR training.

Please explain this new methodology and the efficiency of this type of training
Getting access to live operational environments can be an administrative burden with the required security permissions and size of groups. In addition, training in a noisy environment with constantly moving equipment and vehicles under limited time constraints can be challenging and dangerous. Virtual reality technology makes the training safer, more efficient, and more effective. With VR, we can simulate a multitude of scenarios (for example, oil leakage/spillage, FOD (foreign object debris), misplaced equipment, damage on aircraft, speed of aircraft turnaround etc.). Additionally, we can alter the environmental conditions, such as ambient light and weather, to increase the realism of the virtual environment. To aid in instruction, we can record the participant’s actions in the virtual environment in order to replay the actions to highlight knowledge or skill gaps.

The 11th World Cargo Symposium 2017 opened on a remarkable note in Abu Dhabi. The symposium highlighted a thoughtful optimism to accelerate modernisation and focus on delivering high quality service. After several years of virtually no growth, the freight volumes began to grow in the second half of 2016. And the momentum is carrying over into this year with the demand rising nearly seven percent in January.

Wee Kim Kian, Assistant Director APCS Training and Innovation, IATA: Virtual reality technology makes the training safer, more efficient, and more effective. With VR, we can simulate a multitude of scenarios.
Employers Can Adopt VR Behind the Scenes

Published on June 5, 2017

Christine Hart: Follow
Content Writer at Stambol Studios

We’ve seen a lot of buzz (including posts on our own blog) about how Virtualities can be used to market and enhance products and services. Today, we want to talk about VR as an internal tool employers can use for training and response readiness.

During the 2016 VR boom, you might have expected the extent of a retailer’s connection to Virtual Reality to be the selection they carry in consumer hardware.

In the case of Walmart, they’ve recently instituted a VR training program with event scenarios such as Black Friday in mind. We all know Black Friday has become one of the craziest shopping days of the year in North America, the US specifically. As a shopper, you may approach the day with a strategy for where you’re going and what you’re buying. But what about the staff on the other side of the transaction? How do you manage angry crowds and irrational customers while maintaining professionalism and workplace safety standards? It takes practice – more than one retail employee gets in a single annual onslaught.

Another example of VR used for safety training is the modern airport. Traditionally, the idea of a simulation used to train airport employees would start with pilots and move to air traffic controllers. More recently, perhaps passenger screening too.

But the latest instance of VR enhancing airport safety is the International Air Transport Association’s training program called RampVR. Two versions of RampVR are available, one for aircraft inspections and another for aircraft marshalling. An airport is a complex environment with vast unseen potential for safety hazards, so we’re delighted to see VR helping improve aircraft management on the ground.

We would be remiss on the subject of workplace training if we didn’t also draw your attention to Job Simulator. Developed by Owlchemy Labs (recently acquired by Google), this workplace simulation game has been opening minds since 2015. Users can experience tasks as a gourmet chef, an office worker, a convenience store clerk, or an automotive mechanic.

Job Simulator is a great game for young adults, but it’s also fun for all ages. Anyone already familiar with these professions might enjoy adding a little harmless silliness into their day. (Think food fight in the kitchen or a document scatter at the office.) What we love most about Job Simulator is that it introduces VR in a fun way that encourages practical thinking about how Virtualities can change our lives. It’s completely realistic for today’s high school students to expect VR training on the job, for a growing number of occupations.

At Stambol Studios, we can help your organization develop an employee training simulation targeted to your unique needs. Ask us what’s involved and we’ll help your imagination take off.

Source: https://www.linkedin.com/pulse/employers-can-adopt-vr-behind-scenes-christine-hart
Bright Idea: Training virtually

In a novel approach, the International Air Transportation Association has brought virtual reality into its training.

While virtual reality isn’t new to the airline industry, since pilots undergo simulation training, it’s new to grounds operations training. RampVR is the industry’s first virtual reality training platform for ground operations, developed in consultation with airlines, airports and ground service providers to meet their training needs while reducing the burden of accessing the ramp for training (security, safety, availability of aircraft, etc.), IATA says.

"Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge," said Frederic Lager, IATA’s director for airport, passenger, cargo and security products. "RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. It also provides users with built-in metrics to track their performance, and real-time access to key reference material."

Until now, ground ops training has been difficult, and can’t be performed at night or during adverse weather, IACA says. At the same time, it’s hard to replicate abnormal scenarios and airside training can be noisy and dangerous.

But RampVR allows trainees to simulate day and night operations, generate a variety of scenarios and record user performance.

IATA offers three training options: at career centers; location-based training with consultants; and the purchase of equipment with training guides.

"Talent development is essential to making our industry safe, secure and sustainable," said Nick Careen, IATA’s senior vice president of airport, passenger, cargo and security. "VR in the learning context increases knowledge retention by as much as four times while improving motivation and engagement. VR is here to stay and we are already considering expanding its use in different training areas."

So could virtual reality be next on the horizon for associations? As organization look to inspire and engage members and program participants, VR could be the key – especially in the video gaming world in which we live.
Virtual reality enhances ramp training

Ben Vogel, London - IHS Jane's Airport Review
23 June 2017

The International Air Transport Association (IATA) claims to have launched the first virtual reality (VR) training tool for ground service providers.

RampVR was developed in consultation with airlines, airports, and ground service providers to meet their training needs while reducing the burden of accessing the ramp for training, IATA announced. The modular solution meets IATA standards in the Airport Handling Manual and Ground Operations Manual.

Two modules are available: one for aircraft turnaround inspections and the other for aircraft marshalling.

“RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions,” said Frederic Leger, IATA director for airport, passenger, cargo, and security products.

“RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference material.”


TRAJECTORY
Another panel then took their seats to discuss training issues as they pertain to ramp operations. Nick Welch, head of technical services at RTITB, Derek Carlton, airside training manager at London Gatwick Airport and Ana Soriano, an analyst and specialist in virtual reality (VR) training at IATA all offered their thoughts.

Welch discussed how training can help to minimise the risk of accidents on the apron. Training has benefits in a wide range of areas, not just for safety, he began: it helps a ramp operator to achieve greater efficiencies, to achieve regulatory compliance, it helps in the effort to retain talent, it provides team motivation and it is in essence a moral obligation; and, of course, it promotes greater safety on the apron. And all of this leads to a wealth of perceivable benefits in terms of reduced costs, improved customer satisfaction, efficient operators, reinforced brand perception and fewer accidents.

The best results are achieved through a structured approach to training, Welch told the audience. The right approach requires the right materials and the right people to provide profes-

Moreover, there should be both top-down and bottom-up buy-in to the training, with “robust assessments” of its effectiveness.

Finally, there must also be effective follow-up to any training, with good management and supervision of the operators in their role, accreditation and auditing, ongoing performance monitoring and recording, and regular refresher training.

Carlton explained to his audience how he and his team at London Gatwick provide training for about 500 different employees on approximately 40 different vehicle types. With many of those employees seasonal, some being contractors rather than employees, and all having very different levels of ramp operation experience, the challenge is varied. What is vital is to work collaboratively with everyone in the “Gatwick family”, he said.

Taking up his current post about three years ago, “We wanted an open-minded look at what we did well, and what we didn’t,” Carlton explained. “Just because you’ve been doing a job for a long time doesn’t mean you’re doing it as well as possible,” he added.

Carlton introduced a set of standards to the training process: a set of standards for the trainer and for each training course, as well as a rigorous system of recording and regulation of which ramp operator had trained on what equipment with which instructor.

Effective training saves time because of the greater efficiency it creates and it cuts operational costs. It’s taken about three years for Carlton and his team to get where they want to be with the training programme. However, it has made a big difference to the safety culture at the airport, protecting people and operations, Carlton said.

There has been a 24% reduction in vehicle incidents since the start of the new training regime, despite there being many more vehicle types used on the apron now than there were at the start of the process. This will almost certainly have a very real benefit in terms of future insurance premiums as well as the very obvious benefits on the ramp, Carlton concluded.

The third member of the panel, IATA’s Soriano, spoke about how the airline trade association is using VR in its training.

She said that the ongoing explosion in passenger and cargo movements has encouraged IATA to look at other approaches to training that can supplement on-the-job, on-the-ramp training.

Classroom training has its role to play, but we know that active training (involving interaction and problem-solving, for example) is more effective than passive learning, she said. Using VR helps to avoid trainees taking to congested ramps, while still providing that active element to the training. Moreover, it’s hard to replicate on any apron the wide range of potential problems that a ramp operator might face during his/her career, but they can be safely reproduced in a VR environment.

The industry can now leverage the cutting-edge technology that allows us to replace the real ramp environment with a digital environment, Soriano noted, “bringing the tarmac into the office”; taking away the fear of making mistakes among trainees; and yet it represents an environment which guarantees participants’ enjoyment. VR is also applicable to all ages, and is especially familiar to Generation Y (generally understood to be those born in the 1980s and early 1990s).

“It doesn’t get any more real” than IATA’s RampVR training, she said, “The future of training is virtual.”

After Tarbuck’s summary of the day’s discussions, the ‘work’ was over for the moment and it was time to relax, while also benefiting from the networking opportunities. All present were taken to a very pleasant evening out at a lovely restaurant, where they were wined and dined in what was a very convivial atmosphere.
June 2017

Ground handling training comes in from the cold (or heat)

By staff writers - Jun 14, 2017

Ground handling has entered the realm of virtual reality (VR), with the launch of training software developed by the International Air Transport Association (IATA).

Ramp VR is a training package that uses software and a pair of virtual reality goggles to place a trainee on a virtual airport hardstand. IATA describes it as a ‘flight simulator for ground ops’.

IATA says the package removes many of the complexities of conventional training. There is no need for security passes or background checks, and no danger from bringing inexperienced people onto the ramp. And it can be used anytime, anywhere, regardless of weather.

The package can replicate incidents and accidents from live operations and can simulate different lighting and visual weather. As with a flight simulator, scenarios can be paused or recorded for instant guidance or later analysis.

The package can train specific skills, including aircraft damage detection, foreign object spotting, and hand signalling. Users mark and signal with hand-held controls.

IATA senior vice president of airport, passenger, cargo and security, Nick Careen, said, ‘VR in the learning context increases knowledge retention by as much as four times, while improving motivation and engagement’.

Ramp VR was unveiled at IATA's ground handling conference in Thailand last month.

Source: http://www.flightsafetyaustralia.com/2017/06/ground-handling-training-comes-in-from-the-cold-or-heat/
Domodedovo Airport is certified for training aviation security

June 5, 2017 Evgeniya Kolyade

The training center "Domodedovo Training" is ready to train about 1,000 employees of third parties in the year 2017.

Aviation Training Center Domodedovo Airport (OOO "Domodedovo Training") is a holding company DME) received in April 2017 a certificate of compliance with Federal Air Transport Agency of the Federal Aviation Regulations to the organizations involved in the training of specialists in the field of aviation security. The certificate also allows the training center to train employees of other organizations.

The reason for obtaining national accreditation became the order of Ministry of Transport of the Russian Federation on November 3, 2016 № 312 "On Amendments to the list of experts of aviation personnel of the Civil Aviation, approved by order of the Ministry of Transport of Russia from August 4, 2015 № 240". The document fixed the regulatory aviation security experts (SAB) on the list of aviation personnel. As told ATO.ru Deputy Managing Director, "Domodedovo Training" Olga Semina, SAB now every employee must be in possession of a certificate confirming his qualifications.

Aviation certificate was issued by the aviation training center "Domodedovo Training" for the training of 10 specialized courses. The program includes training in pre-and post inspection, inspection of aircraft, profiling, prevent unauthorized access to the controlled area of the airport, and others.

On aviation security courses taught by 10 instructors. On the territory of the educational complex is equipped with a special class for practical lessons where students can practice skills on a real engineering: explosives detector, X-ray TV Inspection System, a portable metal detectors multizone through metal and other equipment.

Training of employees of other organizations will be carried out on request. Upon successful completion of the learning process of each participant will be issued a corresponding certificate of the established sample.

According to Olga Semina, already there is a high interest in aviation security courses from other Russian airports and airlines. Now the training center management coordinates the training schedule. In June already planned to send two teachers for training in aviation security. According to preliminary calculations, the training center is ready to train about 1,000 employees SAB outside organizations a year.

In the future, the company "Domodedovo Training" will expand their capabilities for practical training. Thus, in the school complex, an area of 9 hectares, is planned to equip the training ground, which will be placed 8 aircraft of different types in the full size. In practice, it will be possible to work out processes such as aviation safety, search aircraft, a platform service, and so on. D. The first planes to appear in the autumn of 2019, when they carried out major works on arrangement of parking places at the training ground.

It is also planned to acquire computer simulators for aviation security, for inspection of baggage and cargo DFS, computer simulator for inspection of aircraft and simulators RampVR System deysena Vestergaard Elephant Beta. It envisages the acquisition of small interactive training complex.

Source: http://www.ato.ru/content/aeroport-domodedovo-sertificirovan-dlya-podgotovki-specialistov-po-aviacionnoy-bezopasnosti
IATA Launches RampVR (TM) the First Virtual Reality Training Tool for Ground Operations

Source: IATA

The International Air Transport Association (IATA) announced the launch of RampVR, the industry’s first virtual reality (VR) training platform for ground operations, at the IATA Ground Handling Conference (IGHC) in Bangkok.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference material,” said Frederic Leger, IATA’s Director for Airport, Passenger, Cargo and Security Products.

RampVR was developed in consultation with airlines, airports and ground service providers to meet their training needs while reducing the burden of accessing the ramp for training (security, safety, availability of aircraft, etc.). Currently two modules are available: Aircraft Turnaround Inspections and Aircraft Marshaling. RampVR is fully compliant with IATA standards as set out in the Airport Handling Manual (AHM) and IATA Ground Operations Manual (IGOM).

“Talent development is essential to making our industry safe, secure, and sustainable. Innovative technology is the key. VR in the learning context increases knowledge retention by as much as four times while improving motivation and engagement. VR is here to stay and we are already considering expanding its use in different training areas,” Nick Carson, IATA’s Senior Vice President, Airport, Passenger, Cargo and Security concluded.

Source: https://www.atn.aero/article.pl?mcateg=&id=63112&member=73636861656665727240696174612E6F72677C333438317C323031372D30352D3232#
Runway Girl Network

June 2017

This May, the International Air Transport Association (IATA) demonstrated its VR training for ground handlers and is working on variations on that theme for aviation security and airfield driving training, according to Frederic Leger, director of airport, passenger, cargo and security products at IATA. There are many applications outside of aviation as well.

Source: https://runwaygirlnetwork.com/2017/06/06/rockwell-collins-finds-virtual-reality-drives-seat-design/
Bangladesh-IATA launches RampVR, first virtual reality training tool for ground operations

(MENAFN - Bangladesh Monitor) Bangkok : The International Air Transport Association (IATA) announced the launch of RampVR, the industry’s first virtual reality (VR) training platform for ground operations, at the IATA Ground Handling Conference (IGHC) in.

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IATA以VR新技術優化機場地勤人員培訓

撰稿人 2017-06-08

地勤服務對於飛安格外重要，可降低航班延誤和飛機損傷所造成的損失，國際航空總會（IATA）發表RampVR虛擬實境（VR）地勤人員培訓模組，可減低傳統培訓以書本為主的不足。

據Tnooz報導，IATA的Frederic Leger指出，提升機場安全性以及減少飛機和地勤設備損傷，自有人類發揮創意的水準，已成為航空業的重要之堅，IATA RampVR新技術試圖改善地勤人員的培訓流程，同時降低培訓所帶來的風險和後果問題，以免影響機場正常營運。

新技術採用虛擬和聲音的沉浸體驗，讓學員真正感受日班或夜班，以及各種天候的實際工作情況，學員可經歷各種場景和情境，亦可隨時停止練習，參考筆記和資料，RampVR還會記錄學員的表現。

IATA資深副總裁Nick Carren表示，人才培育很重要，可提升航空業的安全和永續發展，但有賴技術創新作後盾，虛擬實境有助於留任知識，同時提高學員動機和參與感。

Source:
http://www.digitimes.com.tw/iot/article.asp?cat=158&id=0000503319 ww52xp162tk3 928jase1h
Virtual reality takes ground handler training to a new level

The International Air Transport Association has launched its RampVR virtual reality training module for ground handlers at the IATA Ground Handling Conference in Bangkok.

This VR training module supplements the book-training ground handlers usually receive.

Better ground handling is essential to flight safety, results in fewer flight delays, and reduces airline losses from aircraft damage.

Frederic Leger, IATA director for airport, passenger, cargo and security products explains:

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge.”

The idea behind RampVR was to improve the training process while avoiding the risks and logistical complications of training ground handlers during normal airport operations. IATA says virtual reality practice fosters better retention of key information and best practices.

The training module uses both visual and aural immersion to give trainees a real sense of live working conditions during day and night shifts and in varied weather.

Trainees can practice a number of standard operations scenarios. With hand-held controls, they can “mark” foreign objects on the tarmac which need to be removed, or highlight damage on the aircraft fuselage. They can also pause the action to review notes, forms and reference materials.

RampVR tracks trainee performance for effective reporting on areas for improvement as part of the qualifying coursework.

Nick Careen, IATA senior vice president, airport, passenger, cargo and security says:

“Talent development is essential to making our industry safe, secure, and sustainable. Innovative technology is the key. VR in the learning context increases knowledge retention by as much as four times while improving motivation and engagement. VR is here to stay and we are already considering expanding its use in different training areas.”

Source: https://www.tnooz.com/article/iata-virtual-reality/
VR Status

May 2017

The IATA (International Air Transport Association) has made known about its first VR training platform during the industry's Ground Handling Conference. The IGHC has begun on 21st May and will last till the 24th of May 2017 in Bangkok. The new tool dubbed as RampVR is created for ground-operations and trainings.

Through the RampVR the company immerses users securely in a mock operating environment, as well as it enables them to try out a number of turnkey virtual aircraft experiences. As the firm's Airport and Security Products director Frederic Leger has mentioned in a statement, the tool also simulates an unfavorable weather conditions, making users to feel the real scenarios of ground operations. Users can also double check the training, pausing it.

The RampVR presently offers only ground training and there are two modules ready for use with the tool: Aircraft-Marshalling and Aircraft Turnaround, which can be downloaded from the official website of IATA. With the modules users can experience various types of aircrafts. In addition through the Ramp VR headsets they will have a freedom to imitate operational equipment, including the wands of marshalling.

The company has announced during the IGHC, that in the near future they will use Virtual Reality in other training modules, including Security and Cargo.

The International Air Transport Association (IATA) launched RampVR, the industry’s first virtual reality (VR) training platform for ground operations, at a ground handling conference in Bangkok.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. “

“RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference materials,” said Frederic Legger, IATA director for airport, passenger, cargo and security products.

RampVR was developed in consultation with airlines, airports and ground service providers to meet their training needs while reducing the burden of accessing the ramp for training (safety, security, availability of aircraft, etc.).

Currently, two modules are available: Aircraft Turnaround Inspections and Aircraft Marshalling. RampVR is fully compliant with IATA standards as set out in the Airport Handling Manual (AHM) and IATA Ground Operations Manual (IOM).

La Asociación de Transporte Aéreo Internacional (IATA) anunció el lanzamiento de RampVR, la primera plataforma de realidad virtual para llevar a cabo operaciones de mantenimiento y de desplazamiento de rampas en la pista aérea, con el fin de entrenar al personal del aeropuerto a enfrentar condiciones adversas durante la ejecución de sus tareas.

Durante la Conferencia de Manejo Terrestre en Bangkok, Tailandia, el organismo afirmó que el nuevo simulador permitirá a aerolíneas, aeropuertos y proveedores de servicios terrestres, instruir al personal en operaciones críticas que suelen ser onerosas si se llevan a cabo físicamente.

Asimismo, esta plataforma permitirá a los futuros trabajadores en tierra adentrarse de forma segura en una variedad de escenarios (por ejemplo, antes del despegue y después del aterrizaje), así como generar un registro del rendimiento de cada practicante con el fin de recibir retroalimentación.

RampVR fue diseñado acorde a los estándares de la IATA, incluyendo su Manual de Manejo Terrestre y el Manual de Operaciones Terrestres.

“Nick Coren, vicepresidente de asuntos aeroportuarios, pasajeros, carga y seguridad de IATA, declaró que “la innovación tecnológica es la clave” para el desarrollo de nuevos talentos, y que la realidad virtual, en un contexto de aprendizaje, incrementa la retención de conocimiento cuatro veces más que de forma convencional, mejorando al mismo tiempo la motivación y la concentración del usuario.”

Eurologport

May 2017

IATA spustia prvú výcvikovú pltaformu s virtuálnou realitou

Medzinarodná asociácia leteckej dopravy (IATA) oznámila spustenie RampVR, prvej výcvikovej pltaformy virtuálnej reality (VR) pre pozemné operácie, na konferencii IATA pre pozemnú obsluhu (IAG) v Bangkoku.

„Zlepšenie bezpečnosti na odbavovej ploche a zniženie škôd na lietadlách a pozemných zariadeniach prostredníctvom lepšieho vzdálenia a odbornej prípravy je priemyselnou prioritou, ale výcvik v tomto mimoriadne aktivnom prostredí môže byť výzvou. RampVR umožňuje používateľom bezpečne sa pohnúť do prevádzky na rampách a zažívať rôzne scény vo všetkých prevádzkových podmienkach. RampVR tiež poskytuje používateľom vstavané metriky na sledovanie ich výkonnosti a prístup k klúčovým referenčným materiálom v reálnom čase,“ poviedol Frederic Leger, riaditeľ IATA pre Leťiská, Pasažierov, Cargo a Bezpečnostné produkty.

Platforma RampVR bola vynutia v spolupráci s leteckými spoločnosťami, leteckami a poskytovateľmi pozemných služieb s cieľom uspokojiť ich potreby v oblasti odbornej prípravy a zdržieť znižiť ťažkosť pri prístupe k rampe (bezpečnosť, dostupnosť lietadiel atď.). V súčasnosti sú k dispozícii dva moduly: indiekce obmedzenie lietadiel a postúpenie lietadiel. RampVR je plne v súlade s normami IATA, ktoré sú uvedené v príručke Airport Handling Manual (AHM) a príručke IATA Ground Operations Manual (IGOM).

Bisnis News

May 2017

Bisnisnews.id - Asosiasi Transportasi Udara Internasional (IATA) mengumumkan peluncuran RampVR, platform pelatihan virtual realiti yang pertama untuk operasional sisi darat, di acara Konferensi Ground Handling IATA (ISGH), Bangkok, 21 - 24 Mei 2017.

RampVR merupakan solusi pelatihan virtual realiti "pembelajaran dan manajemen" yang terbaru untuk operasional di darat. RampVR menggabungkan hardkore dan software virtual reality dengan pelatihan IATA, yang di langsungkan pengetahuan berdiri dengan latihan praktis efektif di lingkungan nyata, tanpa mengganggu kegiatan operasional di rano.

"Pelatihan ramp VR menjadi penting untuk meningkatkan efisiensi dan efektivitas pelatihan, khususnya untuk layanan yang memerlukan keterampilan khusus," kata Frederic Leger, Direktur Bandara, Penumpang, Kargo dan Keamanan IATA.

Berdasarkan keterlibatan resmi dalam pelatihan VR, RampVR dikembangkan melalui konsultasi dengan perusahaan pengetahuan, bandara dan agen ground handling, untuk memenuhi kebutuhan pelatihan mereka sekaligus mengurangi beban pelatihan seperti keamanan, keselamatan pesawat terbang, dll. Saat ini ada dua modul yang tersedia: yaitu Inspeksi Pesawat Terbang dan Pesawat Marshalling.


"Penyempurnaan sangat penting untuk membantu industri kita aman dan berkelanjutan. Teknologi inovatif adalah kunci," tegas Paul Cullen, Wakis President Senior, Bandara, Penumpang, Kargo dan Keamanan IATA menutupi masalah.
The International Air Transport Association (IATA) recently announced a new virtual reality training tool for ground operations employees at airports. The program, RampVR, was built with input from major industry stakeholders, including airlines, airports, and ground-service providers. Virtual reality is nothing new for the airline industry, of course—flight simulators are one of the best-known VR uses—but VR in ground operations training is a new strategy.

The initiative gets around a common problem with training ground employees: Providing training at airports is difficult because of the resources required, including aircraft and ramps. "Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge," Frederic Leger, IATA’s director for airport, passenger, cargo, and security products, said in a press release. "RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions."
IATA Launches RampVR Training Tool for Ground Operations

SOURCE: INTERNATIONAL AIR TRANSPORT ASSOCIATION (IATA) MAY 22, 2017

Bangkok - The International Air Transport Association (IATA) announced the launch of RampVR, the industry’s first virtual reality (VR) training platform for ground operations, at the IATA Ground Handling Conference (IGHC) in Bangkok.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference material,” said Frederic Leger, IATA’s Director for Airport, Passenger, Cargo and Security Products.

RampVR was developed in consultation with airlines, airports and ground service providers to meet their training needs while reducing the burden of accessing the ramp for training (security, safety, availability of aircraft, etc.). Currently two modules are available: Aircraft Turnaround Inspections and Aircraft Marshalling. RampVR is fully compliant with IATA standards as set out in the Airport Handling Manual (AHM) and IATA Ground Operations Manual (IGOM).

“Talent development is essential to making our industry safe, secure, and sustainable. Innovative technology is the key. VR in the learning context increases knowledge retention by as much as four times while improving motivation and engagement. VR is here to stay and we are already considering expanding its use in different training areas,” Nick Careen, IATA’s Senior Vice President, Airport, Passenger, Cargo and Security concluded.

IATA LAUNCHES RAMPVR (TM) THE FIRST VIRTUAL REALITY TRAINING TOOL FOR GROUND OPERATIONS

The International Air Transport Association (IATA) announced the launch of RampVR, the industry's first virtual reality (VR) training platform for ground operations, at the IATA Ground Handling Conference (IGHC) in Bangkok.

"Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference material," said Frederic Leger, IATA's Director for Airport, Passenger, Cargo and Security Products.

RampVR was developed in consultation with airlines, airports and ground service providers to meet their training needs while reducing the burden of accessing the ramp for training (security, safety, availability of aircraft, etc). Currently two modules are available: Aircraft Turnaround Inspections and Aircraft Marshalling. RampVR is fully compliant with IATA standards as set out in the Airport Handling Manual (AHM) and IATA Ground Operations Manual (IGOM).

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See more information about RampVR

Source: https://www.travelindustrywire.com/article94611.html
The International Air Transport Association (IATA) recently launched the industry’s first virtual reality (VR) training platform, RampVR, recently in Bangkok, Thailand.

The platform, introduced at the IATA Ground Handling Conference, will be used for ground operations training.

Training is essential to keep the industry safe and sustainable, the IATA said. VR was chosen for training because it improves motion and engagement while increasing knowledge retention.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge,” Frederic Leger, IATA director for airport, passenger, cargo and security products, said. “RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions.”

The technology was developed after meeting with ground controllers, airlines and airports to determine their training needs. VR eliminates the need for a ramp for training, improving safety and increasing availability.

Two modules, one for aircraft marshalling and one for aircraft turnaround inspections, are available. Both modules have real-time access to reference materials and offer built-in metrics so users can track performance. They are also compliant with IATA Ground Operations Manual and Airport Handling Manual standards.

RampVR, the industry’s first virtual reality (VR) training platform for ground operations, has been launched by the International Air Transport Association (IATA) at the IATA Ground Handling Conference (IGHC) in Bangkok.

"Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge," says Frederic Leger, IATA’s Director for Airport, Passenger, Cargo and Security Products.

"RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference material," he adds.

Developed in consultation with airlines, airports and ground service providers, RampVR will meet their training needs while reducing the burden of accessing the ramp for training (security, safety, availability of aircraft, etc.).

Currently two modules are available: Aircraft Turnaround Inspections and Aircraft Marshalling.

RampVR is fully compliant with IATA standards as set out in the Airport Handling Manual (AHM) and IATA Ground Operations Manual (IGOM).

Source:
IATA Launches RampVR the First Virtual Reality Training Tool for Ground Operations

Bangkok - The International Air Transport Association (IATA) announced the launch of RampVR™, the industry’s first virtual reality (VR) training platform for ground operations, at the IATA Ground Handling Conference (IGHC) in Bangkok.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR™ allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. RampVR™ also provides users with built-in metrics to track their performance, and real-time access to key reference material,” said Frederic Leger, IATA’s Director for Airport, Passenger, Cargo and Security Products.

RampVR™ was developed in consultation with airlines, airports and ground service providers to meet their training needs while reducing the burden of accessing the ramp for training (security, safety, availability of aircraft, etc.). Currently two modules are available: Aircraft Turnaround Inspections and Aircraft Marshalling. RampVR™ is fully compliant with IATA standards as set out in the Airport Handling Manual (AHM) and IATA Ground Operations Manual (IGOM).

“Talent development is essential to making our Industry safe, secure, and sustainable. Innovative technology is the key. VR in the learning context increases knowledge retention by as much as four times while improving motivation and engagement. VR is here to stay and we are already considering expanding its use in different training areas,” Nick Careen, IATA’s Senior Vice President, Airport, Passenger, Cargo and Security concluded.

IATA launched the first VR training tool for ground operations

The International Air Transport Association (IATA) announced the launch of RampVR, the industry’s first virtual reality (VR) training platform for ground operations, at the IATA Ground Handling Conference (IGHC) in Bangkok.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference material,” said Frederic Jeger, IATA’s Director for Airport, Passenger, Cargo and Security Products.

RampVR was developed in consultation with airlines, airports and ground service providers to meet their training needs while reducing the burden of accessing the ramp for training (security, safety, availability of aircraft, etc.). Currently two modules are available: Aircraft Turnaround Inspections and Aircraft Marshalling. RampVR is fully compliant with IATA standards as set out in the Airport Handling Manual (AHM) and IATA Ground Operations Manual (GGOM).

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Source: IATA

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Source: http://www.eurologport.eu/iata-launched-the-first-vr-training-tool-for-ground-operations/
IATA launches RampVR, the first virtual reality training tool for ground operations

BANGKOK - The International Air Transport Association (IATA) announced the launch of RampVR, the industry’s first virtual reality (VR) training platform for ground operations, at the IATA Ground Handling Conference (IGHC) in Bangkok.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference material,” said Frederic Leger, IATA’s Director for Airport, Passenger, Cargo and Security Products.

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Source: http://backtotravels.blogspot.ch/2017/05/iata-launches-rampvr-first-virtual_23.html
VIDEO: IATA Launches RampVR Training Tool for Ground Operations

Danny Gill on May 22, 2017 at 5:43 pm

IATA recently announced the launch of RampVR, the industry’s first virtual reality (VR) training platform for ground operations, at the IATA Ground Handling Conference (IGHC) in Bangkok.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference material,” said Frederic Leger, IATA’s Director for Airport, Passenger, Cargo and Security Products.

RampVR was developed in consultation with airlines, airports and ground service providers to meet their training needs while reducing the burden of accessing the ramp for training (security, safety, availability of aircraft, etc…). Currently, the two modules that are available are for Aircraft Turnaround Inspections and Aircraft Marshalling. RampVR is fully compliant with IATA standards as set out in the Airport Handling Manual (AHM) and IATA Ground Operations Manual (IGOM).

“Talent development is essential to making our industry safe, secure, and sustainable. Innovative technology is the key. VR in the learning context increases knowledge retention by as much as four times while improving motivation and engagement. VR is here to stay and we are already considering expanding its use in different training areas,” said Nick Careen, IATA’s Senior Vice President, Airport, Passenger, Cargo and Security.

Source: http://airfreight-logistics.com/2017/05/22/video-iata-launches-rampvr-training-tool-ground-operations/
IATA launches VR training program for ground operations

The International Air Transport Association (IATA) has launched RampVR, the aviation industry’s first virtual reality (VR) training platform for ground operations.

Frederic Leger, director for airport, passenger, cargo and security products, IATA, said, “Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge.”

“RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference material.”

RampVR was developed in consultation with airlines, airports and ground service providers to meet training needs while reducing the burden of accessing the ramp for training. Currently two modules are available: Aircraft Turnaround Inspections and Aircraft Marshalling.

RampVR is fully compliant with IATA standards as set out in the Airport Handling Manual (AHM) and IATA Ground Operations Manual (IGOM).

Nick Careen, senior vice president, airport, passenger, cargo and security, IATA, said, “Talent development is essential to making our industry safe, secure, and sustainable. Innovative technology is the key.”

“VR in the learning context increases knowledge retention by as much as four times while improving motivation and engagement. VR is here to stay and we are already considering expanding its use in different training areas.”

Written by Daniel Symonds

May 23, 2017

IATA debuts virtual ground ops training platform

The International Air Transport Association (IATA) launched RampVR, the industry’s first virtual reality (VR) training platform for ground operations, at a ground handling conference in Bangkok.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions.

“RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference material,” said Frederic Leger, IATA director for airport, passenger, cargo and security products.

RampVR was developed in consultation with airlines, airports and ground service providers to meet their training needs while reducing the burden of accessing the ramp for training (security, safety, availability of aircraft, etc.).

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“Talent development is essential to making our industry safe, secure, and sustainable. Innovative technology is the key. VR in the learning context increases knowledge retention by as much as four times while improving motivation and engagement. VR is here to stay and we are already considering expanding its use in different training areas,” said Nick Careen, IATA senior vice president, airport, passenger, cargo and security.

Source: http://www.airtrafficmanagement.net/2017/05/iata-debuts-virtual-ground-ops-training/
IATA Launches VR Training Platform

International Air Transport Association (IATA) announced the introduction of RampVR, hailed as the industry’s first virtual reality (VR) training platform for ground operations.

Developed in consultation with airlines, airports and ground service providers to meet training needs, the tool is available in two modules, both fully compliant with IATA’s standards.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. [...]” explained Frederic Leger, director, airport, passenger, cargo and security products, IATA.
The International Air Transport Association (IATA) announced the launch of RampVR, the industry’s first virtual reality (VR) training platform for ground operations, at the IATA Ground Handling Conference (IGHC) in Bangkok.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. RampVR also provides users with built-in metrics to track their performance, and real-time access to key reference material,” said Frederic Leger, IATA’s Director for Airport, Passenger, Cargo and Security Products.

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“Talent development is essential to making our industry safe, secure, and sustainable. Innovative technology is the key. VR in the learning context increases knowledge retention by as much as four times while improving motivation and engagement. VR is here to stay and we are already considering expanding its use in different training areas,” Nick Careen, IATA’s Senior Vice President, Airport, Passenger, Cargo and Security concluded.

IATA launches RampVR, a initial practical existence training apparatus for belligerent operations

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Top 10 Trends about Big Data Analytics, Hadoop & More. Get the Free Whitepaper. 

tableau.com

BANGKOK - The International Air Transport Association (IATA) announced a launch of RampVR, a industry’s initial practical existence (VR) training height for belligerent operations, during a IATA Ground Handling Conference (IGHC) in Bangkok.

“Improving ramp reserve and shortening repairs to aircraft and belligerent apparatus by improved preparation and training is an attention priority, though training in this intensely active surroundings can be a challenge. RampVR allows users to safely douse themselves in ramp operations and believe a accumulation of scenarios in opposite handling conditions. RampVR also provides users with built-in metrics to lane their performance, and real-time entrance to pivotal anxiety material,” pronounced Frederic Leger, IATA’s Director for Airport, Passenger, Cargo and Security Products.

RampVR was grown in conference with airlines, airports and belligerent use providers to accommodate their training needs while shortening a weight of accessing a ramp for training (security, safety, accessibility of aircraft, etc.). Currently dual modules are available: Aircraft Turnaround Inspections and Aircraft Marshalling. RampVR is entirely agreeable with IATA standards as set out in a Airport Handling Manual (AHM) and IATA Ground Operations Manual (IGOM).

“Talent growth is essential to creation a attention safe, secure, and sustainable. Innovative record is a key. VR in a training context increases believe influence by as most as 4 times while improving promiscuity and engagement. VR is here to stay and we are already deliberation expanding the use in opposite training areas,” Nick Careen, IATA’s Senior Vice President, Airport, Passenger, Cargo and Security concluded.

The International Air Transport Association (IATA) announced the launch of RampVR, the industry’s first virtual reality (VR) training platform for ground operations, at the IATA Ground Handling Conference (IGHC) in Bangkok.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge,” said Frederic Legen, IATA’s Director for Airport, Passenger, Cargo and Security Products.

According to Legen, RampVR allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. The experience also provides users with built-in metrics to track their performance, and real-time access to key reference material.

Source: https://haptic.al/international-air-transport-association-launches-vr-training-platform-4f6d207ef6ad
IATA Launches RampVR the First Virtual Reality Training Tool for Ground Operations

Bangkok - The International Air Transport Association (IATA) announced the launch of RampVR™, the industry’s first virtual reality (VR) training platform for ground operations, at the IATA Ground Handling Conference (IGHC) in Bangkok.

“Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge. RampVR™ allows users to safely immerse themselves in ramp operations and experience a variety of scenarios in different operating conditions. RampVR™ also provides users with built-in metrics to track their performance, and real-time access to key reference material,” said Frederic Leger, IATA’s Director for Airport, Passenger, Cargo and Security Products.

RampVR™ was developed in consultation with airlines, airports and ground service providers to meet their training needs while reducing the burden of accessing the ramp for training (security, safety, availability of aircraft, etc.). Currently two modules are available: Aircraft Turnaround Inspections and Aircraft Marshalling. RampVR™ is fully compliant with IATA standards as set out in the Airport Handling Manual (AHHM) and IATA Ground Operations Manual (IGOM).

“Talent development is essential to making our industry safe, secure, and sustainable. Innovative technology is the key. VR in the learning context increases knowledge retention by as much as four times while improving motivation and engagement. VR is here to stay and we are already considering expanding its use in different training areas,” Nick Careen, IATA’s Senior Vice President, Airport, Passenger, Cargo and Security concluded.

Please find more information about RampVR™ [here](http://intravelreport.blogspot.ch/2017/05/iata-launches-rampvr-first-virtual.html).
Growing pains in Asia

As the air traffic in China is growing, the number of passengers increases. To handle these increases, the airport industry in Asia-Pacific region is set to adopt new technologies and solutions to improve efficiency and safety. The shift towards virtual reality (VR) and augmented reality (AR) is driving the development of new training platforms that can be used for ramp operations.

RampVR is the industry’s first virtual reality (VR) training platform for ramp operations. RampVR was developed in consultation with airlines and ground service providers. It allows users to train their teams without reducing the safety of operations. RampVR is available in two modules: Aircraft Turnaround and Baggage Handling.

IATA launches RampVR

IATA's Managing Director for Operations, Cargo and Security, Nick Careen, has been working on the development of RampVR. He said, "The idea is to provide a virtual reality training platform that can help airlines improve their operations. With RampVR, we can provide training on-the-go, reducing the need for traditional classroom training."

The IATA delegates will vote on their favorite ideas. The winners will be announced and presented with a trophy during the conference closing.

The Jury

- Jan Convery: Director, Operations, IATA
- Andre Bernard: President, AirService
- Paul Nouri: President, Airside
- Peter Eilert: Managing Director for Cargo, IATA
- Paul J. Van Ness: Manager, MBOI Technical Requirements Group

May 2017
Airline Ground Services

May 2017

IGHC Preview

In addition, with the upcoming release of the next version of the global Standard Ground Handling Agreement (SAGHA) in 2018, it is expected that many delegations will be wanting to get the inside line on what is coming at the first afternoon’s “RampVR” session on the SAGHA.

The creation of GOG and its various Ground Operations Technical Sub-groups means that IGHC no longer includes any voting of IGHC officers or of changes to the AHHM (Airport Handling Manual) and IGOM (IATA Ground Operations Manual).

Also this year, IATA is launching its first IGHC Innovation awards for ground operations to recognize innovation in service, systems and processing, amongst others. The finalists will be selected by a jury of industry experts and IGHC delegates will be able to cast their vote for the most innovative innovation throughout the event, with the winner being announced during the closing plenary session.

Those who attended the IGHC should be well acquainted with the multicultural nature of the event.

Joanne Scobie

Networking

All the morning and afternoon sessions, as well as the more focused专题 sessions, take into account the fact that delegates are also attending IGHC to meet their counterparts from other parts of the world — whether as possible clients, as competitors, or to share and exchange experiences.

Those who have attended the conference before will be well acquainted with the multicultural nature of the event,” Scobie observes. “It accurately mirrors the broadest width of the international commercial aviation industry as a global enterprise, attracting worldwide representation of many nations from among the almost 600 delegates, which include more than 200 ground handles and 20 airlines.”

For more information about this year’s IGHC, visit http://www.iata.org/event/ighc/pages/index.asp

The Future of Training

Those attending the International Ground Handling Conference (IGHC) this year can visit the IATA booth to experience the new virtual reality training modules on RampVR — the latest plug-and-play virtual reality training solutions for ground operations.

RampVR combines high-end virtual reality hardware and software with IATA training for ground operations professionals so that theoretical knowledge can be backed up with effective practical training in a very realistic environment, without disrupting actual operations on the ramp.

Fully compliant with IATA standards as set out in the Airport Handling Manual (AHHM) and IATA Ground Operations Manual (IGOM), RampVR accurately replicates the ramp environment and avoids the typical challenges of ground operations training.

Aisle voice can be dangerous and noisy, and training in this environment can be difficult. Time is often limited during the day due to operational restrictions and aircraft availability. Furthermore, different weather conditions and unexpected, irregular situations cannot be replicated during live operations.

Unlike live training, RampVR allows users to generate a variety of scenarios or aircraft turnarounds and inspect or remove objects or debris to enhance training. Users can also simulate day and night operations and adverse weather conditions. It is possible to pause and review operations so details can be checked and explained and access notes, forms and other reference materials in real time. The innovative training programme also allows users to record performance for review and future reference.

It has been observed that virtual reality training increases retention rates by as much as 40 percent, enhancing staff motivation and engagement. Studies conducted in other industries show that using virtual reality reduces the duration of staff training, saving a third of training costs. RampVR is a cost-effective solution that enables flexible training anywhere, anytime.

RampVR can be accessed as designated IATA Training Centres, through in-company training or via the purchase of the required equipment and modules.
THE FUTURE OF TRAINING

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Unlike ‘live’ training, RampVR allows users to generate a variety of scenarios or aircraft turnaround inspections featuring aircraft damage or foreign object debris to enhance training. Users can also simulate day and night operations and adverse weather conditions. It is possible to pause and review ‘operations’ so details can be checked or explained and access notes, forms and other reference material in real time. The innovative training programme also allows users to record performance for review and future reference.

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Source: http://www.ags-airlinegroundservices.com/sumaut17-ighc-heads-for-bangkok
IATA’s perfect landing on virtual training

The International Air Transport Association (IATA) is focusing on introducing new innovation to improve efficiency in the air cargo industry. Wee Kim Kian, Assistant Director APCS Training and Innovation, IATA, shares their latest plans on virtual training.

Do share with us the latest plans on training undertaken by IATA?

IATA disseminates industry regulations, standards and best practice through training and continually introduces new instructional techniques to enhance the relevance, applicability and retention of knowledge and skills. Research has shown that combining the theory with practical examples in the form of case studies or simulation exercises creates an extremely conducive learning experience for participants. To maintain a high quality in our training, we constantly invest in improving our training programmes and delivery methods.

Will all industry players be part of the new VR training?

We are introducing VR (virtual reality) technology in our training where it brings value. We carefully select the areas of implementation of VR and other technology in order to achieve a positive experience for participants and industry stakeholders. We welcome ideas from all industry stakeholders in order to offer fit-for-purpose and relevant training programmes that serve to address the needs of the industry. We involve our stakeholders and training partners regularly through forums and workshops in order to prioritise the roadmap for our VR training.

Please explain this new methodology and the efficiency of this type of training?

Getting access to live operational environments can be an administrative burden with the required security permissions and size of groups. In addition, training in a noisy environment with constantly moving equipment and vehicles under limited time constraints can be challenging and dangerous. Virtual reality technology makes the training safer, more efficient, and more effective. With VR, we can simulate a multitude of scenarios (for example, oil leakage/spillage, FOD (foreign object debris), misplaced equipment, damage on aircraft, speed of aircraft turnaround etc.). Additionally, we can alter the environmental conditions, such as ambient light and weather, to increase the realism of the virtual environment. To aid in instruction, we can record the participant’s actions in the virtual environment in order to replay the actions to highlight knowledge or skill gaps.

The 11th World Cargo Symposium 2017 opened on a remarkable note in Abu Dhabi. The symposium highlighted a thoughtful optimism to accelerate modernisation and focus on delivering high quality service. After several years of virtually no growth, the freight volumes began to grow in the second half of 2016. And the momentum is carrying over into this year with the demand rising nearly seven percent in January.

Virtual reality technology makes the training safer, more efficient, and more effective. With VR, we can simulate a multitude of scenarios.
Aviation Event, Frankfurt

May 2017

Aviation-Bloggerinnen werben für die Luftfahrtbranche

von: Timo.Albert | hochgeladen: 05.05.2017 | Aufrufe: 146

Source: http://www.rheinmaintv.de/video/Aviation-Bloggerinnen-werben-fuer-die-Luftfahrtbranche/be59ef01ecdfdc6b2c192c1c410b77d5
CNS Conference

May 2017

#cnspc2017 conference participants experiencing the new Virtual Reality training modules on #RampVR @CNS_IATA
bit.ly/2pL2ird
OPS Conference

April 2017
World Cargo Symposium

March 2017
IATA’s 11th World Cargo Symposium

In this episode TravelTV.News focuses on:

IATA explores prospects to make the air cargo industry more efficient and friendly.
AR and VR: A New Reality for Air Cargo?

Augmented and Virtual Reality software and applications have been part of the tech world for a while now, but there has been a substantial push for the tech to be applicable to a number of different industries recently. With the popularity of Niantic's Pokémon Go and Sony's PSVR in the video games market, VR and AR have proved to be popular, accessible commodities and also help to service cargo in a number of different ways. Again, one of the topics of conversation is how robotics and automation can work hand-in-hand with human support and not completely erase the need for people.

Harley Khan, Head of Commodities, Airline Ground Services Magazine and Cool Chain Events trying out Virtual Reality training for Ground Handling and Ramp Operators from IATA

Many speakers discussed how smartphones are essentially AR devices and thus, AR plays a huge role in new developments in cargo with regards to tracking software and capacity management applications. The objective, fundamentally, with using VR and AR is to increase the productivity of work and life. Working offline is crucial to this, as mentioned in one of the speeches.

IATA demonstrated one way in which this is possible by showing off RampVR, a training platform for ground handlers that aims to offer a hands-on training experience. There is a hope that this will improve the efficiency of ground operations while providing an accessible, different way in which employees can engage with their duties.

Passenger Terminal World

March 2017

Passenger pleaser?

Henry Stuart, co-founder and CEO of VisualAir, believes that VR, based on 360- or 3D videos, could also have consumer applications at the airport. For example, it could help passengers explore products that are not held in stock by the concessionaire at the terminal. "You could virtually shop and examine objects. You could see suede on a shoe, and apart from the lack of weight the object would seem real," he says.

Tim Fleming, executive producer at Future Visual, says that VR could even expand retail space, letting concessionaires build virtual store extensions. "You can offer a VR retail experience of the larger flagship store," he says. "Items that are not in stock could be shipped to the passenger's home or being waiting for them at the airport on the day of the return flight."

Another application might be travel inspiration, helping travelers imagine their next trip, which they might book while online. Some airlines are already exploring these possibilities. Thomas Cook pioneered this in 2014," says Stuart. "They shot a perfect day for a tour in New York, which ended with a virtual helicopter flight. There was an 180% increase in bookings on holidays as a result. It shows people the magic of traveling somewhere."

Stuart acknowledges some of the concerns about the consumer use of VR that Deloitte’s Duncan Stewart raises, but he says there are solutions. "Microsoft is really vital on an activation," he says. "You have to be constantly changing the beam padds, so all the headsets allow you to dip out the pedaling. Dizziness is more a matter of production than the medium. While VR rides and test shots flying over ravines might sound exciting, they aren’t really appropriate to most consumer applications. Creativity can get very enthusiastic, leading to poorly produced experiences. It shouldn’t be in a way that isn’t stable or comfortable."

Fleming says VR is a strong tool for training. "It makes a massive difference," he says. "With VR, people have a faster route to competency."

He says the deployment of a VR project can be made as affordably and quickly as an airport chooses, with proper planning and support. The key is deferring the project scope and setting realistic expectations for the format. "If you want people to interact with objects in VR, it takes a greater development time," he says. "At a four, it is cheaper and easier to achieve. It can be anything from a couple of weeks up to six months, from US$30,000 to US$3m."

Ground handling

IATA has developed a new VR training module, RAMVR, which supplements classroom ground handler training. It simulates Geneva Airport in day and night scenarios. Users wear both VR goggles and headsets, which further enhances the experience with sound, and are given triggers with which they mark signs of damage on virtual airplanes and foreign objects on the tarmac.

Frederic Lager, director of APACS products, IATA, explains that the VR solution addresses two priorities: simplifying coordination of training and enhancing participants’ skills retention. "With airport and cargo training, people were asking for an operational component to the learning," he says. "We tried running the training at the airport so that they could experience the real environment, but getting the necessary security clearance created a lot of administrative burden."

Safety, saves, concerns over damage to aircraft, and the changeability of weather were also impediments to onsite training. "We found that virtual reality would be safer, more secure and obviously more efficient," Lager adds. "We can simulate whatever we want: ground leakage, scratches on this aircraft, a bird strike... We can play with the conditions, the weather and the speed of the turnaround. And we can record what you're doing in the virtual environment. It's an innovation that benefits on all fronts."

Lager says IATA has found that VR training also improves retention. "With just 15 minutes on this virtual environment, it stays ingrained because you live it," he says.

Source: http://viewer.zmags.com/publication/ccdef6a#/ccdef6a/34
Virtual Reality Training

RAMPVR is the latest “plug-and-play” virtual reality training solution for ground operations. RAMPVR combines high-spec virtual reality hardware and software with IATA training for ground operations professionals. Complement theoretical knowledge with effective practical training in a very realistic environment, without disrupting active operations on the ramp.

The "flight simulator" for ground ops

RAMPVR complies fully with the standards of the Airport Handling Manual and the IATA Ground Operations Manual.

Typical ground ops training challenges avoided

RAMPVR accurately replicates the ramp environment and avoids the typical challenges of ground ops training:

- Airside can be a dangerous and noisy training environment
- Training cannot be performed at night or during adverse weather conditions
- Time available for training is limited due to operational restrictions and aircraft availability
- Airside access requires rigorous background checks for trainees
- Abnormal scenarios are difficult to replicate in live operations

Distinctive features

Unlike "live" training, RAMPVR allows you to:

- Generate a variety of scenarios or aircraft turnaround inspections featuring damage or foreign object debris to enhance training
- Simulate day and night operations as well as adverse weather conditions
- Pause and review "operations" so details can be checked or explained
- Access notes, forms and other reference material in real time
- Record user performance for review and future reference

features:

- A "plug-and-play" system with an intuitive user interface
- No special infrastructure required, indoor open space (ideally 3x3 meters)
- Easy and quick change-over from one trainee to the next

Training options & application

RAMPVR is available in a variety of flexible training options:

- At designated IATA Training Centers worldwide
- At your premises with IATA in-company training
- Purchase or lease of VR equipment and training modules, including on-site set-up, train-the-trainer, and informative user guides

IATA introduces virtual reality to MRO training

To tackle the limitations of operational training for ground staff, the International Air Transport Association (IATA) has developed a virtual reality training program.

by TOM BALLANTYNE

It is a major breakthrough in ground staff training and Orient Aviation experienced it first hand in Geneva recently. Wearing a virtual reality headset, a user of RampVR is transported to an airport tarmac where he or she can walk around an aircraft, inspect it for damage, view the position of ground equipment and identify foreign objects on the tarmac that could damage taxiing aircraft.

IATA’s product manager airport and ground operations, Dimitrios Sanos, said because practical training is complex and costly, ground staff operational training is theoretical and typically conducted in the classroom.

But by using the plug and play RampVR program, which combined virtual reality hardware and software specifically for an enhanced training experience, trainees are immersed in their working environment. Sanos said the virtual reality program also reduced the need for extensive training on the airport apron.

IATA’s system accurately replicates the airport ramp to a level that is indistinguishable from the real world. It can generate random errors or damage on various aircraft types that a student, on a walk round of the plane, can identify. It also simulates various conditions such as day, night and fog.

The system offers airlines and other users selected modules pre-loaded to perform training. Instructors and IATA can provide on-site support and training for new RampVR users.

RampVR eliminates the need for security pass clearances for trainees, removes the risk of injury during training, allows responses to abnormal ramp incidents to be incorporated in introductory training and provides more flexible training schedules.

Source: http://www.orientaviation.com/articles/2426
Global Media Day

December 2016

IATA @IATA · 8 Dec 2016
Could you find all the foreign objects on the runway in IATA’s RAMPVR virtual reality training? #IATAMediaDay

GroundOps @opsground · 8 Dec 2016
iata.org/training/pages... the new high tech system RAMPVR was released today at #IATAMediaDay @IATA for #groundops #groundhandling

FlightChic @designerjet · 8 Dec 2016
At IATAMediaDay just took the RAMPVR challenge w/ @cnegroni and feel somewhat more ready to work in ground handling. Great VR training!

GroundOps follows
Miles Aviation @MilesAviation · 8 Dec 2016
Glad to advise that we are providing some subject matter expertise to the IATA Ramp VR training project. Very exciting. #RAMPVR

IATA @IATA · 8 Dec 2016
Could you find all the foreign objects on the runway in IATA’s RAMPVR virtual reality training? #IATAMediaDay

Christine Negroni @cnegroni · 8 Dec 2016
Let’s go marshal some airplanes @designerjet @hbaskas #rampvr #IATAMediaDay

FlightChic @designerjet · 8 Dec 2016
At #IATAMediaDay just took the RAMPVR challenge w/ @cnegroni and feel somewhat more ready to work in ground handling. Great VR training!
Hong Kong Air Cargo Terminals (Hactl) has introduced a Virtual Reality (VR) training environment, enabling new staff to gain experience before working on the ramp.

The COSAC-VR provides users with an interactive, fully immersive, 360 degrees, four-dimensional experience, with the first phase covering aircraft cargo compartment operations, and other areas of Hactl operations will be included in future modules.

COSAC-VR overcomes the limitations of on-the-job-training in preparing new staff for working in ramp handling, the fast pace of work, and the restricted opportunity to practice on real aircraft and ramp equipment.

The system is not dependent on a high technology, fixed location training suite, but is fully portable and can be quickly set up in any location.

The VR is expected to speed up the learning process, enable trainees to experience a wider variety of scenarios such as handling odd-sized cargo pallets and special loads, and enhance safety awareness.

Hactl senior manager for learning and development, Simon Yap says: “In the past, newly-recruited ground service staff had to undergo extensive classroom training before experiencing the real-life aircraft cargo handling environment.”

“COSAC-VR has reduced the reliance on real aircraft availability and suitable weather conditions for training, and trainees meanwhile can undergo work simulations in a totally safe environment.”

Hactl chief executive, Mark Whitehead says young recruits are well versed in VR technology due to using computer games, so VR should help them and turn learning into an enjoyable experience.