IATA

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INTERNATIONAL Airport REVIEW AWARDS 2017 WINNER TECHNOLOGICAL SOLUTIONS

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International Airport Review Awards

▶ November 2017

New York Times

The Future of Flying? You Can See It Now

By CHRISTINE NEGRONI   NOV. 13, 2017

A JetBlue crew member in Boston using facial recognition software to clear a passenger to board a flight to Aruba. Gretchen Ertl 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 eyewear to walk together through an airplane cabin and solve design problems.

In this same future, autonomous vehicles could help passengers check in and airplanes push 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 2017 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 (78 percent), pass through immigration in 10 minutes (74 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.

► Source: https://www.nytimes.com/2017/11/13/business/dealbook/flying-technology-travel.html

Cadena de Suministro

- October 2017

- Source:
http://www.cadenadesuministro.es
/noticias/realidad-virtual-para-
mejorar-las-operaciones-
aeroportuarias-en-tierra/

Iata desarrolla un programa basado en realidad virtual, que está llamado a revolucionar la formación del personal de operaciones en tierra.

Miércoles, 18/10/2017 por CdS

IATA
RAMPVR
The Flight Simulator for Ground Ops

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 consta de *dos módulos* dedicados a *inspección* de aeronaves e 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 incidencias*, 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, unas *gafas 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 determinen.

Este programa *facilita la formación del personal de tierra, ahorra costes y ofrece un mayor 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.

Publicado en Aéreo, Logística, Noticias | Etiquetado formación, iata, realidad virtual

Frankfurt Air Cargo Innovation Lab

- October 2017
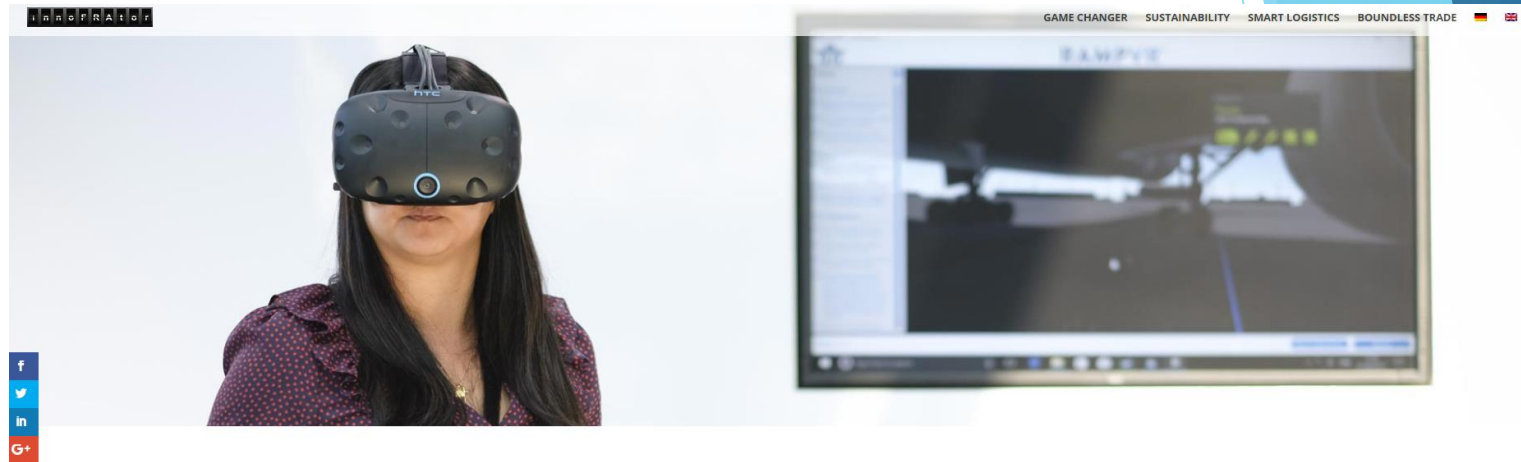
VIRTUAL REALITY SOLUTION IN PRACTICE: IATA'S RAMP VR ACCURATELY REPRODUCES THE WORKING CONDITIONS OF RAMP AGENTS AND IMPROVES THE TRAINING CONDITIONS BY ELIMINATING DISRUPTIVE EXTERNAL INFLUENCES.

The Tech Stage was another highlight at the 2017 Frankfurt Air Cargo Innovation Lab. Participants were able to experience and test out the latest technologies and innovations here, such as drones and VR glasses. Karel Kural from HAN Automotive Research demonstrated how drones can assist truck drivers to handle their vehicles in distribution centers. The 'Ramp VR' glasses, a virtual reality solution which IATA uses for training purposes in ground operations, could also be tried out. Dr. Ralf-Maximilian Jungkunz from Fraunhofer IML painted a picture of how the future of the air cargo industry could look: for example, self-driving e-trucks could be used within the next five to ten years to deliver goods to the airport which would then be further transported by means of driverless transport systems.

Collaboration is also the key word here: according to Dr. Jungkunz, robots will not replace humans. Instead, robots will assist us in our work much like a butler would – at least for the next ten years, that is.

- Source: https://www.innofrator.com/en/innovation-kollaboration-disruption-die-zukunft-der-luftfrachtbranche/?utm_source=VA_FACIL_engl&utm_medium=mailing&utm_content=FACIL%2C%20Innovationen%20Lab%2C%20Air%20Cargo&utm_campaign=VA_FACIL_engl

Air Cargo News

▶ September 2017

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

27 / 09 / 2017

Some 100 forward thinkers and visionaries

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 DVV 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, Picavi, and Nimber are some of the names attending the event. Other speakers are from the World Economic Forum, IATA, Lufthansa Cargo, FIEGE, and Kerry Logistics.

Dirk Schusdziara, 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.dvz.de/en/facil2017**

▶ Source: http://www.aircargonews.net/news/technology/single-view/news/new-players-and-platform-solutions-will-bring-far-reaching-change-to-air-cargo.html

Christine Negroni

▶ July 2017

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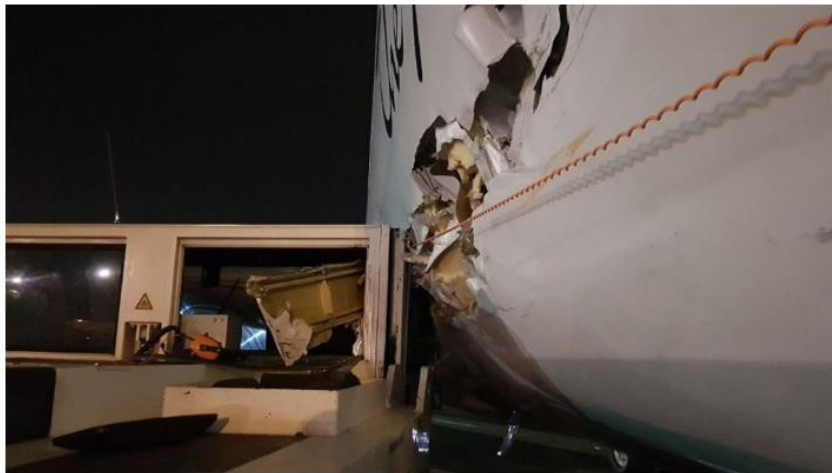
The unfortunate run-in between the ground handling equipment and the 737 registration 5Y-KYF happened before midnight on Saturday July 23rd at Nairobi's Jomo Kenyatta International Airport as the plane was parked at the gate. No one was aboard and the plane was being serviced for its daily 4-hour flight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

Cargo Talk

▶ July 2017

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 Rizly

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 per cent 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

▶ Source: http://hospitalitytalk.in/cargo-talk/iatas-perfect-landing-on-virtual-training/

LinkedIn – Stambol Studios

- June 2017

Employers Can Adopt VR Behind the Scenes

Published on June 5, 2017

Christine Hart | Follow
Content Writer at Stambol Studios

👍 7   💬 0   ➡ 2

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.

Walmart Virtual Reality in Academies

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.

IATA RampVR

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.

Blog: Event Garde

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.

▶ Source: http://eventgarde.com/blog/entry/bright-idea-training-virtually

Jane's Airport 360

Virtual reality enhances ramp training

Ben Vogel, London - IHS Jane's Airport Review

23 June 2017

[in Share] [Tweet] [Email]

Is the apron clear?

Yes

No

Virtual reality training tool RampVR allows ground-handlers to test themselves in a range of scenarios, according to IATA. Source: IATA
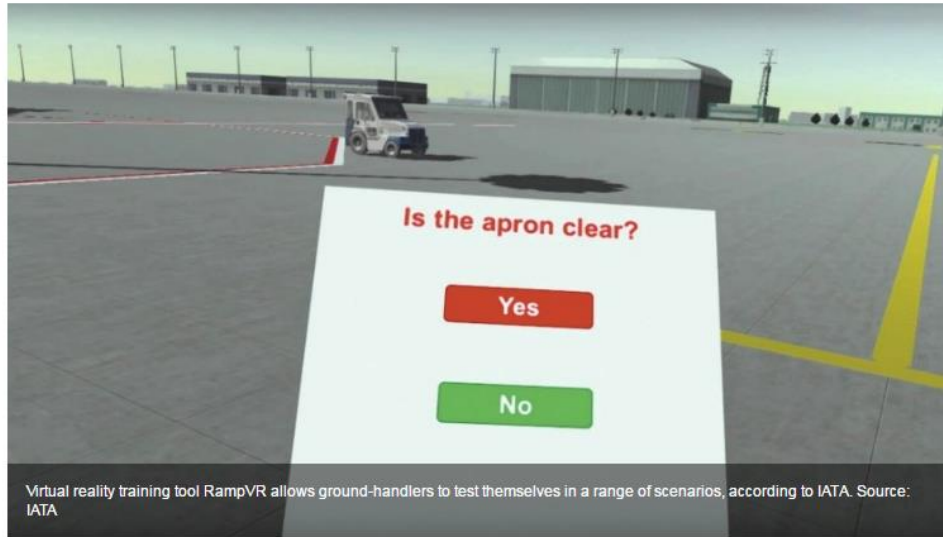
The International Air Transport Association (IATA) claims to have launched the first virtual reality (VR) training tool for ground service providers.

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."

See related article at:http://www.ihsairport360.com/article/9177/mixed-reality-makes-its-mark-in-helsinki

Related IHS Products

IHS Jane's Airports, Equipment and Services

IHS Jane's Airport Review

▶ Source: http://www.janesairport360.com/article/9256/virtual-reality-enhances-ramp-training

Airside International

June 2017

TRAINING

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.

Source:
https://cloud.3dissue.com/141176/141306/166295/AirsideIntSummer2017/index.h[...]

Airside International

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

By **staff writers** - Jun 16, 2017   👁 1117

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 on to 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/

ATO.RU

Domodedovo Airport is certified for training aviation security

June 5, 2017 Evgeniya Kolyada

The training center "Domodedovo Training" are ready to train about 1,000 employees SAB third parties in the year :: Domodedovo Airport

tags: News , Airports , Security , Airport Domodedovo (Moscow)

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.

Rosaviation 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.

The class for practical training of aviation security at Domodedovo Domodedovo Airport ::

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 Semin, 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 OTS, computer simulator for inspection of aircraft and simulator RampVR System deaysera Vestergaard Elephant Beta. It envisages the acquisition of small interactive training complex.

Source: http://www.ato.ru/content/aeroport-domodedovo-sertificirovan-dlya-podgotovl specialistov-po-aviacionnoy-bezopasnosti

Air Transport News

▶ June 2017

IATA Launches RampVR (TM) the First Virtual Reality Training Tool for Ground Operations
Source: IATA
22/05/2017

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.

▶ Source:
https://www.atn.aero/article.pl?mcateg=&id=63112&member=736368616566657272
40696174612E6F72677C333438317C323031372D30352D3232#

Runway Girl Network

▶ June 2017

This May, the International Air Transport Association (IATA) demonstrated its VR training for ground handlers and it 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/

MENA Financial Network

▶ June 2017

Bangladesh- IATA launches RampVR, first virtual reality training tool for ground operations ✉

MENAFN - Bangladesh Monitor - 03/06/2017

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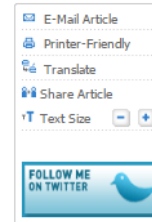
'Improving ramp safety and reducing damage to aircraft and ground equipment through better education and training is an industry priority, but training in this extremely active environment can be a challenge.'

'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, Director for Airport, Passenger, Cargo and Security Products, IATA.

RampVR was developed in consultation with airlines, airports and ground servicproviders 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, Senior Vice President, Airport, Passenger, Cargo and Security, IATA concluded.

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▶ Source: http://menafn.com/1095531314/Bangladesh--IATA-launches-RampVR-first-virtual-reality-training-tool-for-ground-operations

Digitimes (Taiwan)

▶ June 2017

IATA以VR新技術優化機場地勤人員培訓

謝明珊　2017-06-08　👍讚0 分享

地面勤務對於飛安格外重要，可降低航班延誤和飛機毀損所造成的損失。法新社

地面勤務對於飛安格外重要，可降低航班延誤和飛機毀損所造成的損失。國際航空運輸協會(IATA)發表RampVR虛擬實境(VR)地勤人員培訓模組，可彌補傳統培訓以書本為主的不足。

據Tnooz報導，IATA的Frederic Leger指出，提升停機坪安全以及減少飛機和地面設備毀損，皆有賴提升教育培訓的水準，已成為航空業的首要之務。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勤問題，以免影響機場正常營運。

新技術採用虛擬和聲音的沈浸體驗，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。學員可練習各種標準營運情境，亦可隨時停止練習，參考筆記和資料，RampVR還會追蹤學員的表現。

IATA資深副總裁Nick Careen表示，人才培育很重要，可促進航空業的安全和永續發展，但有賴技術創新作為支持。虛擬實境有助於保留知識，同時提高學習動機和參與感。

▶ Source:
http://www.digitimes.com.tw/iot/article.asp?cat=158&id=0000503319_ww52xp162tk3928jase1h

Tnooz
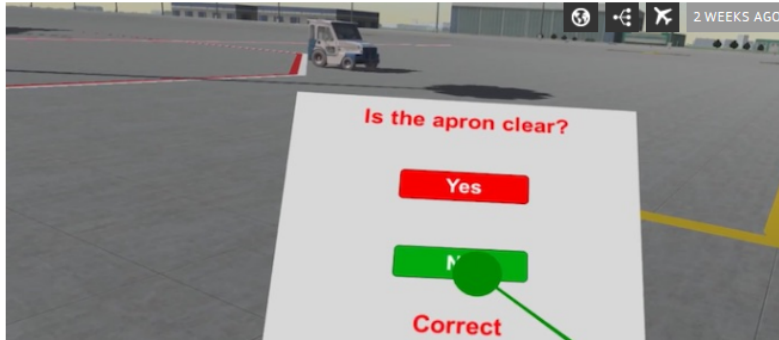
Virtual reality takes ground handler training to a new level

💬 Comment 🖨 Print

May 22.2017

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 know about its first VR training platform during the industry's Ground Handling Conference. The IGHC has begun on 21 of May and will last till the 24 of May 2017 in Bangkok. The new tool dubbed as RampVR is created for ground-operations and trainings.

Through the Ramp-VR the company immerses visitors securely in slope operations, as well as it enables them to try out a number of turnabout 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 situations of ground operations. Users can also double check the training, pausing it.

When creating the new VR experience, IATA has discussed the training needs with a number of airports, ground-service providers and airlines, to develop a high-quality training platform.

The RampVR presently offers only ground trainings 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 handsets 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.

▶ Source: https://www.vrstatus.com/news/meet-the-first-vr-training-tool-for-ground-operations.html

Aero Latin News

▶ May 2017

IATA debuts virtual ground ops training platform

📅 Mayo 23, 2017

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.).

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: http://aerolatinnews.com/2017/05/23/iata-debuts-virtual-ground-ops-training-platform/

A21 MX

▶ May 2017

Lanza IATA simulador de operaciones en pista de realidad virtual

Lun, 22/05/2017 - 17:20   Rodrigo Anaya

🏷 IATA

🏷 REALIDAD VIRTUAL

🏷 SIMULADOR

🏷 AEROPUERTOS

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.

66 *Nick Careen, vicepresidente de asuntos aeroportuarios, pasajeros, cargamento y seguridad de IATA, declaró que "la innovación tecnológica es la clave" para el 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.*

▶ Source: http://a21.com.mx/aeronautica/2017/05/22/lanza-iata-simulador-de-operaciones-en-pista-de-realidad-virtual

Eurologport

- May 2017

foto: Lufthansa

IATA spustia prvú výcvikovú pltaformu s virtuálnou realitou

Publikoval: Silvia Schrötterová   Datum: máj 24, 2017   Rubrika: Doprava, Letecká doprava, News
Žiadne komentáre   🖨 Tlačiť   ✉ Email

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

„Zlepšenie bezpečnosti na odbavovacej ploche a zníženie škôd na lietadlách a pozemných zariadeniach prostredníctvom lepšieho vzdelávania a odbornej prípravy je priemyselnou prioritou, ale výcvik v tomto mimoriadne aktívnom prostredí môže byť výzvou. RampVR umožňuje používateľom bezpečne sa ponoriť do prevádzky na rampách a zažívať rôzne scenáre v rôznych prevádzkových podmienkach. RampVR tiež poskytuje používateľom vstavané metriky na sledovanie ich výkonnosti a prístup ku kľúčovým referenčným materiálom v reálnom čase, „povedal Frederic Leger, riaditeľ IATA pre Letiská, Pasažierov, Cargo a Bezpečnostné produkty.

Platforma RampVR bola vyvinutá v spolupráci s leteckými spoločnosťami, letiskami a poskytovateľmi pozemných služieb s cieľom uspokojiť ich potreby v oblasti odbornej prípravy a zároveň znížiť řažkosti pri prístupe k rampe (bezpečnosť, dostupnosť lietadiel atď.). V súčasnosti sú k dispozícii dva moduly: inšpekcie obrátky lietadiel a posúvanie 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).

- Source: http://www.eurologport.sk/iata-spustia-prvu-vycvikovu-pltaformu-s-virtualnou-realitou/

Bisnis News

- May 2017

GROUND HANDLING

IATA Luncurkan Pelatihan Virtual Realiti Pertama

Industri | Selasa, 23 Mei 2017 15:33 WIB | 0 Comments

RampVR sepenuhnya sesuai dengan standar IATA seperti yang ditetapkan dalam Manual Penanganan Penanganan Bandara (AHM) dan IATA Ground Operations Manual (IGOM).

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 (IGHC), Bangkok, 21 - 24 Mei 2017.

RAMPVRTM merupakan solusi pelatihan virtual realiti "pasang dan mainkan" yang terbaru untuk operasional di darat. RAMPVR menggabungkan hardware dan software virtual reality dengan pelatihan IATA, yang dilengkapi pengetahuan teoritis dengan latihan praktis efektif di lingkungan nyata, tanpa mengganggu aktifitas operasional di ramp.

"Meningkatkan keselamatan, mengurangi kerusakan pesawat, dan alat GSE melalui pendidikan dan pelatihan yang lebih baik merupakan prioritas industri, namun pelatihan di lingkungan yang sangat aktif ini menjadi tantangan tersendiri. RampVR memungkinkan pengguna menggunakannya dengan aman di ramp dan mengalami berbagai skenario dalam kondisi operasi yang berbeda. "

"RampVR juga menyediakan metrik built-in untuk melacak kinerjanya, dan akses real-time ke materi referensi utama," kata Frederic Leger, Direktur Bandara, Penumpang, Kargo dan Keamanan IATA.

Berdasarkan keterangan resmi di situs IATA, RampVR dikembangkan melalui konsultasi dengan perusahaan penerbangan, bandara dan agen ground handling, untuk memenuhi kebutuhan pelatihan mereka sambil mengurangi beban pelatihan seperti keamanan, ketersediaan pesawat terbang, dll. Saat ini ada dua modul yang tersedia yaitu Inspeksi Pesawat Terbang dan Pesawat Marshalling.

RampVR sepenuhnya sesuai dengan standar IATA seperti yang ditetapkan dalam Manual Penanganan Bandara (AHM) dan Manual Operasi Darat IATA (IGOM).

"Pengembangan sangat penting untuk membuat industri kita aman dan berkelanjutan. Teknologi inovatif adalah kuncinya."

"VR dalam konteks pembelajaran meningkatkan retensi pengetahuan sebanyak empat kali, sekaligus meningkatkan motivasi dan keterlibatan. Kami sudah mempertimbangkan untuk memperluas penggunaan VR di area pelatihan yang berbeda," Nick Careen, Wakil Presiden Senior, Bandara, Penumpang, Kargo dan Keamanan IATA menyimpulkan. (marloft)

- Source: http://bisnisnews.id/id-2454-post-iata-luncurkan-pelatihan-virtual-realiti-pertama.html

Associations Now

▶ May 2017

Is the apron clear?
Yes
N

BY ERNIE SMITH / MAY 31, 2017
(YouTube screenshot)

The International Air Transport Association is taking a training process that is difficult to carry out at the airport and placing it inside a virtual reality headset.

Is the future of continuing education moving toward virtual reality for many associations? Maybe, maybe not, but one fledgling experiment from the airline industry provides an interesting proof of concept.

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," Frédéric Léger, 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."

The initiative fully complies with IATA's own training standards, laid out in the group's *Airport Handling Manual* and *Ground Operations Manual*. The program also offers metrics during training, along with access to reference materials on the fly.

▶ Source: http://associationsnow.com/2017/05/iata-aims-ground-new-vr-training-tools/

Aviation Pros

▶ May 2017

▶ Source: http://www.aviationpros.com/press_release/12336997/iata-launches-rampvr-training-tool-for-ground-operations

Travel Industry Wire

▶ May 2017

RAMPVR

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

🕐 May, 22 2017 ✒ 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 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.

See more information about RampVR

▶ Source: https://www.travelindustrywire.com/article94611.html

Transportation Today News

▶ May 2017

International Air Transport Association launches virtual reality training platform

BY TRANSPORTATION TODAY NEWS | MAY 24, 2017 | AIR

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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.

▶ Source: https://transportationtodaynews.com/news/3679-international-air-transport-association-launches-virtual-reality-training-platform/

Asian Airlines & Aerospace

▶ May 2017

IATA Launches First Virtual Reality Training Tool for Ground Operations
Posted: 2017 May 25

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: http://www.gbp.com.sg/AAA/index.php?subaction=showfull&id=1495725818&ucat=1&#.WTII5VV96UI

Airline Profits

IATA LAUNCHES RAMPVR THE FIRST VIRTUAL REALITY 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.

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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▶ Source: https://magazine.airlineprofits.com/iata-launches-rampvr-first-virtual-reality-training-tool-ground-operations/

Eurologport

▶ May 2017

Photo by Lufthansa

IATA launched the first VR training tool for ground operations

Posted By: Pavel Toman   on: May 24, 2017   In: Air Transport, News, Transport, Transport Infrastructure
No Comments   🖶 Print   ✉ Email

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Source: IATA

▶ Source: http://www.eurologport.eu/iata-launched-the-first-vr-training-tool-for-ground-operations/

Back to Travels

▶ May 2017

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

Airfreight Logistics

▶ May 2017

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.

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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).

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CATEGORIES   GROUND & CARGO HANDLING
TAGGED   FREDERIC LEGER   IATA   NICK CAREEN   RAMPVR   VIRTUAL REALITY   VR

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

Passenger Terminal Today

▶ May 2017

NEWS >>

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

▶ Source:

Air Traffic Management

- May 2017

IATA debuts virtual ground ops training platform

Posted on May 23, 2017

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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.).

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," 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/

Travel Trade Weekly

▶ May 2017

RampVR presentation

🕐 25 May 2017 👤 Travel Trade Publications 🗁 Air News

🏷 IATA RampVR Virtual reality aviation IATA training

IATA Launches VR Training Platform

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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.

RELATED ITEMS

▶ Source: https://www.traveltradeweekly.travel/2015-10-06-15-40-04/air-news/item/3191-iata-launches-vr-training-platform

Travel World Online

▶ May 2017

IATA Launches RampVR (TM) the First Virtual Reality Training Tool for Ground Operations

Posted : 24 May 2017 05:18:47 | By TWO Bureau | New Delhi

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.

▶ Source: http://www.travelworldonline.in/Tourism-Boards-news-detail.aspx?news=IATA-RampVR-Virtual-Training-Operations

Daytrip TV

- May 2017

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

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 sourroundings 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 proclivity 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.

- Source: http://daytrip.tv/news/iata-launches-rampvr-the-first-virtual-reality-training-tool-for-ground-operations/

HAPTIC.AL

▶ May 2017

International Air Transport Association launches VR training platform

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 Leger, IATA's Director for Airport, Passenger, Cargo and Security Products.

According to Leger, 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

Intravelreport

▶ May 2017

Δευτέρα, 22 Μαΐου 2017

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.

Please find more information about RampVR™ here.

Airlines International Daily

▶ May 2017

Airline Ground Services

- May 2017

In addition, with the upcoming release of the next version of the global Standard Ground Handling Agreement (SGHA) in 2018, it is expected that many delegates will be wanting to get the inside line on what is coming at the first afternoon's 'It Takes Two to Tango' session on the SGHA.

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

Also this year, IATA is launching its first IGHC Innovator awards for ground operations to recognise 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 innovator" throughout the event, with the winner being announced during the closing plenary session.

> Those who have attended the conference before will be well acquainted with the multicultural nature of the event
> Joseph Suidan

NETWORKING

All the morning and afternoon sessions, as well as the more focused topic 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," Suidan observes. "It accurately mirrors the broadest width of the international commercial aviation industry as a global enterprise, attracting worldwide representation of many nationalities among the almost 800 delegates, which include more than 200 ground handlers and 90 airlines."

For more information about this year's IGHC, visit http://www.iata.org/events/ighc/Pages/index.aspx

RAMPVR

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 solution for ground operations.

RampVR combines high-spec 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 active operations on the ramp.

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

Airside 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 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.

It has been observed that virtual reality training increases retention rates by as much as four times and enhances 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 at designated IATA Training Centers, through in-company training or via the purchase of the required equipment and modules.

Airline Ground Services

▶ May 2017

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▶ Source: http://www.ags-airlinegroundservices.com/sumaut17-ighc-heads-for-bangkok

Cargo Talk

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 trainin

Cargo Talk 15 May 2017 SHEHARA RIZLY

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.

SHEHARA RIZLY

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 per cent 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 | ★★★★★ (0 Rating) | 👍 (0 Likes) |

▶ 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

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OPS Conference

▶ April 2017

IATA ✔ @IATA · Apr 24
Attending #safetyflightops conference in Seoul? Come to IATA booth & experience the new Virtual Reality training modules on #RampVR
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World Cargo Symposium

▶ March 2017

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WCS: Cargo Airports & Airline Services

- March 2017

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 Pokemon 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 Commercial, Airline Ground Services Magazine and Cool Chain Events trying out Virtual Reality training for Ground Handling and Ramp Operations 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.

- Source: http://www.caasint.com/single-post/2017/03/20/IATA-WCS-2017-Day-3

Passenger Terminal World

▶ March 2017

VIRTUAL REALITY 33

Passenger pleaser?

Henry Stuart, co-founder and CEO of Visualise, believes that VR, based on 3D or 360° video, 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 be waiting for them at the airport at the end of the return flight."

Another application might be travel inspiration, helping travelers imagine their next trip, which they might book while on-site. Some airlines are already exploring these possibilities. "Thomas Cook pioneered this in 2014," says Stuart. "They shot a perfect day for a tourist 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. "Hygiene is really vital on an activation," he says. "You have to be constantly changing the foam pads, so all the headsets allow you to strip out the padding. Dizziness is more a matter of production than the medium. While thrill rides and fast shots flying over ravines might sound exciting, they aren't really appropriate to most consumer applications. Creatives can get very enthusiastic, leading to poorly produced experiences. It shouldn't be shot 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 defining 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. "As a tour, it is cheaper and easier to achieve. It can be anything from a couple of weeks to over six months, from US$30,000 to US$1m."

> With just 15 minutes on this virtual environment, **it stays ingrained because you live it**

ABOVE: Screenshot from RAMPVR – IATA's latest plug-and-play virtual reality training solution for ground operations

Ground handling

IATA has developed a new VR training module, RAMPVR, which supplements classroom ground handler training. It simulates Geneva Airport in day and night scenarios. Users wear both VR goggles and headsets, which further enhance 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 Leger, director of APCS products, IATA, explains that this 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 airports so that they could experience the real environment, but getting the necessary security clearance created a lot of administrative burdens."

Safety issues, concerns over damage to aircraft, and the changeability of weather were also impediments to on-site training. "We found that virtual reality would be safer, more secure and obviously more efficient," Leger adds. "We can simulate whatever we want: oil leakage, scratches on the 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 this virtual environment. It's an innovation that benefits on all fronts."

Leger 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.

passengerterminaltoday.com

MARCH 2017 | Passenger Terminal World

▶ Source: http://viewer.zmags.com/publication/ccdef6aa#/ccdef6aa/34

Iran Airports & Navigation Company

▶ February 2017

72 Visit | Date: 2017-02-08 time 12:02

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

▶ Source: http://en.airport.ir/news/58899/Virtual-Reality-Training

Orient Aviation

- January 2017

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.

« previous article | next article »

by TOM BALLANTYNE

Print Friendly | January 27th 2017

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.

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Source: http://www.orientaviation.com/articles/2426

Global Media Day

▶ December 2016

Air Cargo World - HACTL

- August 2017

Hactl introduces virtual reality to train new staff

By James Muir · Aug 16, 2017

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.