ITEC
14-16 May 2019
Stockholmsmässan, Sweden

XVR simulation

INTRODUCING AUTONOMOUS BEHAVIOUR IN INSTRUCTOR-LED VIRTUAL REALITY TRAINING

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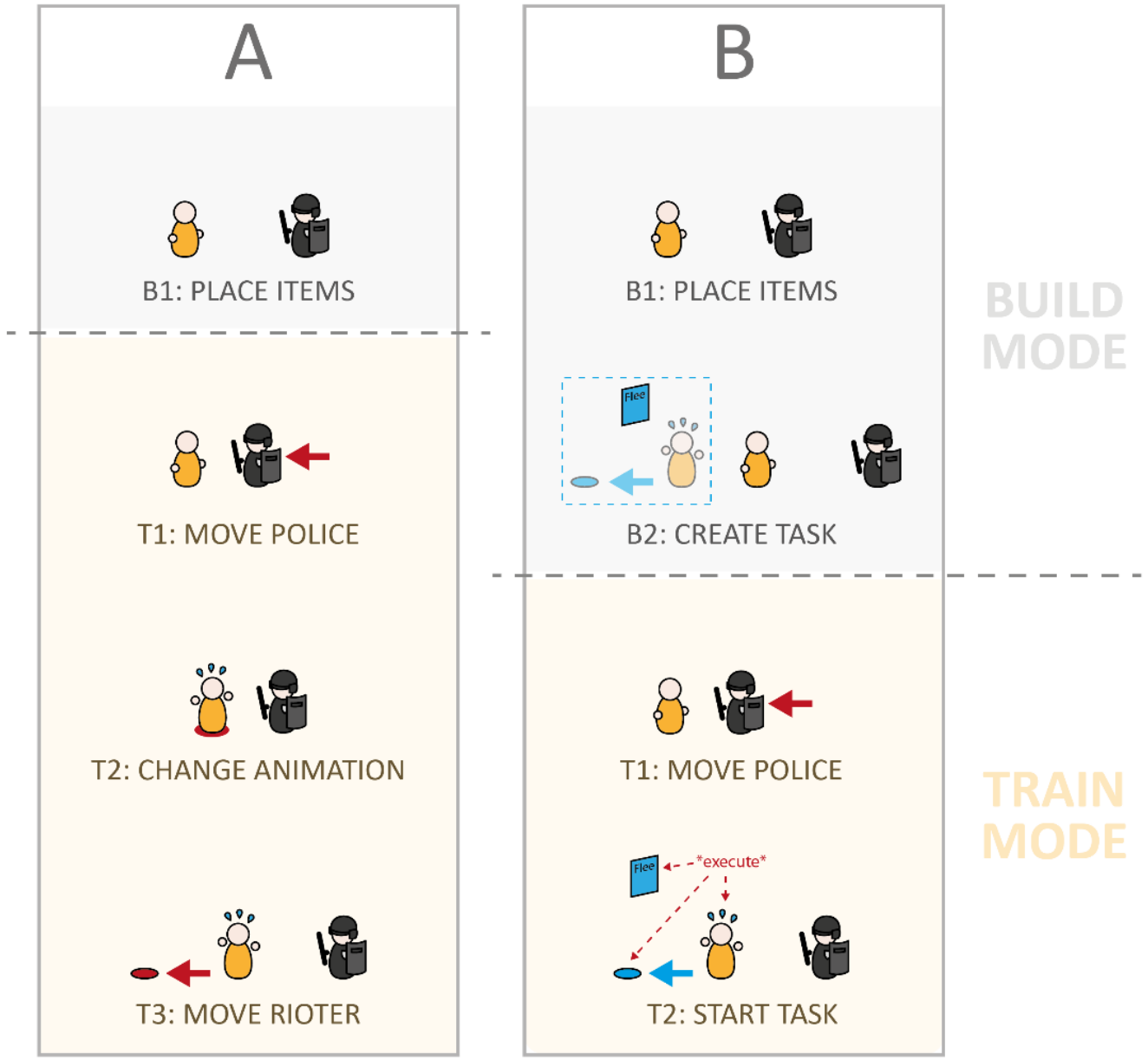
INSTRUCTOR IN CONTROL

- Maquette-like environment
- Manipulating items both before (build-mode) and during a training session (train-mode)
- ‘Full control’ burdens instructor when having large amount of items (crowds)

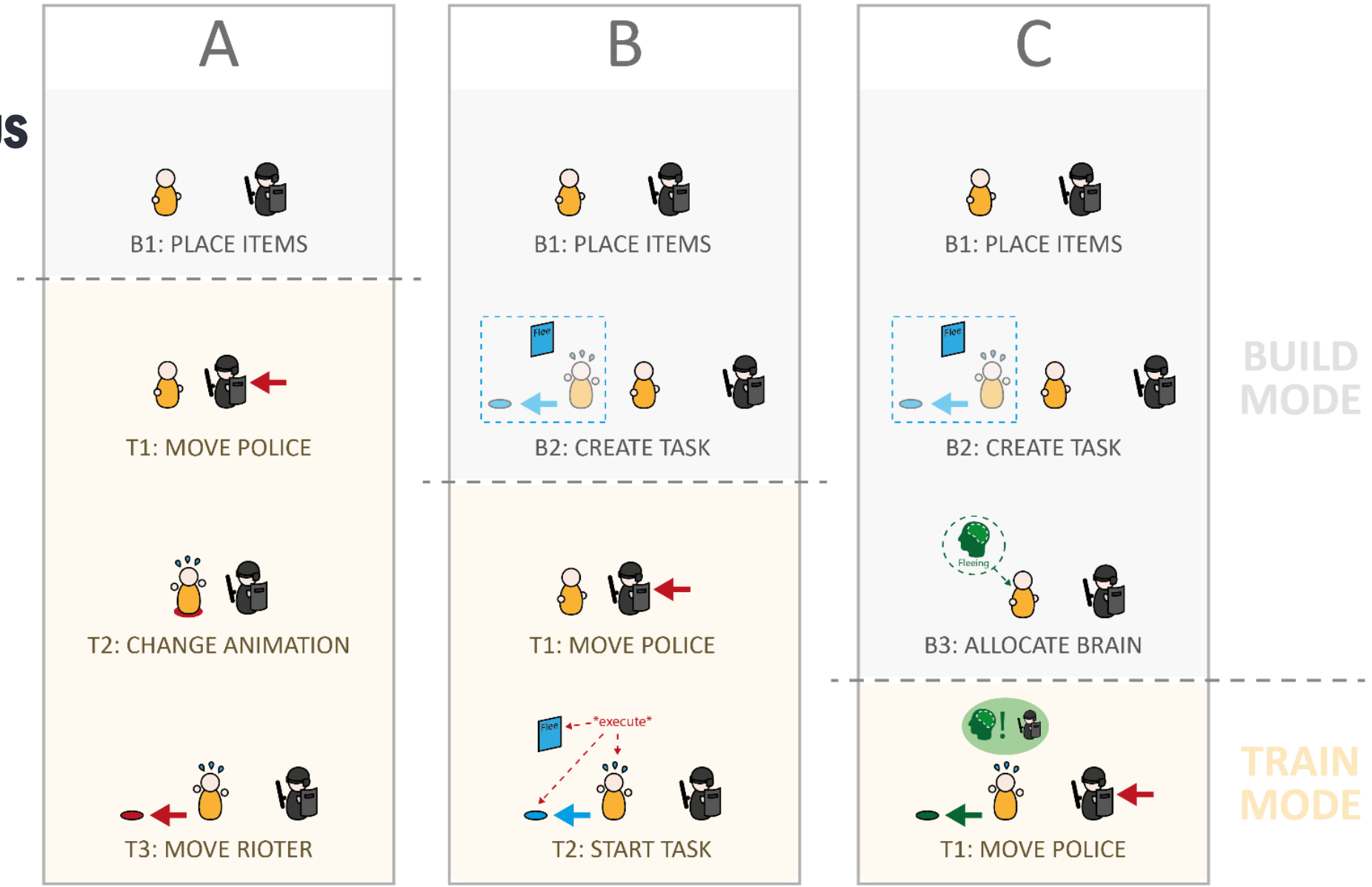
INSTRUCTOR MANIPULATION



ADDING AUTONOMOUS BEHAVIOUR

- Understandable by instructor
- Handling interventions during training
- Easily defined by instructor

ADDING AUTONOMOUS BEHAVIOUR



ADDED CONCEPTS

- **Sensor:** zones configurable by instructor
- **Actuator:** tasks configurable by instructor
- **Behaviour:** decision making logic defined by behaviour specialist
- **Brain:** contains behaviours configurable by instructor
- **Body:** item(s) connected to brain

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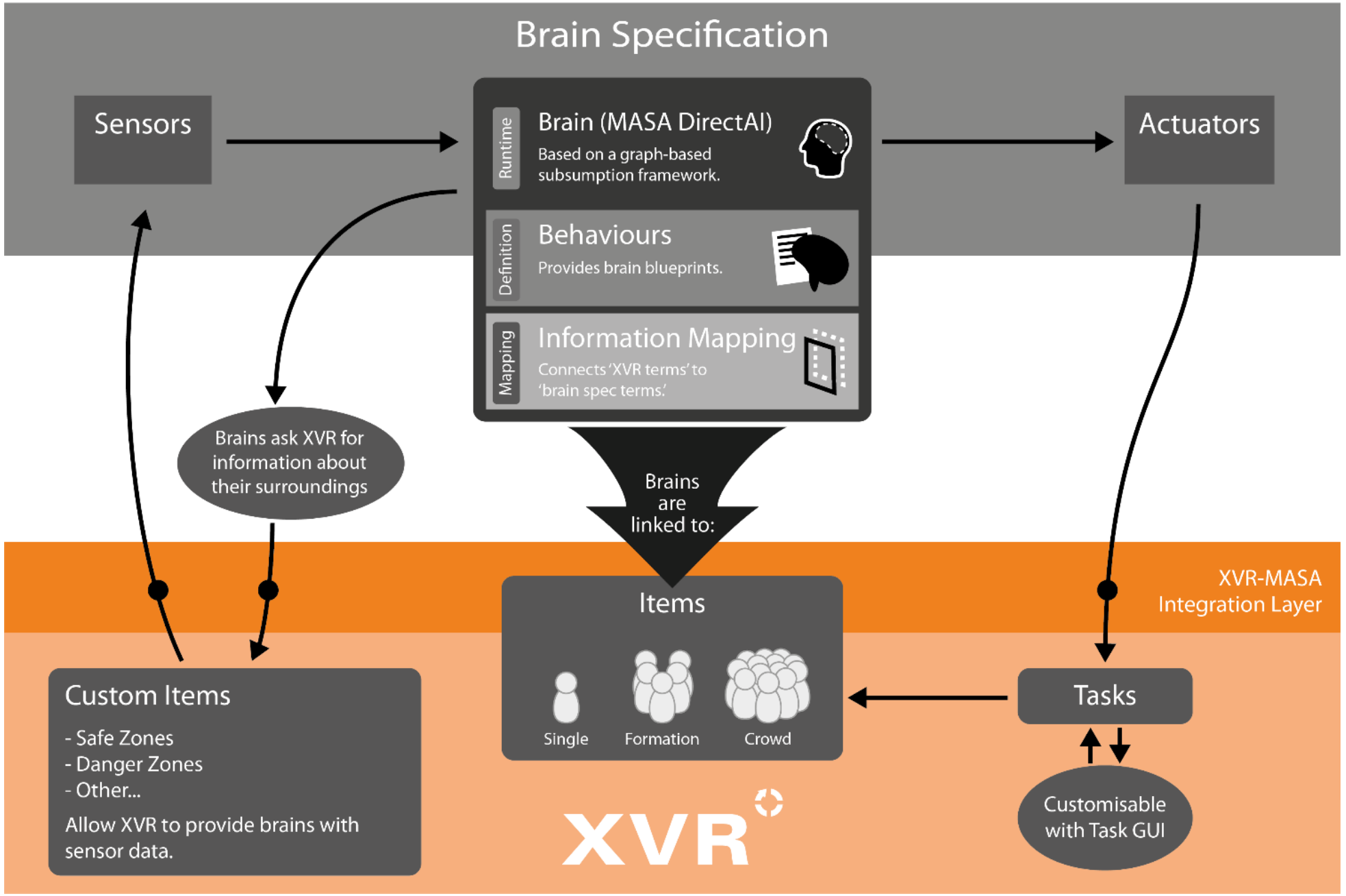
INTEGRATION



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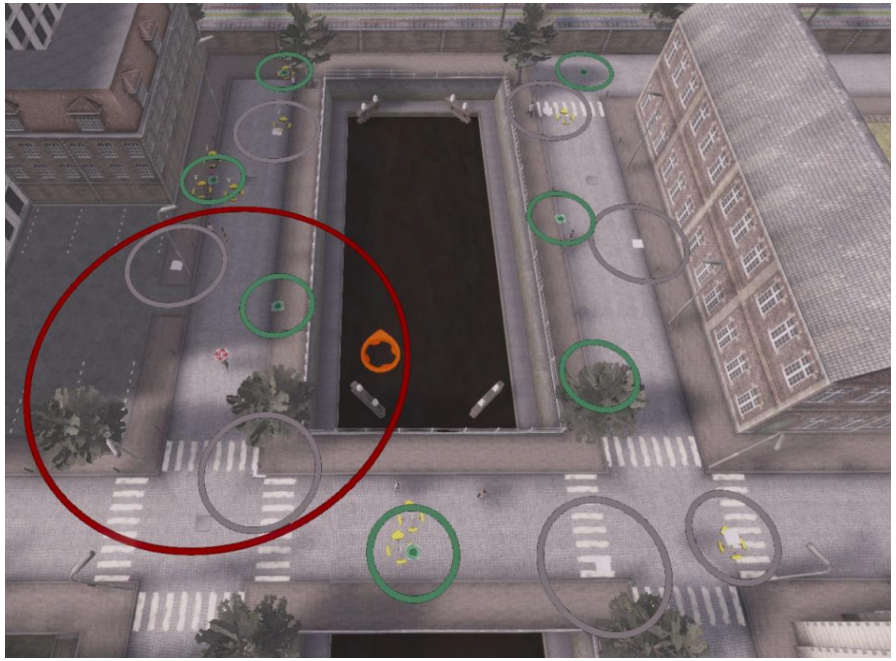
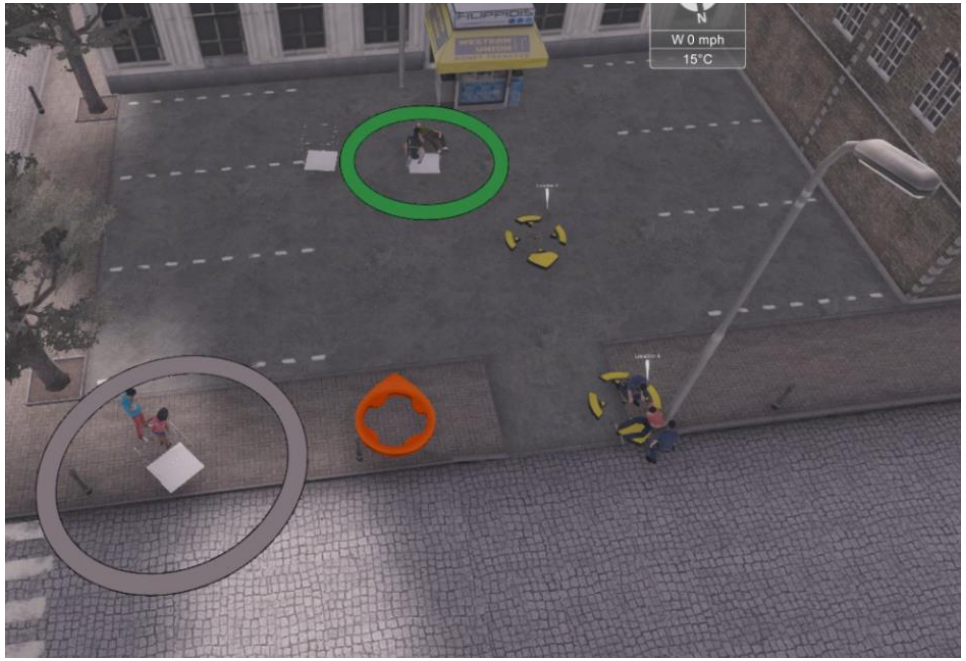
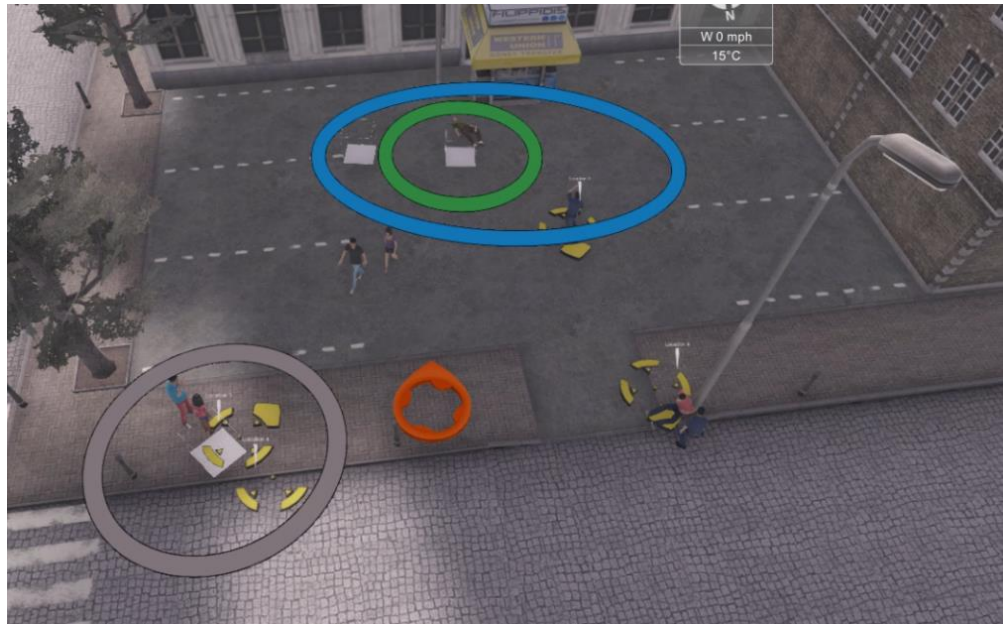
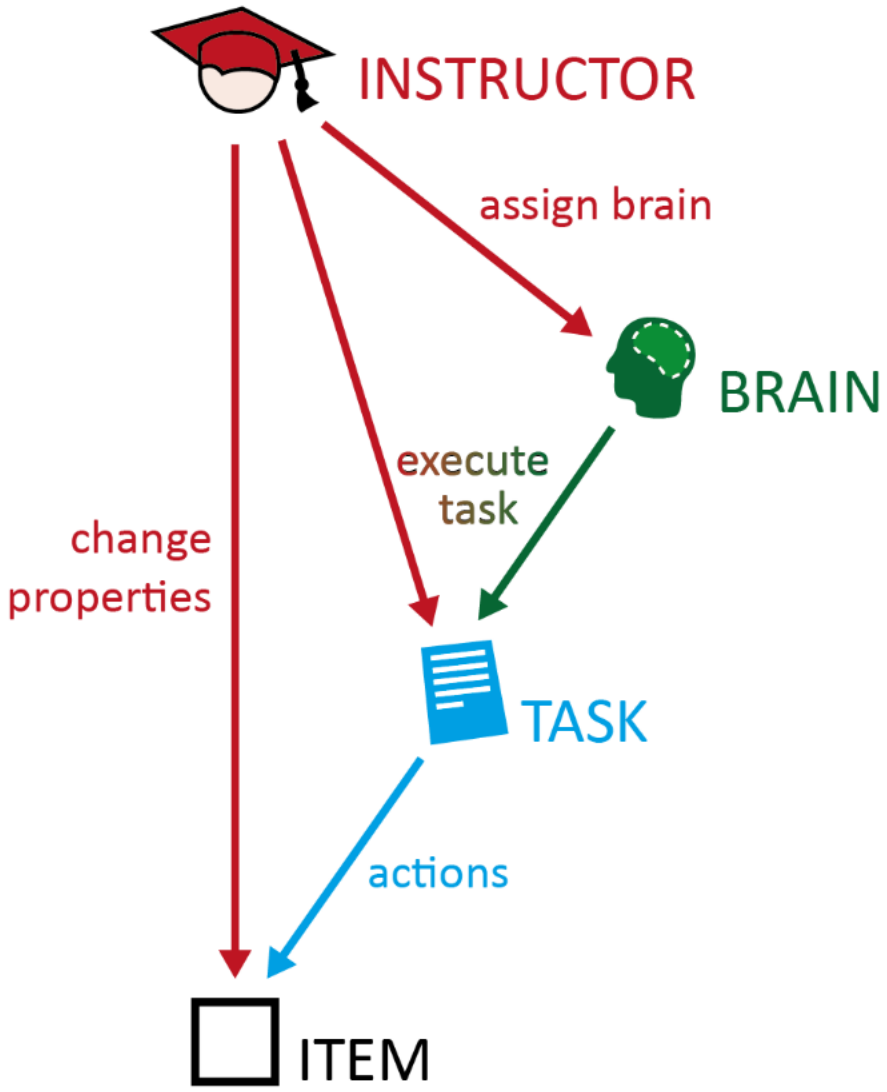
IMPLEMENTED BEHAVIOURS







INSTRUCTOR REMAINS IN CONTROL



CONCLUSION

- Instructor understanding autonomous behaviour by integrating it in instructor's context
- Possibility to configure and intervene in the behaviour (changing sensors, actuators, minor behaviour properties, stopping brains)

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QUESTIONS?