

V-Machina

2020



A project by



Integration of VR-based simulation for the safe interaction and practice of students and workers with machinery and robots

Project consortium

University of Applied Sciences and Arts of Southern Switzerland

SUPSI



+GF+

AgieCharmilles



Human-Machine Collaboration

Digitalization

The V-Machina project consortium developed a Virtual Manufacturing Environment (VME) to train and demonstrate a broad spectrum of machinery and tools using VR digital twins. The system provides an affordable platform that is easily accessible and safe.

V-MACHINA contributes to the manufacturing community and, more in general, to society by boosting three paradigmatic shifts in education, referred to as LEARNING4ALL, ACCESS4ALL, and FEELING4ALL.

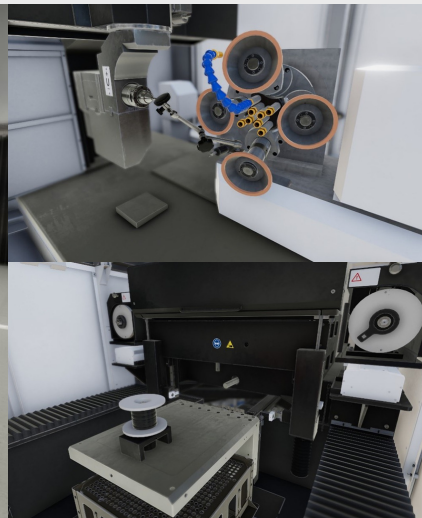
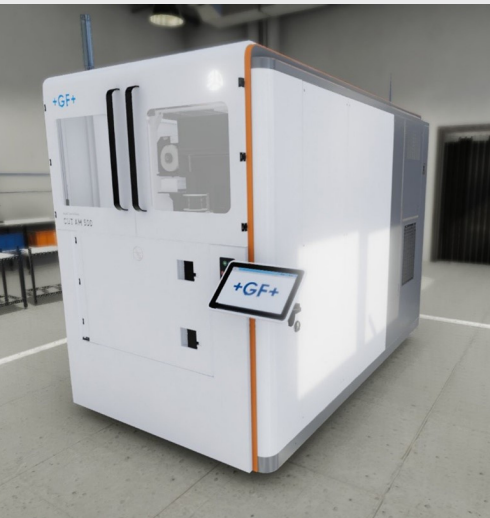
The VR Based training enables single- and multi-user scenarios. The platform also analyses behavioural, physiological aspects during the simulation to ensure users well-being during the tailored virtual experience. Users are enthusiastic and motivated to learn due to the haptic and gamification strategies used.

V-Machina: Integration of VR-based simulation for the safe interaction and practice of students and workers with machinery and robots

The Virtual Machina (or simply V-Machina) project deals with the familiarization and training of students, workers and practitioners working with industrial machinery and robots via Virtual Reality.

<https://v-machina.supsi.ch/>

Summary



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