CITIZEN 2.1

Virtual tools and realities

The driving simulator

- Overcome your fears
- Use several materials with a single investment
- Be free of the environment (weather, season, public…)
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- Get to know the associated tools
- Compare the machines and their performances
- Discover new functionalities, equipment evolutions, updates…
- Cars, agriculture, earthwork, forestry, landscaping work…

The driving simulator

- Stay safe in all situations
- Become aware of the machine's capabilities
- Become familiar with the controls
- Progress in the use of the controls and refine your driving skills
- Training between learners...

The driving simulator

- Monitoring of the progress of each learner by the instructor (dashboard)
- A game for the youngest and the oldest
- A discovery workshop to promote the trades and attract young people… a promotion and attraction tool for these professions

Formation d’agriculteur sur le réglage du pulvérisateur (Certiphyto)

Virtual reality headset

- Discover a work environment (images and sounds)
- Interact with people in a work environment, with scenes of situation (sales, information, ...)
- Discover the potential of a territory, a place, a monument, a natural environment (tourism, ecology, science, ...)

Virtual reality headset

- Work in safety and understand the movements related to the tasks
- Practice without destroying trees, equipment, ...
- To discover different scenarios with different possible works, cuting, pruning...

Augmented reality

- Live an action in real environment while adding a virtual experience of situation (culture, diseases, pruning, repairs, ...)

Use of virtual tools by the Ministry of Agriculture

- A mobile truck that presents the jobs in agriculture…

SWOT

Strengths : **Cost control (no equipment pool, maintenance, obsolescence...)** **Simulations updated as the equipment, software and regulations evolve.** **A use possible in any season and at any time of the day.** **A safe learning experience with progression paths that allow you to follow the learning process and reach your objectives.**	**Weaknesses** **It remains virtual and does not replace the practice in reality of machines in work situation** **The implementation of an organization to allow each learner to train on the simulator** **Very targeted virtual situations with few software or application for helmets or augmented reality, therefore a high cost for limited situations**
Threats Fragile equipment that requires a specific and secure room with monitoring of usage Cost of installation still high for limited use Rapid evolution of hardware and software that can make hardware obsolete (hardware/software incompatibility)	Opportunities A lot of experimentation and development underway in a variety of fields Young people are very open to these tools and are looking for fun ways to learn Digital tools that transform the traditional image of professions