

THE FUTURE
IS NEARLY
HERE.....



**Revolutionising
Workplace Safety:**
**Virtual Reality
Training in the
Electricity Supply
Industry**



Why VR training?



- **Traditional training doesn't prepare workers for high-risk environments.**
- **VR creates immersive, realistic scenarios where learners can safely practice.**
- **It offers a psychologically safe space for hands-on learning.**



The power of VR



- **Risk-Free Realism:** High-risk tasks can be simulated safely.
- **Accelerated Learning:** Learning by doing improves retention and speeds up training.
- **VR supports repeated practice without real-world consequences.**

The REAL power of VR

- **Measurable Behaviour Change:** Data can be captured on performance.
- **Enables tailored coaching based on actual learner performance.**
- **Ideal for safety-critical training where mistakes are costly.**



Case Study



ENERGY QUEENSLAND

- **Used VR for polarity testing and fault finding in realistic settings.**
- **Initially sceptical staff became engaged once they experienced the benefits of safe failure and learning.**
- **We also found that Transpower were using existing VR units on the Metaenga platform that we were looking at using**

VR Key Benefits



- Increased engagement and safer behaviours.
- Cost savings from reduced accidents and faster, scalable training.
- Easy updates—one fix can be pushed to all devices instantly.
- Effective where safety, skill, and realism are critical.

Developing VR Training

- **Funding Secured!**
- **Industry concern: testing to ensure safety.**
- **First module focused on safety testing.**
- **Chose developers (Digital Engineering and Magic using Metaenga platform) for realistic, cost-effective modules.**
- **Developers had prior success and an existing ES VR catalogue.**

Infrastructure Education & Training
CHARITABLE TRUST



Managed by

 **Metaenga**



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EWRB Testing to Ensure Safety

VR Training



powered by  Metaenga

Implementing VR Training



- **Needed quality headsets, real integration into training, and instructor capability.**
- **Explored use in refreshers and post-incident reviews.**
- **Currently finalising a VR assessment module - less guidance and able to get a score and breakdown of each step on completion.**

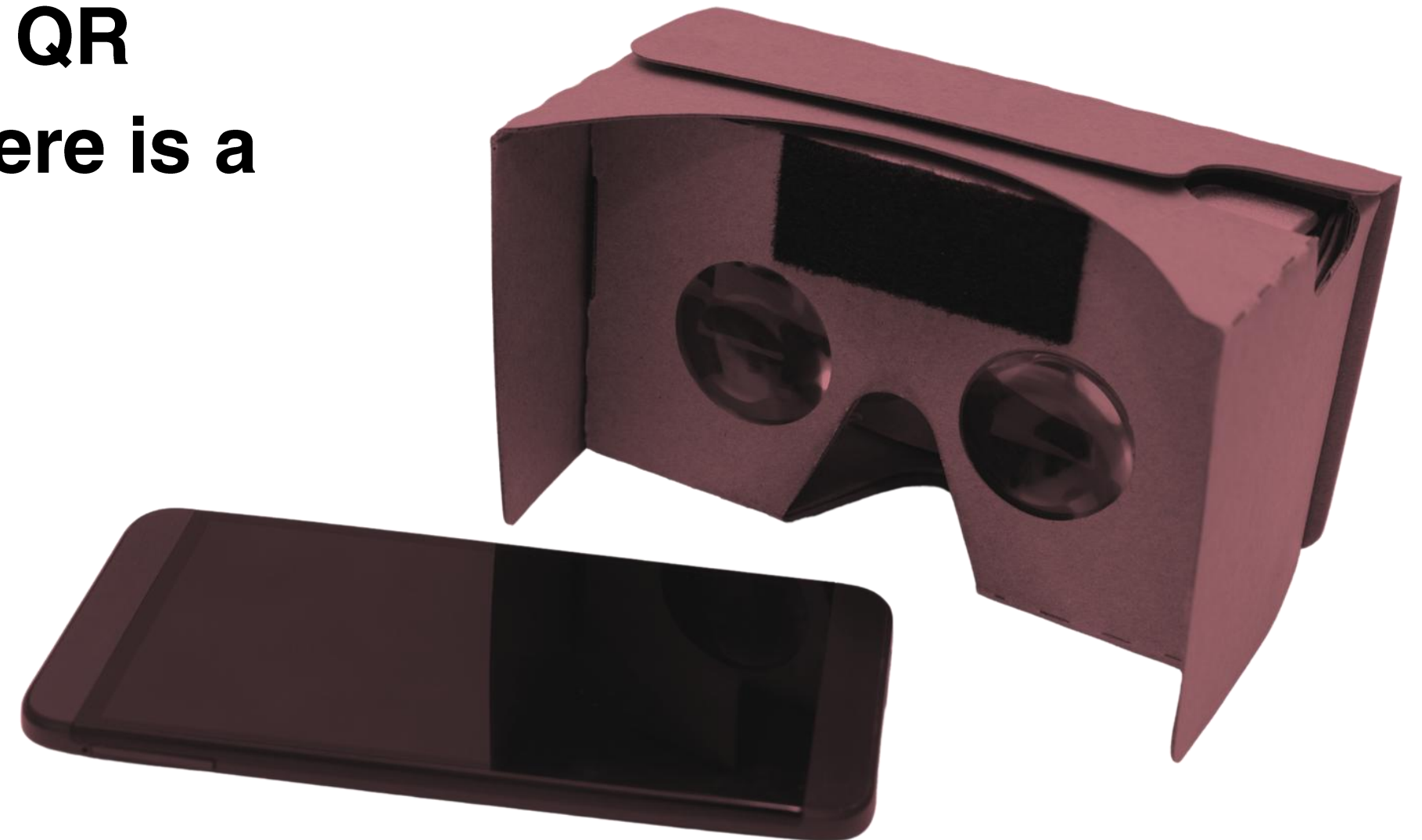
Where to next?

- **Exploring High Voltage (HV) switching training.**
- **Research into XR (extended reality) and AI.**
- **XR: overlays, smart glasses for real-time prompts.**
- **AI: adaptive platforms that adjust to learner performance.**



Have a go!

- Grab the VR headset and scan the QR code. At the bottom of the page there is a rollercoaster to try



OR come and test the real headsets.

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