VR TRAINING SIMULATORS

SINGULARITY LAB

PROBLEM
DESCRIPTION

DANGER TO EMPLOYEE LIFE
AND HEALTH

2.3 MLN.

people die annually as a result of accidents at the workplace, which is an average of 6,000 people daily

340 MLN.

accidents and 160 mln victims of occupational diseases are registered annually

International Labour Organization

Estimated by the International Labor Organization (ILO)

LACK OF SAFE
PRACTICES

After receiving the training certificates, the employee proceeds to the real equipment with instruction right away

COMPLEXITY OF CONDUCTING
PRACTICAL CORRECTION WORK

It is impossible to consider mistakes followed by death in professional work in practice
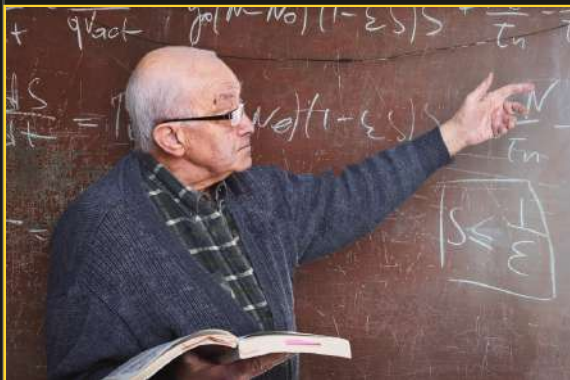
Confined space

Work at height

Fire hazard work

Operations

OUTDATED
EDUCATION SYSTEM

The education system is outdated and needs an update

Boring and monotonous training does not allow a student to focus on obtaining information

The lack of real practice leads to a misunderstanding of the material and learning objectives in general

EXISTING
SOLUTIONS

Training sets

Multidisciplinary simulations

PC software, video tutorials

Training materials, training centers

EFFICIENTLY

- Disciplinary simulations
- Training sets

OUR SOLUTION

HIGH PRICE

LOW PRICE

- Induction briefing

- Training centers
- PC software
- Training materials, videos

INEFFICIENTLY

OUR
SOLUTION

VR TRAINING
SIMULATORS

This is a software and hardware set that allows to immerse a user in a virtual interactive environment and train them to work with complex equipment without danger to health and environment

BENEFITS

SAFETY

In VR, the user will not worry about their health and expensive equipment. However, the environment will allow them to make mistakes and learn from them

SAVING

No need to build a separate training ground with expensive training facilities. The VR allows to simulate any process and scenario

MOBILITY

The VR equipment is easy to install, use, and move to any convenient place

GAMIFICATION

The system of ranking and achievements increases the efficiency of training. The process of studying the material will become more interesting, exciting and responsive to the user
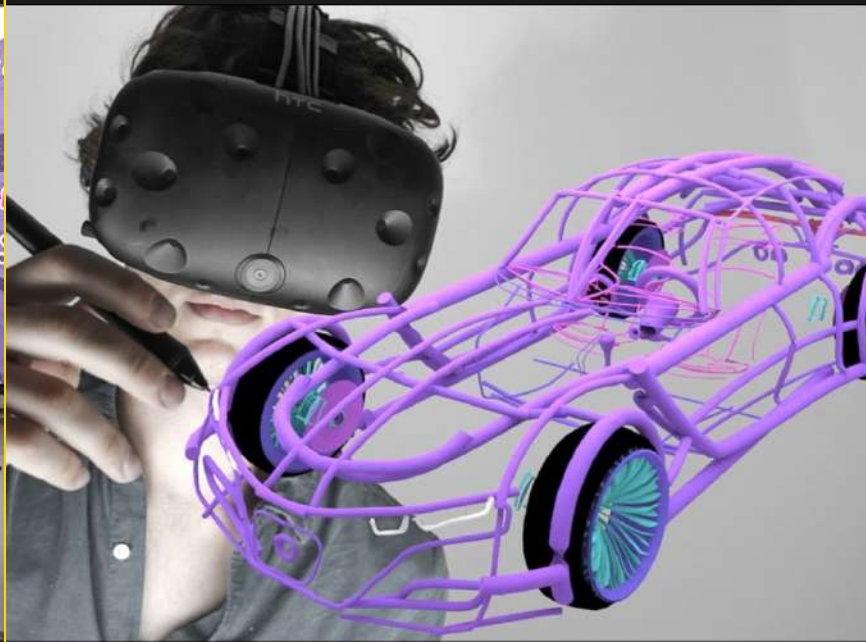
FIELDS
OF USE

General education

Marketing

Professional education

Design

OUR
PRINCIPLES

STAGES
OF COOPERATION

Free

Project
discussion

Budget
definition

Approval and
adjustment

Contract
signing

Drawing up
technical
specifications

Project
development

Implementation
and support

OUR MAJOR
PROJECTS

2018

PC/VR game JetX

Interactive museum Balgimbayev Development and Communications Center

2019

IT Center in the children's center Digital Urpaq, Petropavlovsk

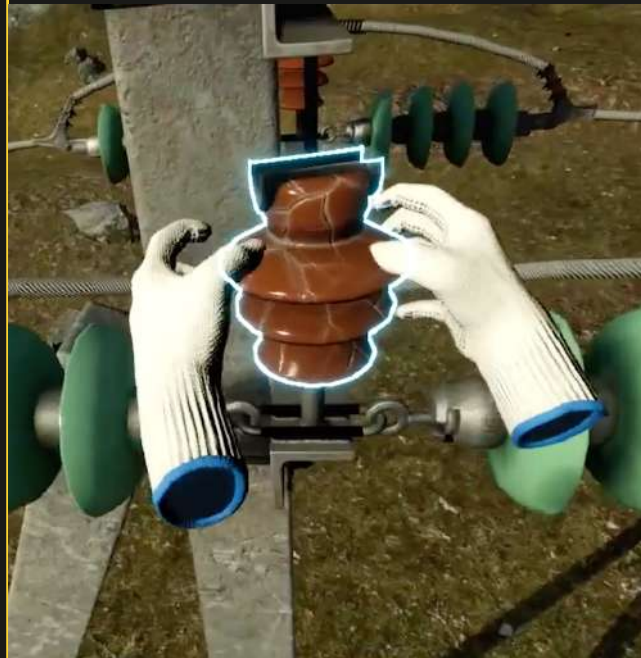**2017**

OUR TRAINING
SIMULATORS

2018
VR simulator for the oil and gas industry

2019
Insulator replacement training for Samruk Energy

2020
Gaging gas separator operator simulator for the counter maintenance for Munaitelekom

OUR
EQUIPMENT

MASS SEGMENT
MOBILE SOLUTION

VR helmet

Laptop or
wearable PC
backpack

Controllers

PROFESSIONAL EDUCATION
FULL IMMERSION SYSTEM

VR helmet, controllers
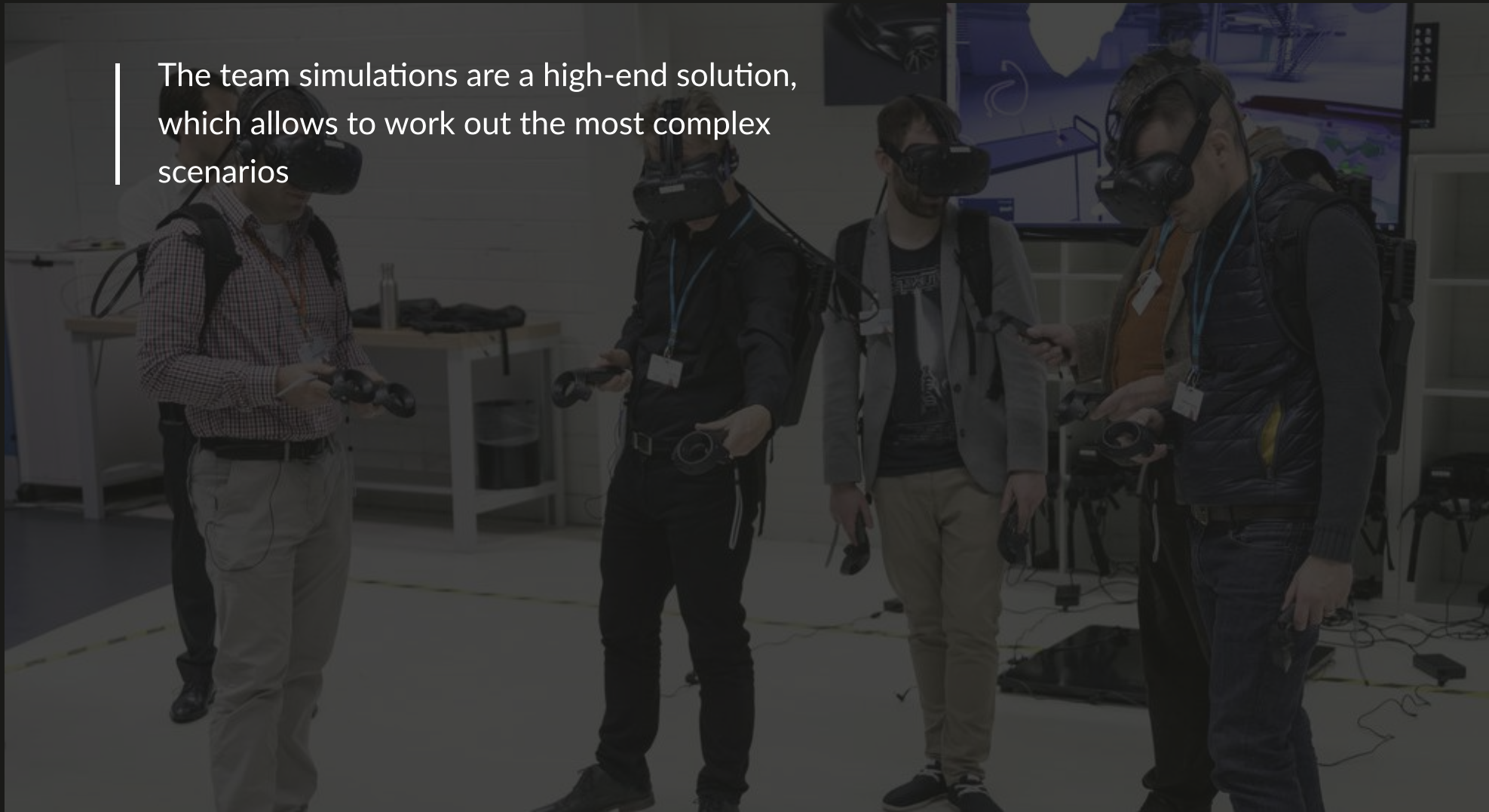and tracking sensors

Tracking suit

Wearable or stationary PCs

REAL-TIME

MULTIPLAYER SIMULATIONS

The team simulations are a high-end solution, which allows to work out the most complex scenarios
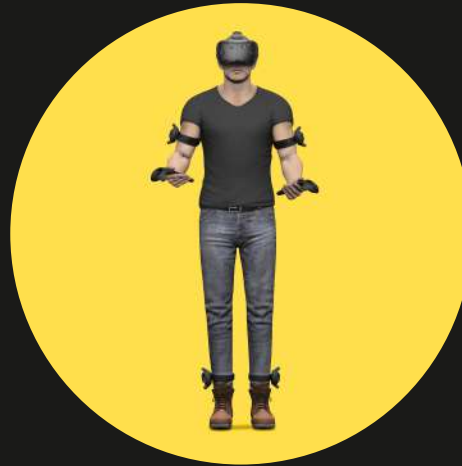
SPECIFICS

A complete solution designed specifically for the needs of the company

Playback system for training and work analysis

Full body tracking

Expandable modular system

Automated reports

ABOUT US

The first company in Kazakhstan to start working with VR technology
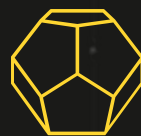
20 professionals with a background in web and mobile development, production, and game development

7 years in VR and interactive technology

10 major innovative projects implemented

SINGULARITY LAB

CONTACTS

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