

A virtual radionuclide laboratory



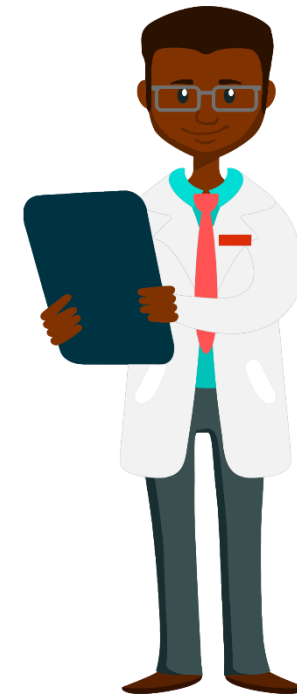
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- Deliverable in MEET-CINCH*

„Tailored training event for members of regulators and administrative bodies“

- Target group
 - Don't handle activity
 - Responsible for safety standards in radionuclide laboratories
 - Special attention on legislative elements
 - Heterogeneous foreknowledge
 - Require application in national language



*This project has received funding from the Euratom research and training programme 2014-2018 under grant agreement No 754972

- E-learning concept based on a virtual laboratory
 - Hardly any text in 3D environment
 - Accessible at any time

- First: online self study phase
 - Calculation task
 - Inspection of virtual laboratories

- Second: presence phase
 - Discussion of results
 - Exchange of experiences



- Programmed in Unity
 - Desktop application
 - Available for VR-headsets
- Designed based on DIN 25425
 - Three versions for each room category (RC1-3)
 - a and b version for each
- Users are observers
 - Move freely within the lab
 - No interaction
- Hardly any written text
 - Info boxes for additional information
 - Texts can be exchanged easily



- Learning objectives:
 - Practical application of DIN 25425
 - Calculation of room categories
 - Inspection of laboratory
 - Familiarize with laboratory environment
- Freely available for internal training
 - For attendees
 - For instructors
- Materials
 - General information and scope
 - Checklist for inspection
 - VR-Lab (download as zip.file)





Differences in room categories

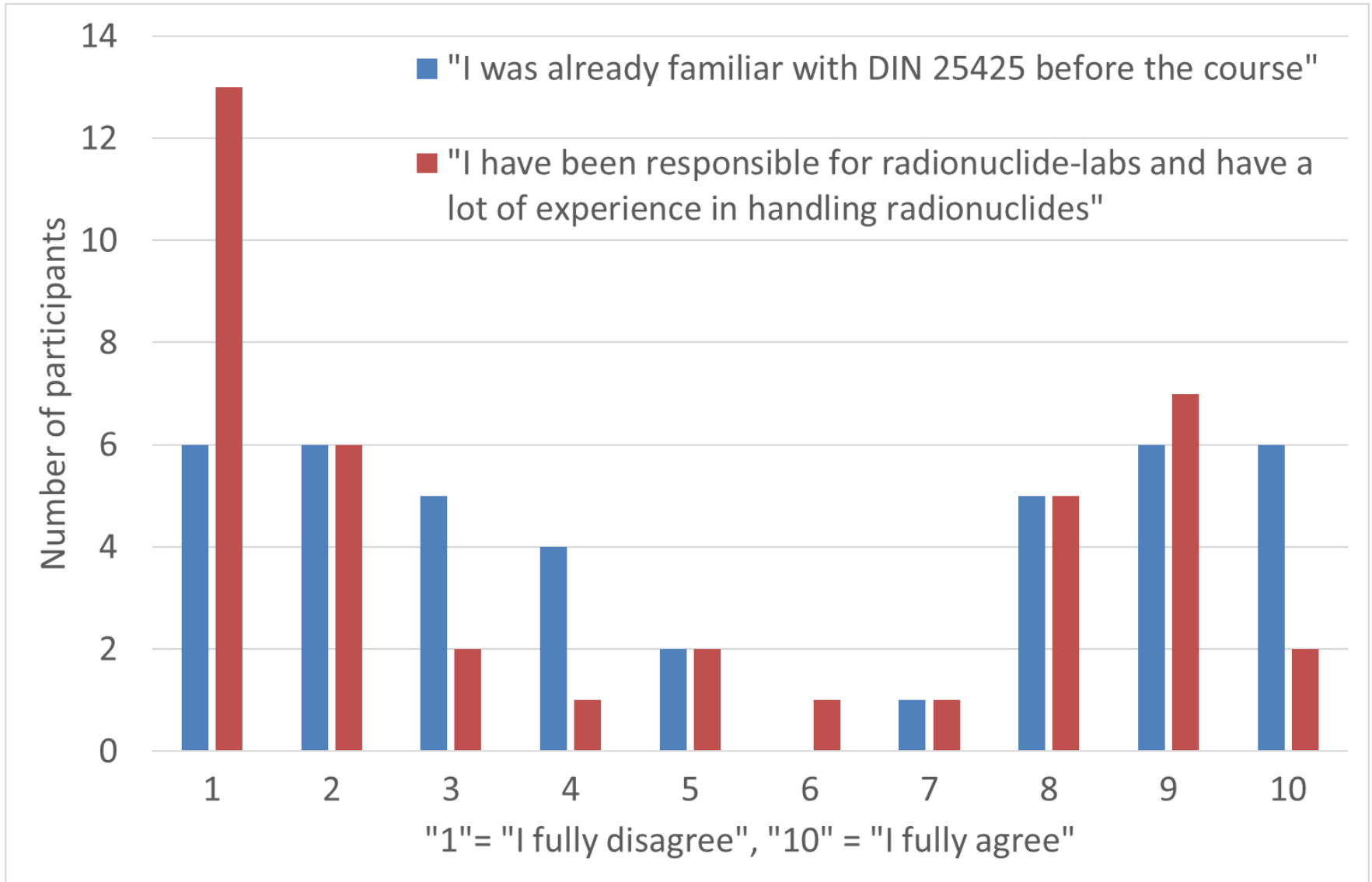


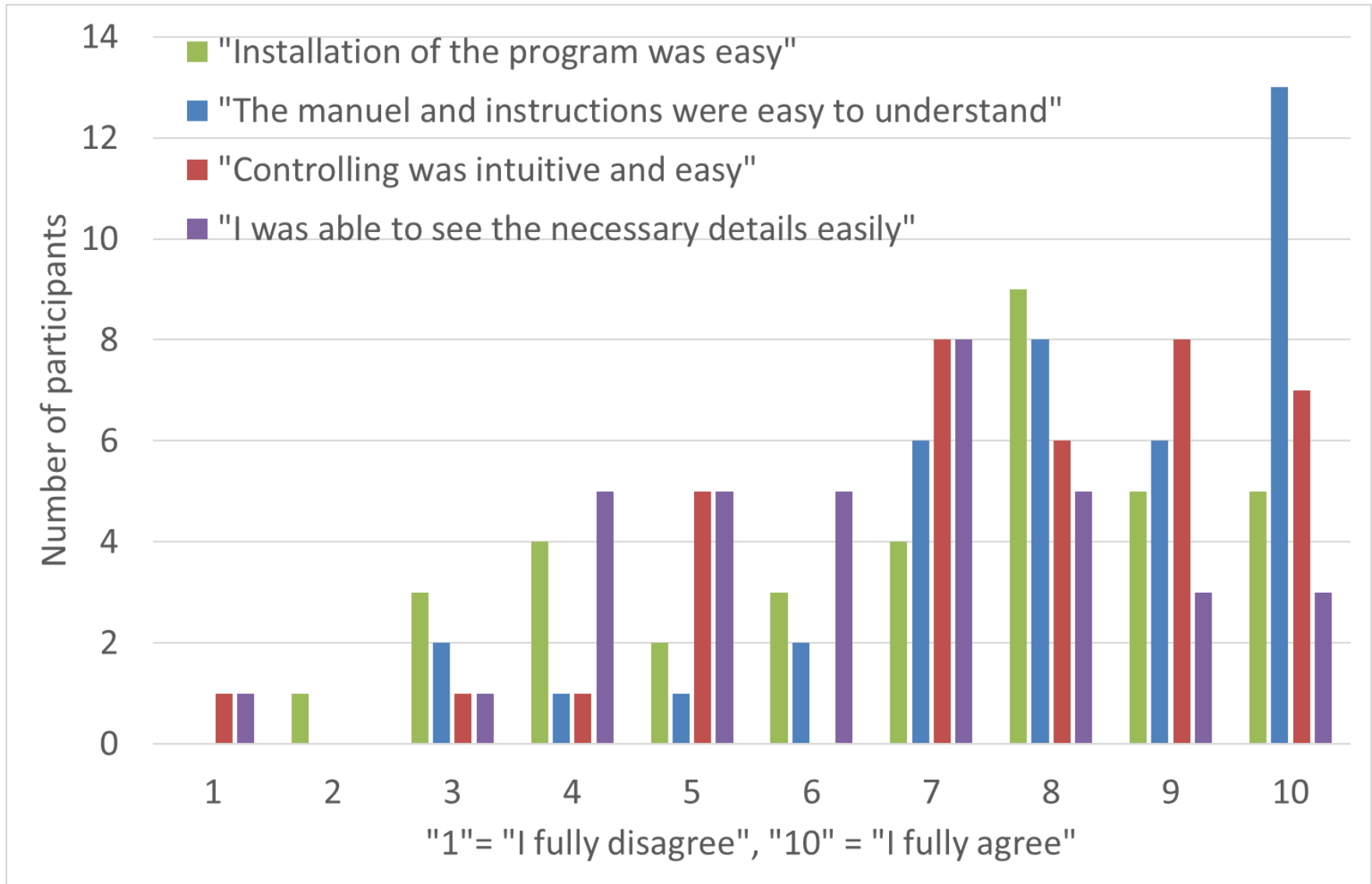
- Part of a seminar on radiation protection for members of authorities
 - One day workshop in August 2019 in Hannover
 - Volunteer training
 - 120 participants

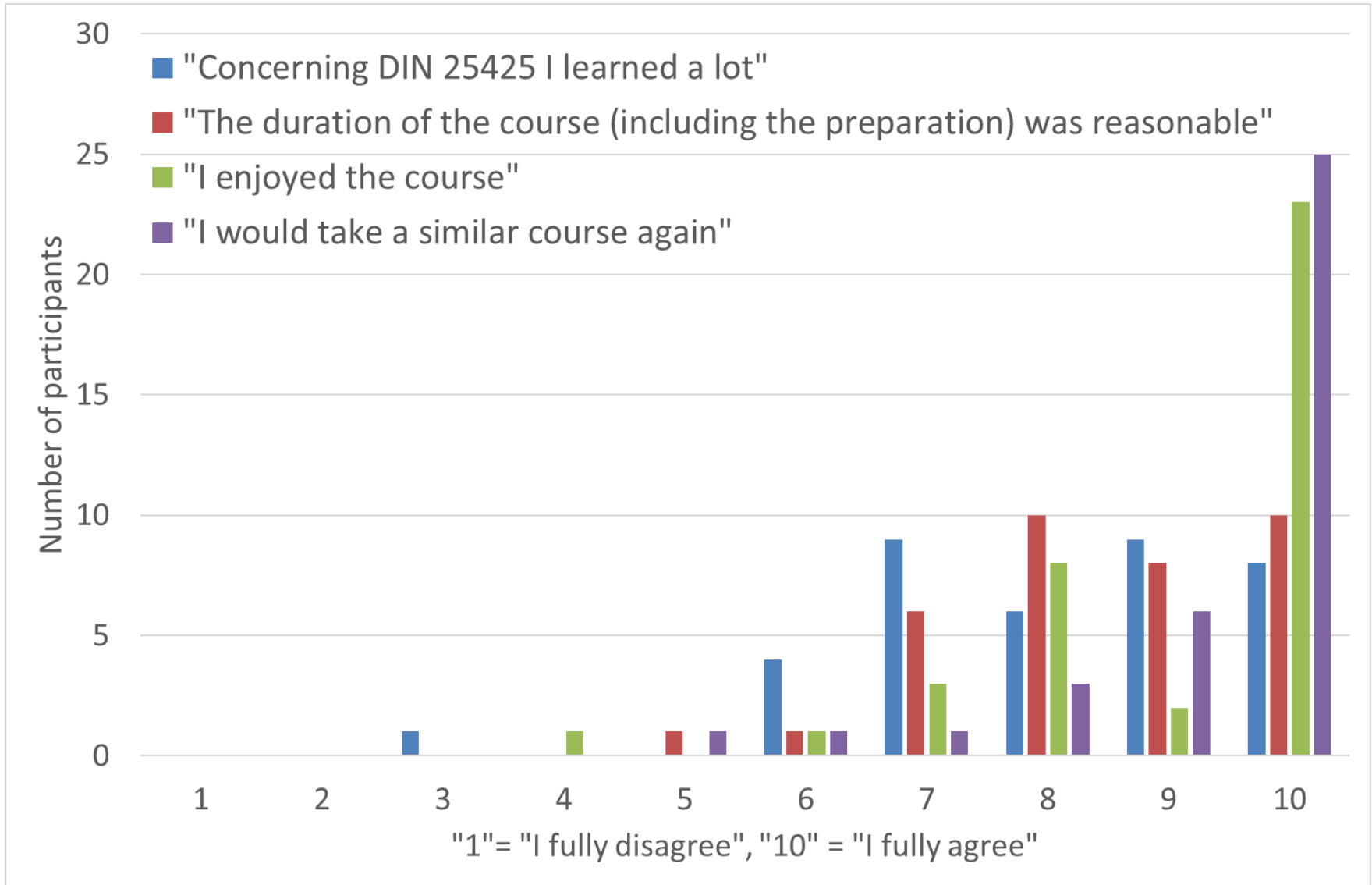
- Information and scope spread six weeks in advance

- Fruitful discussion based on experience in the (virtual) world

- Evaluation by 40 participants







- New project Augmented CINCH*
 - Extension of the VR-Laboratory
 - Extension of the target group
 - Virtual Hands-on-Training for VR-Headset
 - Augmented reality application for smartphones



*This project has received funding from the Euratom research and training programme 2014-2018 under grant agreement No 945301



Thank you for your attention!



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European
Commission

Horizon 2020
European Union funding
for Research & Innovation