

Occupational Safety Training: Ship Scenario

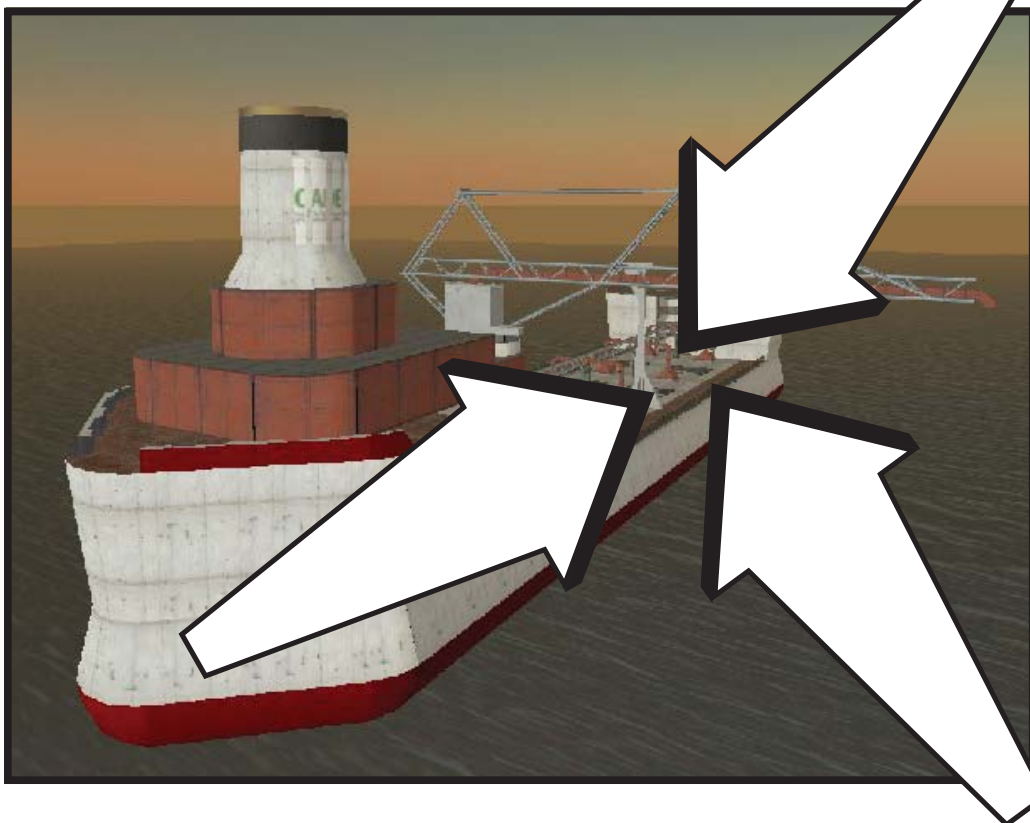


Audio:

Intro Music - or surf sounds or both.

NOTES:

Fade music and title with narration.
May want to add CADE LOGO



Audio:

SFX – A crashing surf and ships noises

VO: Virtual Worlds offer a powerfully engaging environment for safety training. This shipboard training simulation provides a look at some of the possible interactions.

NOTES:

Zoom into Ship and position camera to follow path to locker room.



Audio:

IVO: The scenario begins with the option to select special equipment. In this case safety hardhats are offered.

NOTES:

Disolve to this scene. to close up of hard hat.



Audio:

VO: The scenario is initiated and arrows indicate the path to follow for the next step. From this point on, each stage will be timed and recorded.

NOTES:

From this angle have avitar place on Helmet. NOT PICTURED. Pan along arrows on floor from Starting ORB.

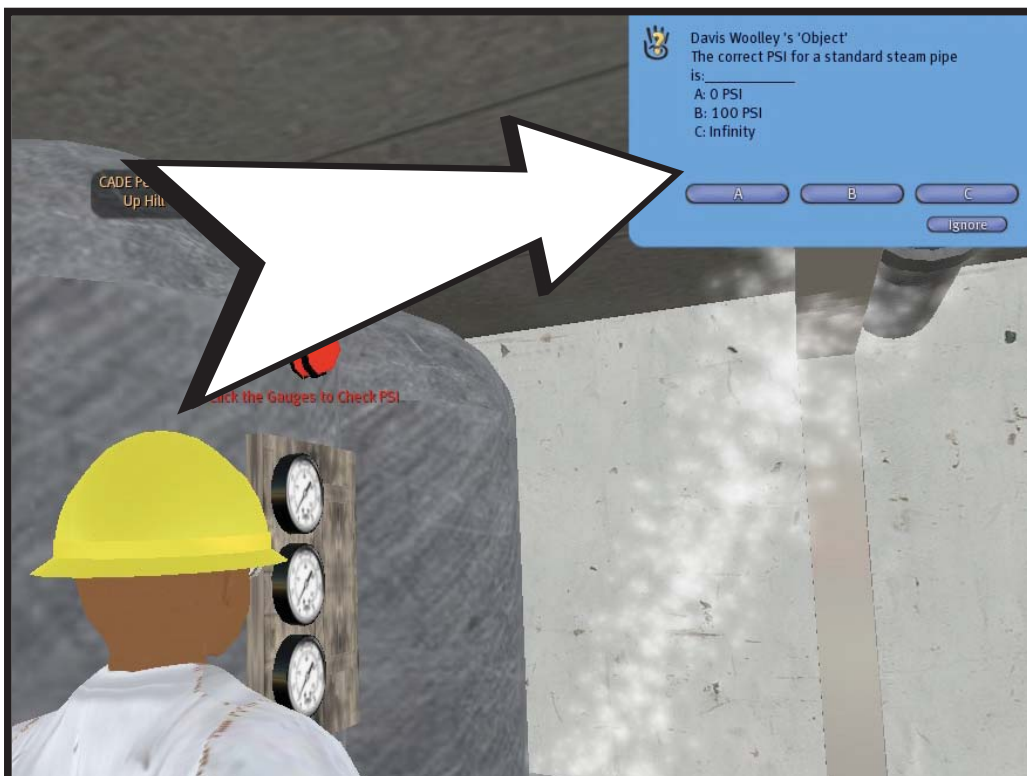


Audio:

VO: The path leads to a panel of gauges. Close inspection triggers a pop-up quiz.

NOTES:

Shoot avitar walking to guages.

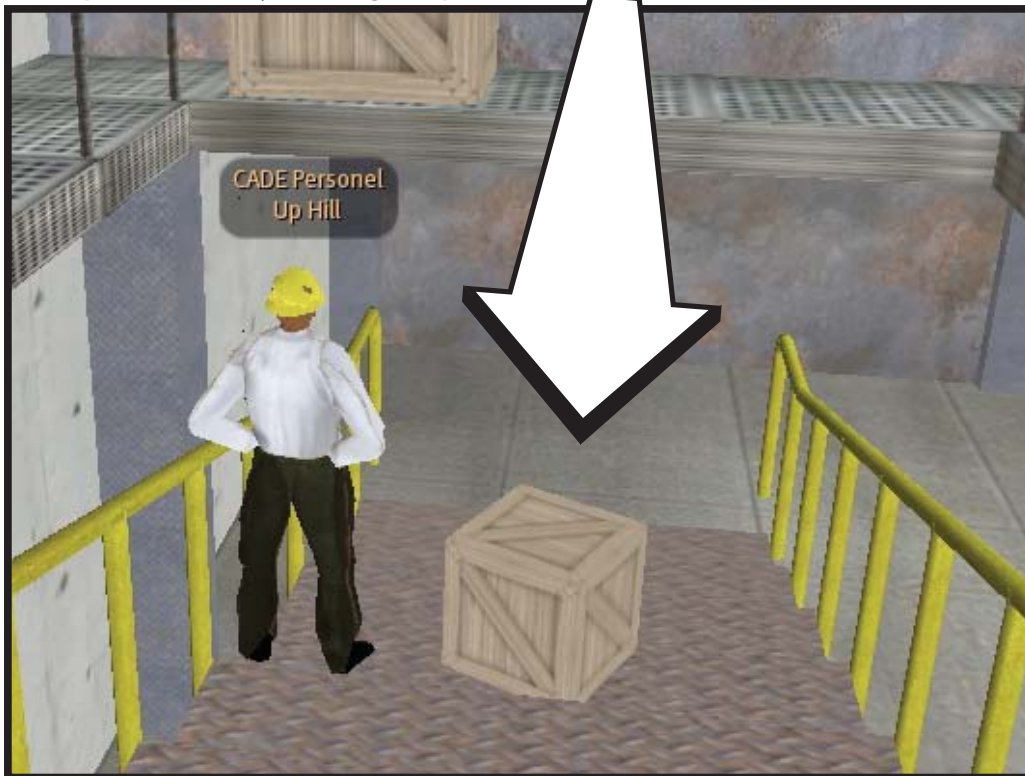


Audio:

VO: Not only are the quiz answers tracked, but special actions can be triggered. In this case, completing the quiz triggers a new path to follow.

NOTES:

Shoot avitar pointing at the different options on the guage. Then select one and zoom into Notecard. Dissolve to next frame.



Audio:

VO: As our seaman goes down the stairs, he triggers falling objects. If he did not take a hard hat in the beginning, the training scenario might end here. Its certainly clear that the hard hat is important.

NOTES:

Show avitar waling down the stairs then falling objects missing the avitar.

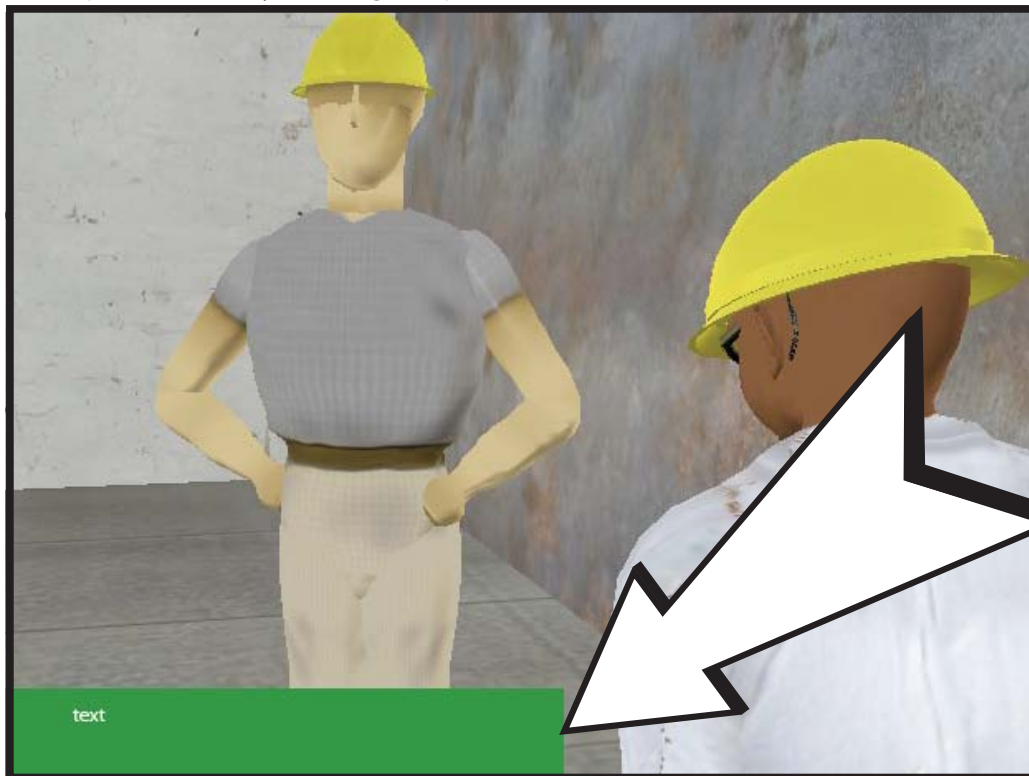


Audio:

VO: On the lower deck, the seaman meets an engineer who can deliver essential information. In this sample scenario, he sends the seaman to find a wheel.

NOTES:

Show avitar waling to Engineer.



Audio:

VO: READ information on Card in a different voice of the Engineer

NOTES:

Zoom into Note Card to show text that the engineer is telling our seaman.



Audio:

VO: The seaman doesn't have to go far before finding it. Of course, it could be a complex series of tasks, but this scenario makes it easy for him.

NOTES:

Show seaman looking for the wheel and then finding it and then pointing to the wheel.



Audio:

VO: He returns to the engineer who takes the wheel and attaches it to the steam control valve.

NOTES:

Pan from engineer to control valve.
Show wheel on control valve.



Audio:

VO: The seaman moves to the valve and gets new instructions. This time he must make a decision with physical results.

NOTES:

Show the seaman near the valve.
Try to show the steam in the bkg.

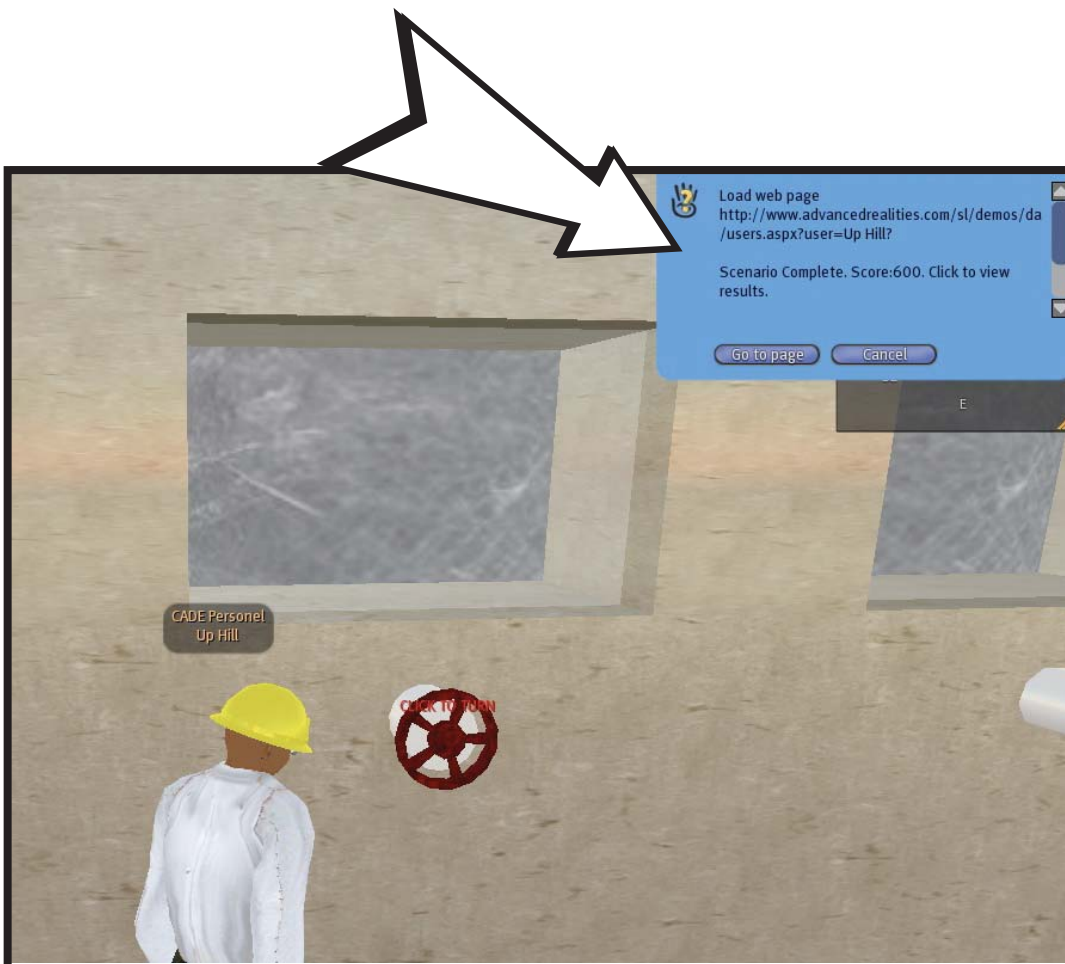


Audio:

VO: Turning the valve the wrong , causes more steam to escape. But turning it the right direction, clockwise in this case, causes the steam to shut off.

NOTES:

From Steam (with wheel in the foreground) pan to card with results of the quiz.



Audio:

VO: The scenario is complete , but perhaps the most important part is yet to come.

NOTES:

Cut to Zoomed out view and zoom into card with link to web site. Show mouse clicking on link.

General Stats:

- Game Date: 9/28/2007 1:24:43 PM
 - Total Score: 345
 - Duration: 2:01

Challenges:

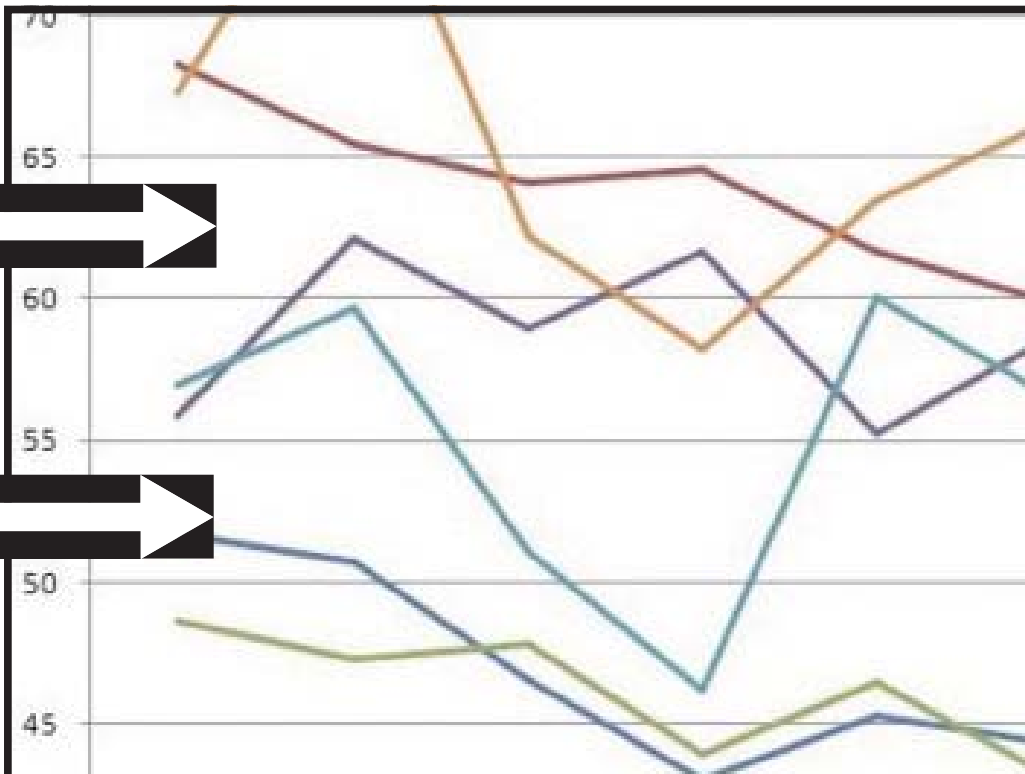
Test	Result	Score
PSI Quiz	You answered correctly: 100 PSI	100
Safety First!	Without a helmet, you could have been injured by the falling wrenches.	-100
Missing Wheel	You gave the wheel to the foreman	100
Stop the Leak	You turned the wheel clockwise.	100
Speed Score	You scored 5 points for every second under 2.5 minutes.	145

Audio:

VO: All of the actions taken by the player have been recorded to a database out side of the virtual environment.

NOTES:

Cut to web page that shows data.



Audio:

VO: Detailed evaluation data can be gathered automatically and reported.

VO: The entire training experience can be reviewed, scored, and recorded for reference.

NOTES:

Fade from graph to next frames.



Audio:
FADE in enlightning music

VO: Its possible to custom design simulations for any environment addressing nearly any issue of workplace safety or health.

NOTES:
Show Cease Fire Island, dissolve into hospital, tent city, lane tech, McCormick place.



Audio:

Music during video montauge to show off different areas.

NOTES:
Dissolve back to Ship in choppy sea.



Audio:

VO: Even special weather conditions can be simulated.

NOTES:

Fly out around ship – exciting angle from stern to bow. Lightning flashes, rain, and the sea gets rough.



Audio:

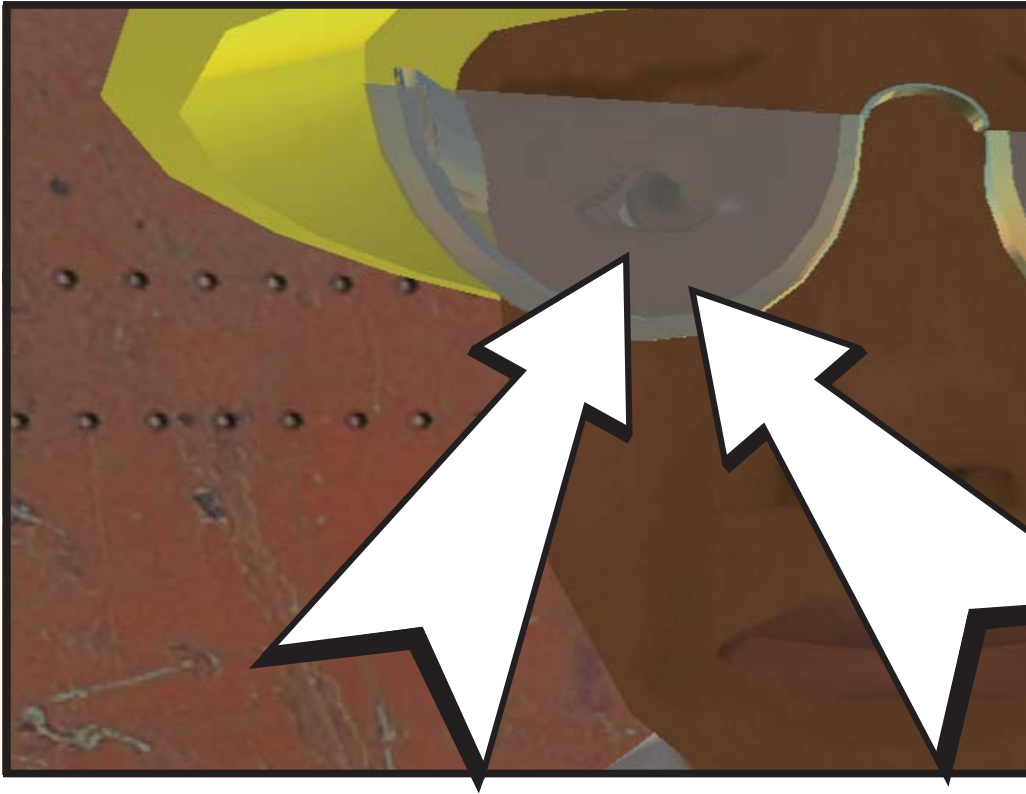
Ending music - dramatic.

VO: And studies show that while the environment is virtual, the training is real, effective, and memorable.

NOTES:

Camera zooms up over the bow to the pilot house where the captain is standing behind the ship's wheel.

Camera goes right into the captain's eye.



Audio:
Music has a dramatic zinger ending.

NOTES:
Cut to black.



Audio:
Soft Credit music

NOTES: CREDITS