LNG Training Technologies

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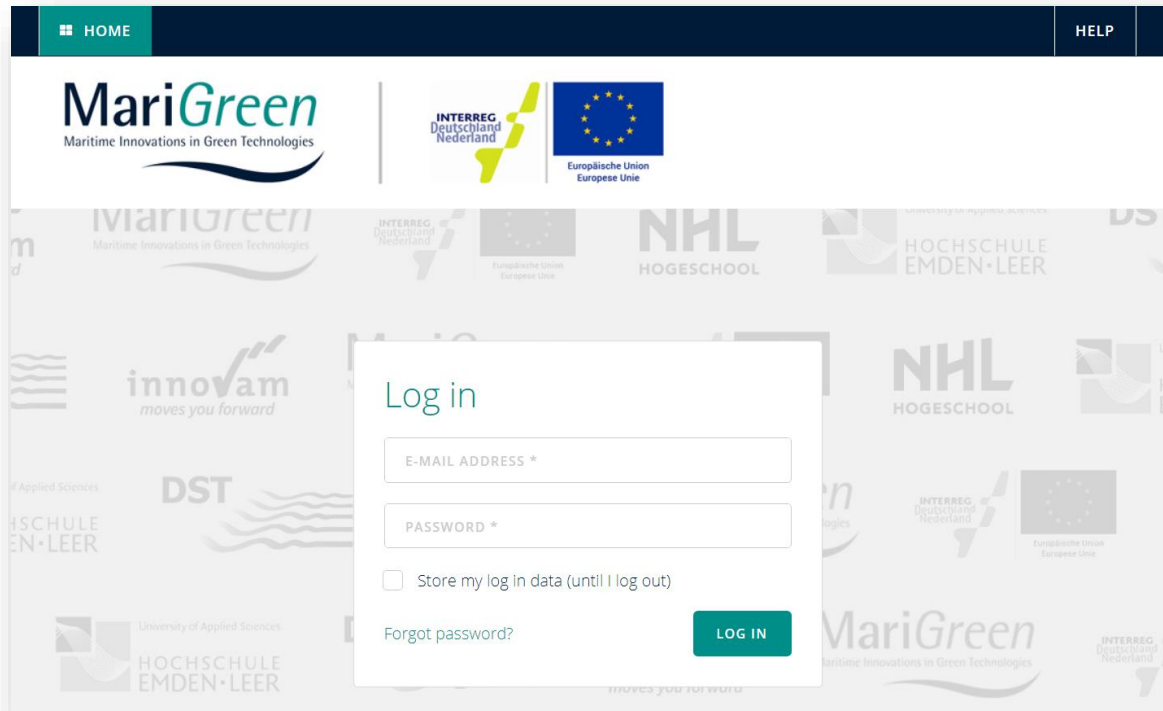# Project partners

Project deliverables

WP 1 deliverables:

– Needs analysis regarding the envisioned target group versus their participation in the Basic LNG Training course program

– Description of the required content-tool-matrix to cover the training objectives

– Definition of online learning platform requirements

WP2 deliverables:

– An online **LCMS portal** with **E-learning module** 'Introduction to LNG Technology'

– A **video-based instruction** (with voice-over or subtitles in English) on the learning topic: '*Safety Operations instruction on LNG Vessels*'

– An **Augmented Reality (AR) production** using an Microsoft HoloLens and Apple iPAD solution on the learning topic: '*Overview of a complete LNG system*'

– A PC-based **Virtual Reality (VR) simulation** on the learning topic: '*Overview of a truck-to-ship*' bunkering process'

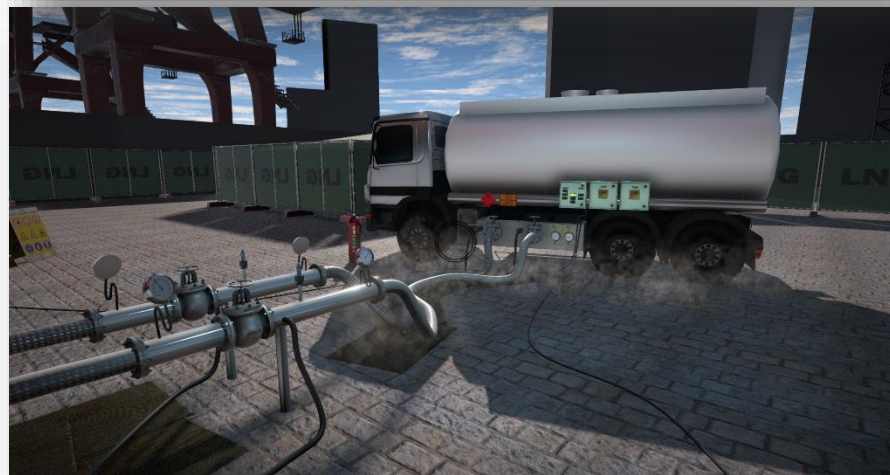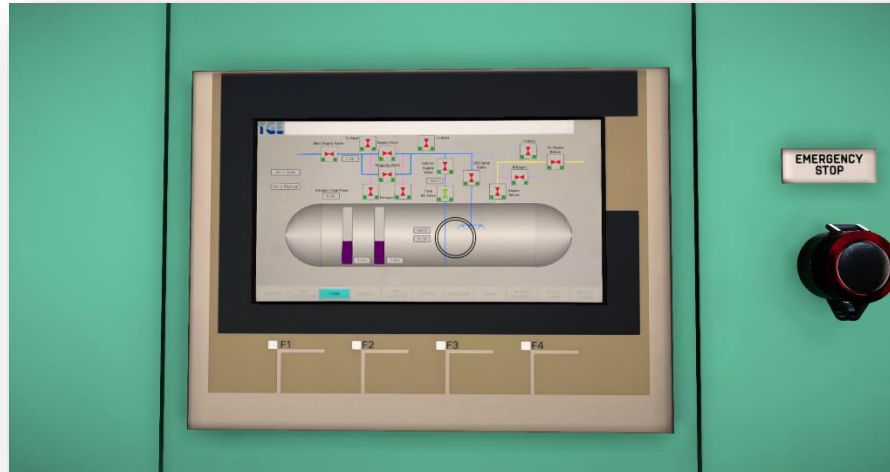# Project deliverables – E-learning

LCMS portal

E-learning module 'Introduction to LNG'

Project deliverables – VR solution

Project deliverables – AR solution

Bunkering - Truck to Ship