

PROJECT START:

January 2021

€30,000 co-funding
€399,634 EIT funding

Development strategy and plan
March 2021

1st release VME
June 2021

2nd release VME
September 2021

3rd release VME
November 2021

Nuggets testing & consumption
December 2021

CHALLENGE



Teaching & practice in the manufacturing field is:

- Expensive
- Cumbersome
- Dangerous

Challenges on:

- Efficiency
- Diversity
- Health



SOLUTION



A Virtual Manufacturing Environment (VME) to enable:

- Practice with VR digital twins of complex machinery
- Collaborative training
- Assistance & product demonstrations



BENEFITS



- Resilient practices
- Democratization through VR simulation
- Affordable training
- Behavioral, psychological, and well being at work monitoring & analysis

MAIN PROJECT RESULTS



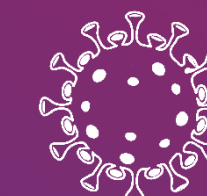
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VR-BASED NUGGETS FOR TRAINING IN SINGLE- AND MULTI-USER SCENARIOS



100%

USABLE EVERYWHERE BY EVERYBODY



COVID-19

AN INSTRUMENT FOR DISTANCE LEARNING, SUPPORT, AND MAINTENANCE

“Thanks to EIT for boosting this innovative and resilient shift in education”



SILVIA GIORDANO

Professor at SUPSI

MAIN RESEARCH

Complex Networks and Pervasive Computing

AIM: Bringing the workers and students into the (virtual) manufacturing of the future



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