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From simulating hazardous conditions to refining firefighting techniques, VR's immersive nature promises to revolutionize firefighter training, ensuring responders are adept at handling emergencies confidently. Through SAFAR commitment to innovation, these advancements aim to raise the standard of firefighter education across Europe, enhancing public safety and bolstering emergency response capabilities.



This project is funded by the Erasmus+ programme. It unites 6 partner organisations with various background from European countries: Czech Republic, Slovakia, Lithuania, Germany, the Netherlands and Cyprus.

Kick off Meeting in Pardubice

Exploring Innovative XR Technology: SAFAR Project Kicks Off in Pardubice, Czech Republic

Erasmus+ SAFAR project kicked off on 30 - 31 January 2024 during the gathering at the Upper Secondary School of Chemistry in Pardubice, Czech Republic. Partners from across Europe gathered to hash out the project's goals and discuss the exciting XR (extended reality) tech on the agenda. Against the backdrop of Pardubice's industrial charm, attendees brainstormed how XR could improve firefighter's and crisis managers' training site for the better.

During the meeting, participants discussed which XR technology would be put to the test during the Project. From immersive 360 VR to AR Augmented Reality technology, a variety of ideas were shared on how to apply these technologies for firefighter's and crisis manager's training. With a shared drive to tackle the challenges faced by emergency responders head-on, the group discussed and shared tasks to develop and start XR experimentation. As they parted ways, there was a sense of anticipation for the adventures ahead and the potential for XR to shake up the world of firefighter and crisis manager's training.



Katarína Holla from the University of Žilina. Faculty of Security Engineering is explaining her vision for SAFAR



The SAFAR Team is discussing all the different possibilities

Decision makers' training in Delft

Exciting Advances in 360VR Firefighter Training shared at SAFAR staff training in Delft

In March 2024 the picturesque city of Delft, the Netherlands was the backdrop for the SAFAR meeting - training. The Project partners from across Europe, convened for a staff training focused at the use of XR technology for training content development. This gathering was centered on exploring the integration of cutting-edge 360 VR video technology into customized e-learning modules designed for firefighter training, to review pedagogical and strategic preparation for the further steps in the project. Participants delved into the immersive potential of VR to elevate learning outcomes and replicate real-world scenarios in a secure environment.

Amidst intensive sessions, attendees engaged in hands-on training to harness 360 VR video technology for crafting interactive e-learning materials. The Partners used technologies from different vendors to create learning materials "on the spot".

Event

The host of the Delft Meeting, Project Partner [CrisisSim](#), brought the participants to [Panorama Mesdag](#), one of the earliest examples of virtual reality, predating modern technology by over a century. Panorama Mesdag, created in 1881 by Dutch painter Hendrik Willem Mesdag, is a cylindrical painting offering viewers a 360-degree panorama of the seaside village of Scheveningen, providing an early form of virtual reality. Mesdag ingeniously utilized perspective and depth to transport visitors to another world, immersing them in a meticulously crafted illusion of reality.



The SAFAR Team is visiting the Panorama Mesdag. Kęstutis Agintas of the Fire Fighters Training School is looking at the panorama.



The SAFAR Team is pictured before the old church of Delft after a typical Dutch lunch

What's next?

In the upcoming phase of the SAFAR project, CrisisSim, the Dutch partner, will lead training sessions to enhance project collaborators' proficiency in utilizing 360VR video technology with platforms like [WarpVR](#) and [3DVista](#).

Meanwhile, [SCP - School of Certified Professionals](#) from Cyprus will develop an augmented reality (AR) application tailored for firefighting training. This innovative approach merges digital elements with real-world scenarios, offering interactive simulations to refine firefighters' skills. These advancements underscore SAFAR's dedication to pushing the boundaries of firefighter education and preparedness.

The piloting organisations in Lithuania, Slovakia and Czech Republic will start evaluation of the readiness of the trainers and start working on the preparation for the development of the scenarios.

So stay tuned for more news!



Sotiris Pafitis is showing the SAFAR team the start of the AR application



A part of the opening page of the <https://saf-ar.com/> website

Website & Introduction videos

We are excited to share the new [SAFAR website](#), the premier destination for pioneering advancements in firefighter training leveraging virtual reality (VR), augmented reality (AR), and mixed reality (MR) – extended reality (XR). SAFAR is an innovative European initiative committed to transforming the landscape of firefighter's and crisis managers' training by harnessing immersive technologies.

Here, you will find the latest developments in VR, AR, and XR applications tailored specifically for firefighting scenarios. Immerse yourself in our introductory videos featuring each esteemed partner of the SAFAR project, where leading experts and organizations showcase their impactful contributions to this cutting-edge endeavor. Embark on the future of firefighter training with SAFAR and join us on this transformative journey at <https://saf-ar.com/>.

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