

# Multimodal Sensory Effectiveness

Improving the Realism of Virtual Reality Training

Moving Beyond the Digital Twin

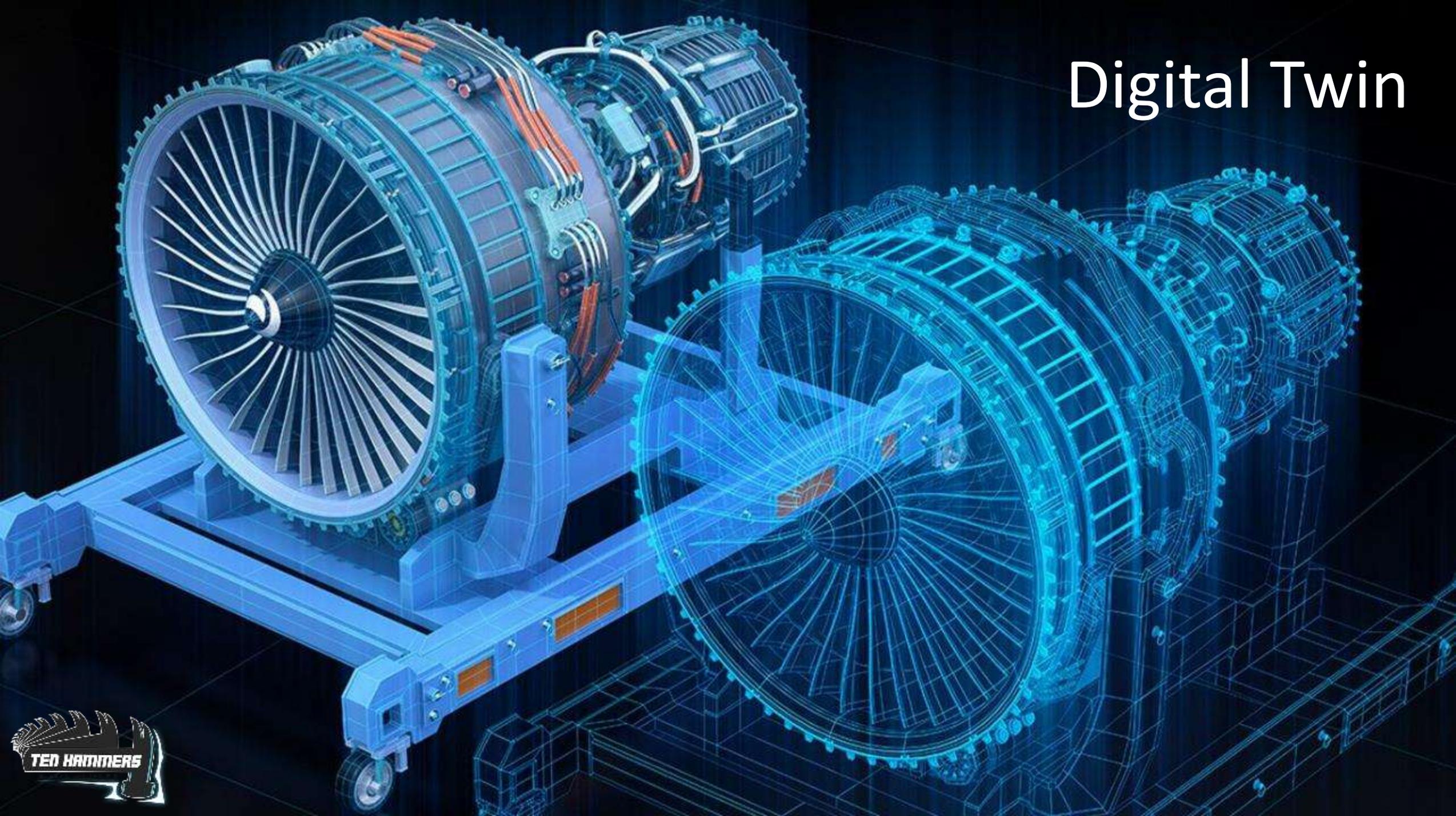
Denis Manson – Ten Hammers



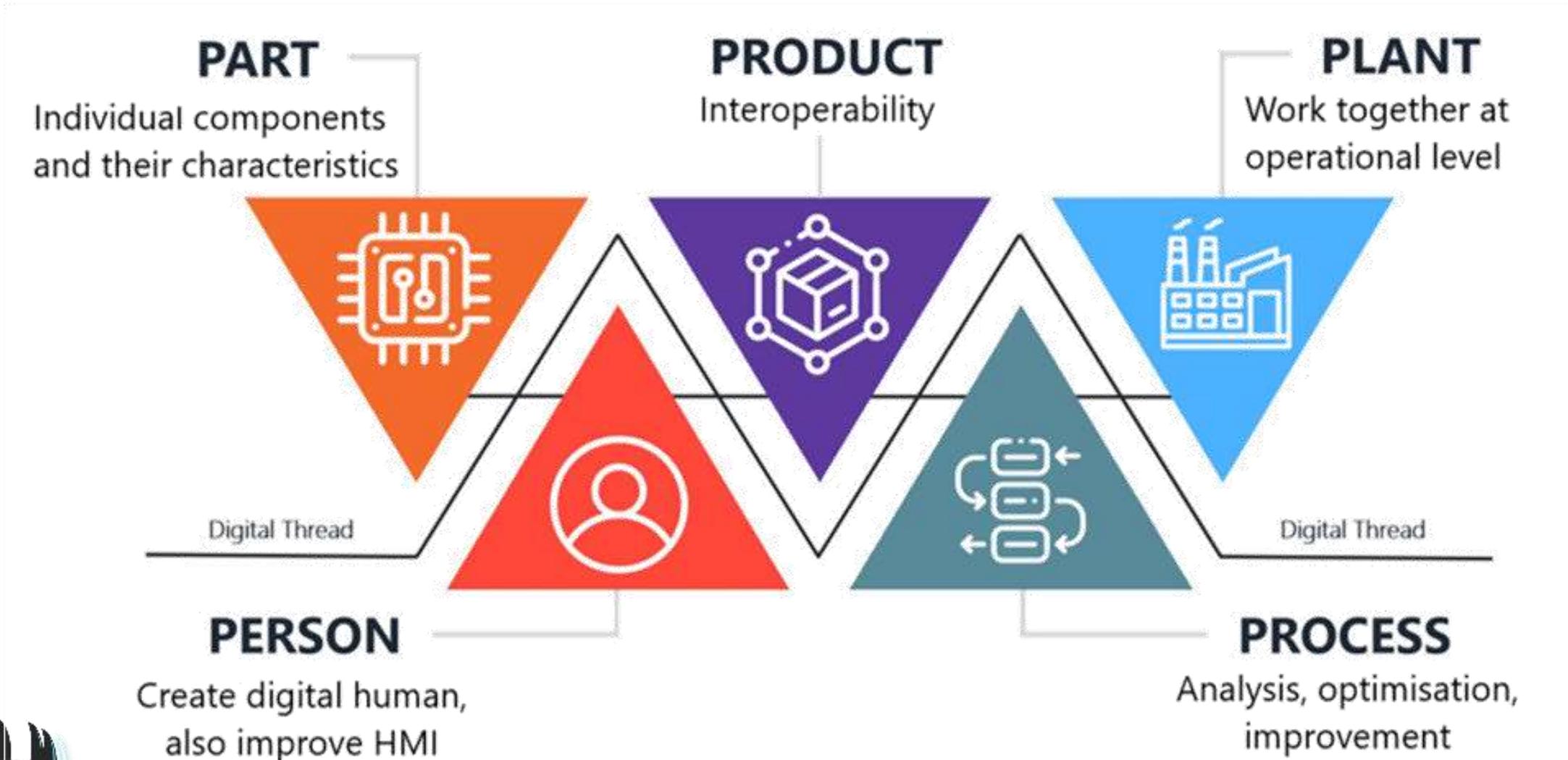
once upon a time



# Digital Twin



# One Way of Categorising Digital Twins



Courtesy: Jeff Winter

# How 'twin' is the digital twin?

# How 'twin' is the digital twin?



We KNOW we can GAIN  
by using extended reality.

But what do we LOSE?



# Senses



TASTE



SIGHT



TOUCH



SMELL



HEARING

**$2/5 = 40\%$**

# What Makes Training Most Effective?

## Trainee situational awareness

Cooper, N. et al (2018)

Multisensory feedback on task performance and the sense of presence in a virtual reality environment

Marucci, M. et al (2021)

Multisensory integration and perceptual load in virtual reality settings on performance, workload and presence

Melo, M. et al (2020)

Do multisensory stimuli benefit the virtual reality experience?

Hale, K. et al (2009)

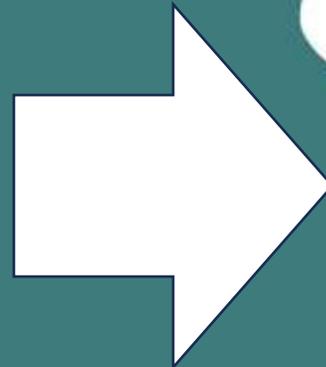
Multimodal sensory information requirements for enhancing situation awareness and training effectiveness



# Human Factors 101

# SITUATIONAL AWARENESS

1. Perception
2. Comprehension
3. Projection



Decision-making



# What Makes Training Effective in XR?

Presence and immersion

- Place illusion
- Plausibility illusion

“Being there”

“I know it’s not real, but this is truly happening to me!”





# Reduced sensory information?

Limited presence

+ Limited plausibility

= Less perception/comprehension

= Reduced situational awareness

= Less effective training



# Touch

Haptic feedback is available in various forms today.

But ... replicating weight and motion?

Not yet.





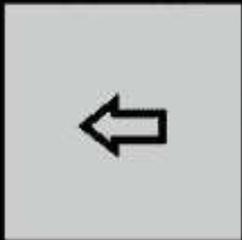
Smell and taste?



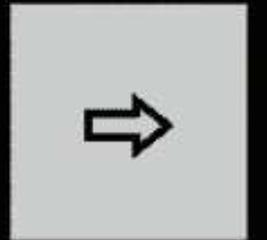
# Brain Stimulation



Single sense



or



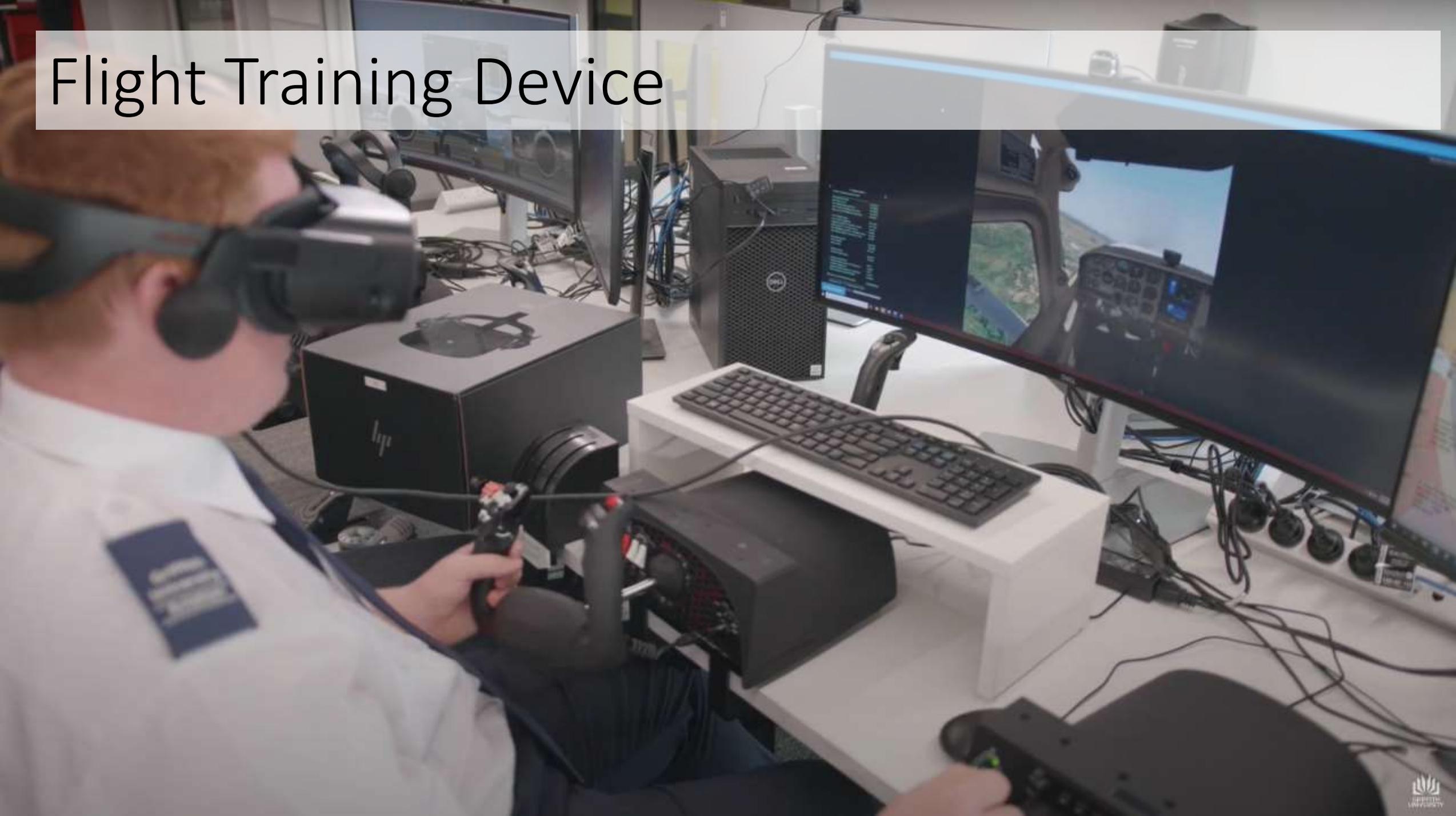
'full dive'



Multimodal sensory information enhances XR



# Flight Training Device



# Helicopter rescue crew rear deck



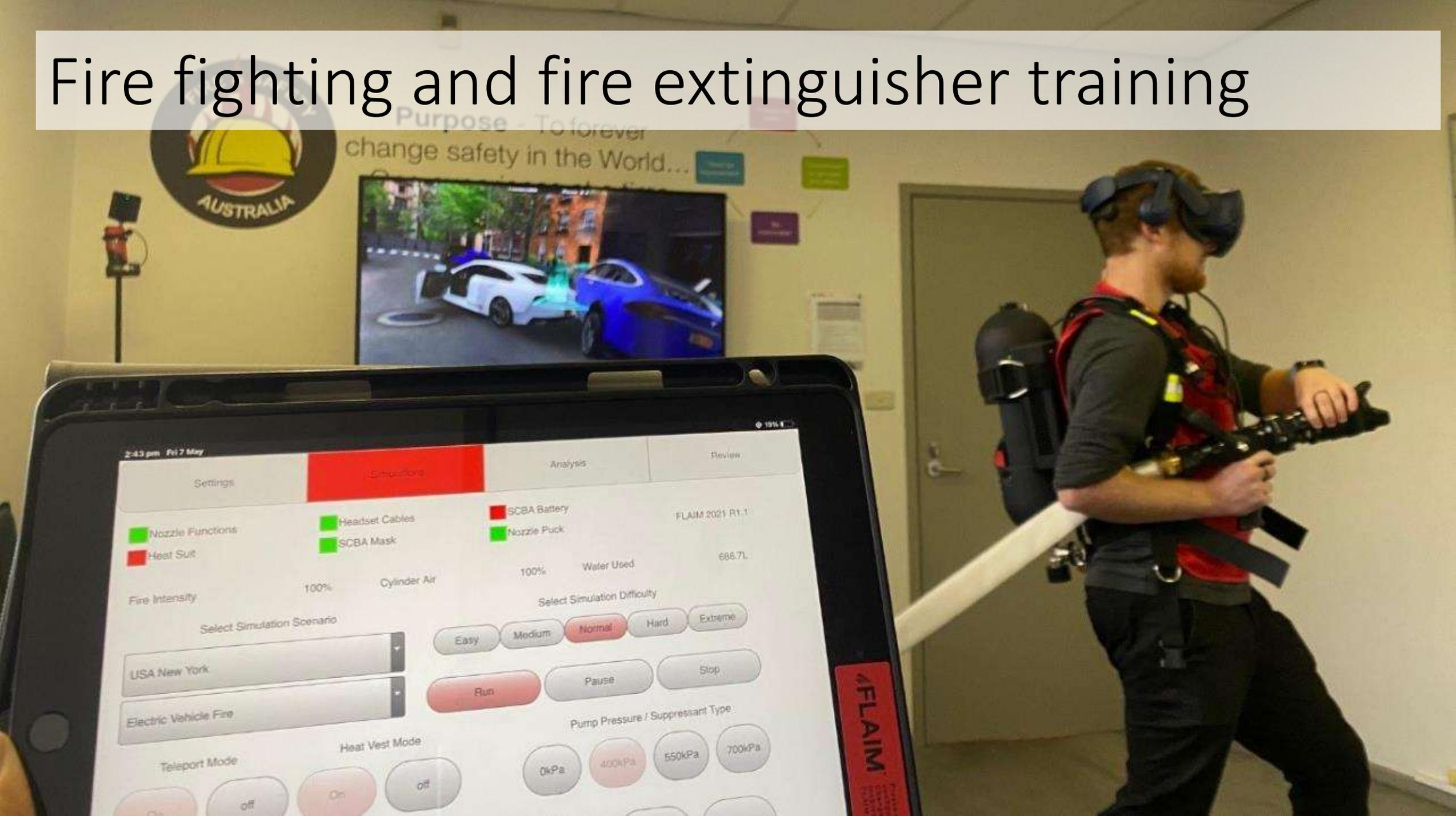
“Skills not attainable in the virtual world”

# Parachute training and commercial joy-jump

A man in a military-style harness and goggles is suspended in the air, likely during a parachute training exercise. He is wearing a dark harness with various straps and buckles. The background shows a training facility with computer monitors and a person sitting at a desk.

Also ... realistic practice for working at heights

# Fire fighting and fire extinguisher training



# First Aid and CPR



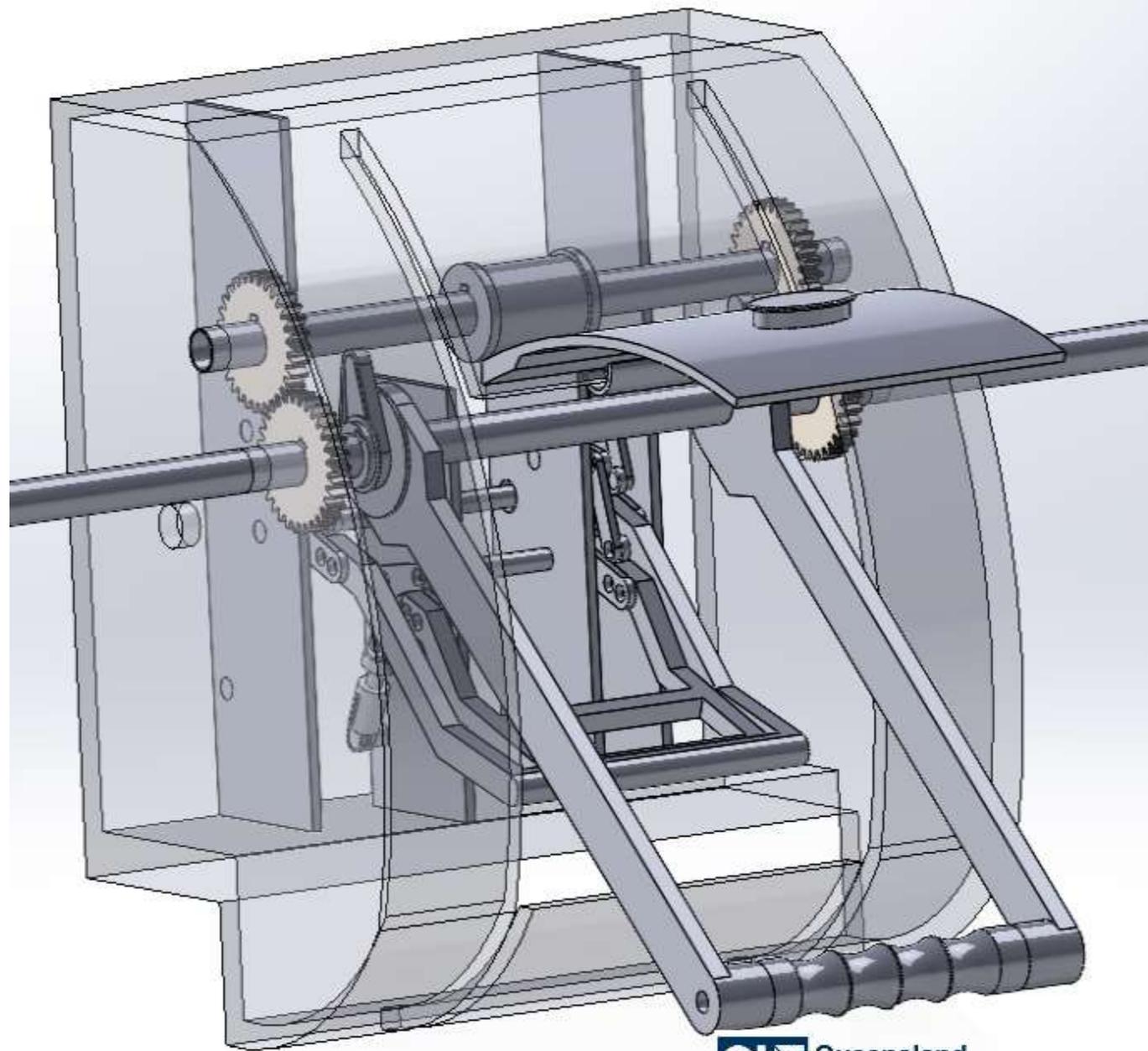
# Welding and soldering





# Cabin crew door training







What's coming next?





125 V



# Has VR Been Superseded?

- No!
- All XR resources are valuable
- All other training techniques



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Denis Manson - Ten Hammers

Thank you.

