VR stress game

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The VR stress game is a multiplayer simulation where you have to complete a set of tasks by communicating with your fellow cremates. You have to avoid the multiple distractions which the game throws at you. The game tests resilience and adaptibility with softskill drivers.

The roles appear on top of the head of your avatar

You put on the meta quest 2 VR headgear and your ingame avatar appears as a head and hands

The lecturer can design custom simulations of expected and unexpected surprises/distractions and make new scenarios. In these scenario's there are 4 Roles with responsibilities and communication

Captain
- Divide roles
- Gives the orders
- Requests information
- Think out loud with your own actions
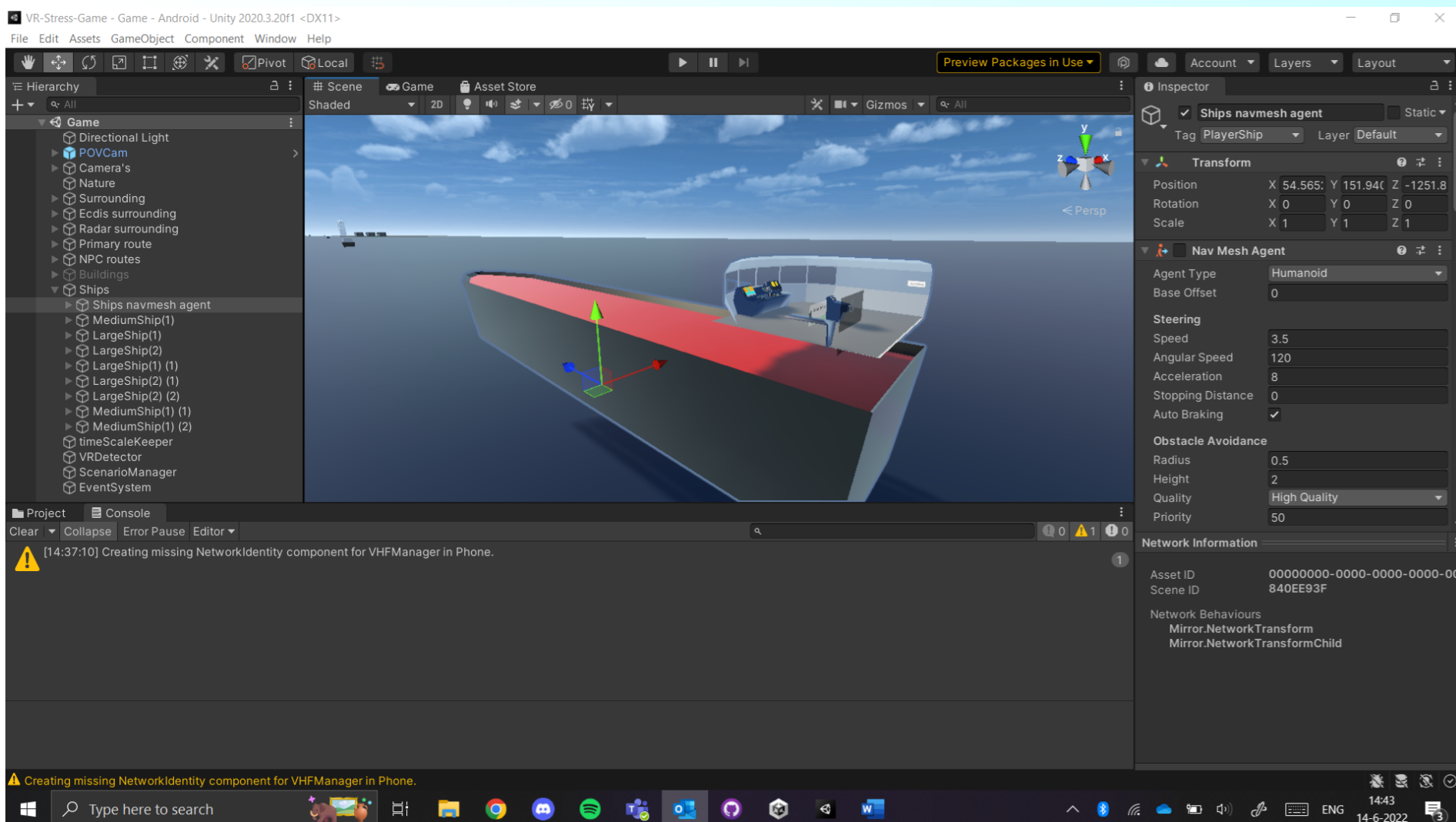- Closed loop communication

1st Officer
- Radar, monitoring traffic around and contact external parties
- Closed loop communication

2nd Officer
- ECDIS/navigation monitoring traffic around and contact internal parties
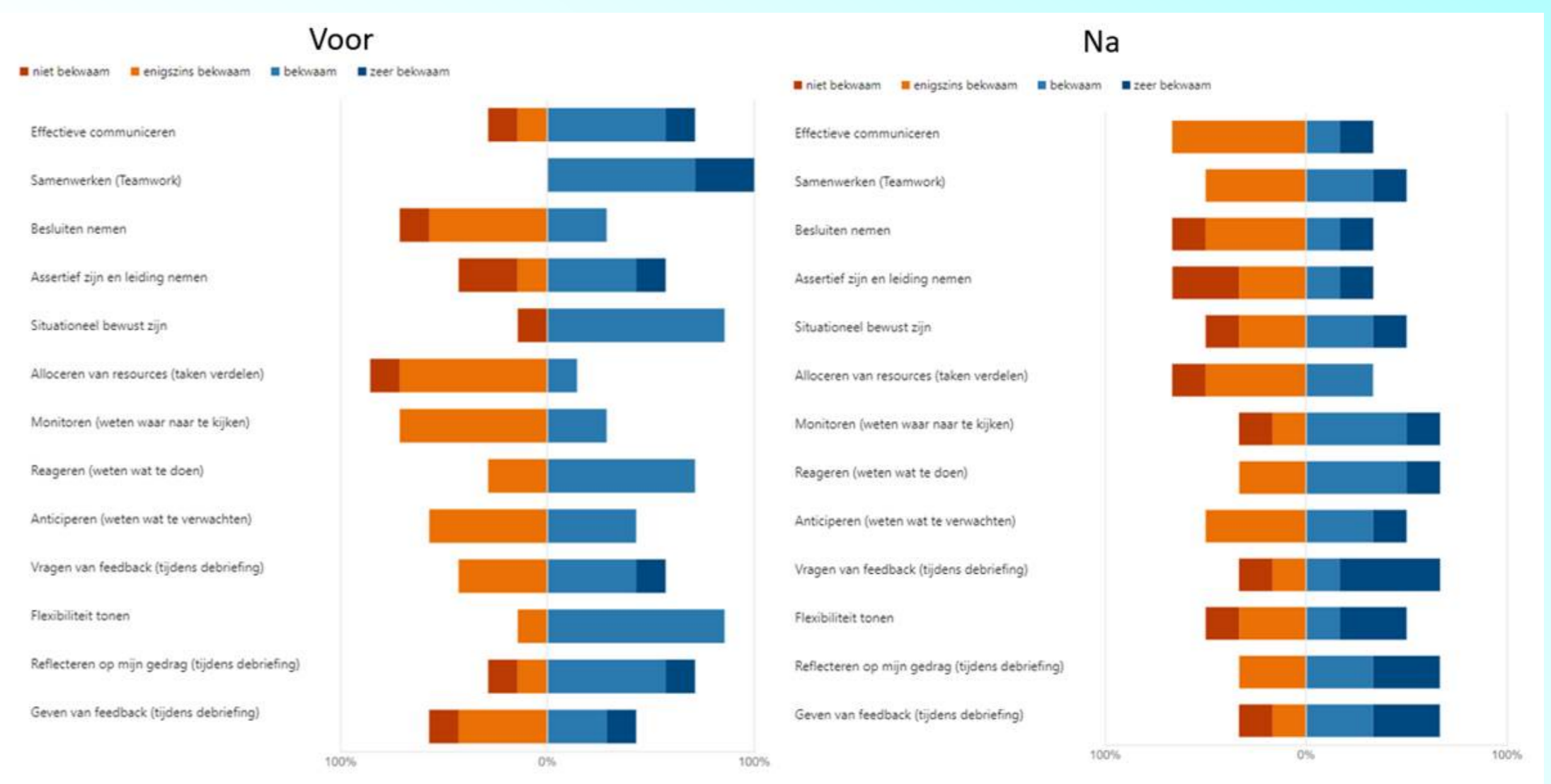- Closed loop communication

Helmsman
- Rudder orders
- Closed loop communication with captain

The VR game is created on Unity which provides stunning visuals and makes the game feel more lifelike making training more efficient and fun

The game is usually played with 4 people at a time

Experiment Data

The students judge themselves to be very proficient before-hand and much less proficient when it comes to teamwork after the simulation. This has resulted in the students becoming aware of their own skills. Furthermore, it appears that the students have made an improvement when it comes to monitoring, responding and anticipating. Students realize that communication is much more important than they realized beforehand. By playing the game they realize that it helps them: being able to practice, observing others and having a discussion on softskills