



TSIM – Technical Simulator

TSSIM

- What is TSIM?
- What can it do and what are the limitations?
- Who are the intended users?
- Why?

What is TSIM?

TSIM is primarily an interactive virtual training platform for use in Mine Action. It is supported by the of the off-the-shelf gaming engine - UNITY.



TSIM was initially designed to serve as a support tool for MA courses, principally for a generic TS course. It is not meant to replace or substitute the practical training in any way, but to complement it and support it.

- Teaching tool
- Testing tool
- Analytical tool

What can it do and what are the limitations?

In summary:

- It allows creation / simulation of a realistic or potential operational scenario, in a safe virtual environment
- It can create a scenario from “scratch”
- It can create a scenario based on the real maps and NTS reports
- It can retrace the steps in order to see what was done and could it be done better
- It can be used as a testing platform for MA courses
- It will be able to do various analyses in order to improve operational and cost efficiency (Phase 3 dev)



TsimDemo_v2.mp4

Who are the intended users?

- Operators
- National Authorities
- Training centres
- Researches

Next Steps

- Complete the Phase 3 of development which will mainly focus on adding analytical functions and some general improvements of current version
- Present it at the generic TS training in May 2019 and get the feedback from participants
- Explore where TSIM can be used in training courses other than TS
- Create and launch the online version
- Consider further development of tool (VR POV etc.) – dependent on the interest and feedback

Questions at the end of presentations
Thank you



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