

AREA HEALTH AND SAFETY RISK ASSESSMENT FORM (RA1)

Assessment Reference No.		Area or activity assessed:	VR Fire Fighter Simulation project
Assessment date	05/10/2017		
Persons who may be affected by the activity (i.e. are at risk)	Alfie Sargent		

SECTION 1 : Identify Hazards - Consider the activity or work area and identify if any of the hazards listed below are significant (tick the boxes that apply).

1.	Fall of person (from work at height)		6.	Lighting levels		11.	Use of portable tools / equipment	Y	16.	Vehicles / driving at work		21.	Hazardous fumes, chemicals, dust		26.	Occupational stress	Y
2.	Fall of objects		7.	Heating & ventilation		12.	Fixed machinery or lifting equipment		17.	Outdoor work / extreme weather		22.	Hazardous biological agent		27.	Violence to staff / verbal assault	
3.	Slips, Trips & Housekeeping	Y	8.	Layout , storage, space, obstructions	Y	13.	Pressure vessels		18.	Fieldtrips / field work		23.	Confined space / asphyxiation risk		28.	Work with animals	
4.	Manual handling operations		9.	Welfare facilities		14.	Noise or Vibration		19.	Radiation sources		24.	Condition of Buildings & glazing		29.	Lone working / work out of hours	
5.	Display screen equipment	Y	10.	Electrical Equipment	Y	15.	Fire hazards & flammable material		20.	Work with lasers		25.	Food preparation		30.	Other(s) - specify	Y

SECTION 2: Risk Controls - For each hazard identified in Section 1, complete Section 2. For more complex activities or projects you are advised to use Form RA2.

Hazard No.	Hazard Description	Existing controls to reduce risk	Risk Level (tick one)			Further action needed to reduce risks (provide timescales and initials of person responsible)
			High	Med	Low	
2	Potential trips /falls due to cables	There will always be an assistant during the operation of the virtual reality equipment to ensure that no cables can trip anyone up. Furthermore, the environment in which the user will operate in will be cleared of any obstacles.			Y	
30	Potential nausea due to the inherent nature of the virtual experience.	It is not uncommon for users, after a large amount of time, to feel nausea from using VR. This will be solved by having a strict time limit of 15 mins per experience in VR. Furthermore, the application can always be closed and the headset taken off to avoid this at any time.			Y	
5	Display Screen	Throughout the development of the project a screen will be used for the programming of it. Precautions will be taken to ensure that the screen will be at a standardised brightness and angle to avoid eye strain and regular breaks will be taken to minimise this risk further.			Y	

8	Layout and Space	The VR equipment requires space in which the user can freely move. This space will be clearly marked on the floor of the operating environment and a supervisor will ensure that during testing that no one else will enter the area when the equipment is in use.			Y	
10	Electrical Equipment	All electrical equipment used will pass a standard safety fire test to ensure that it is safe to use. Furthermore, any exposed wires used will be kept secured to minimise the risk of falling			Y	
11	Use of portable tools	The equipment being used is portable; the user can move around when operating. Therefore, the environment in which it is being used will be kept clear throughout the duration of its use.				
26	Occupational stress	Take regular breaks from work			Y	
Name of Assessor(s)		Alfie Sargent	SIGNED		ALFIE SARGENT	Number of continuation sheets used:1
Review date		05/10/2017				