

H2020 - WEKIT

Wearable Experience for Knowledge Intensive Training

Helin Kaj¹, Fominykh Mikhail², Vizzi Carlo³

¹VTT Technical Research Centre of Finland Ltd: Finland; e-mail:kaj.helin@vtt.fi

²Europlan-UK Ltd.; UK e-mail:mikhail.fominykh@europlan-uk.eu

³ALTEC SpA; Italy; e-mail:carlo.vizzi@altecspac.it

Objective

WEKIT project is to build and test a smart and AR-based experiential learning platform that is the first of its type, then to share our methods and research findings widely and make them part of the repertoire of Europe's TEL communities and end-users. Sub objectives are:

- Obj.1. to develop a conceptual framework for capturing workplace experience and show it via AR and WT
- Obj.2. to evaluate the pros and cons of capturing workplace experience
- Obj.3. to develop a vendor-neutral technological 'The WEKIT technological platform'
- Obj.4. to design and evaluate a prototype
- Obj.5. to creation of a roadmap by the WEKIT consortium and stakeholders

Use cases

The framework developed will be tested and evaluated in 3 Industrial cases:

- **Aircraft maintenance:** exploiting AR and WT for inspections, decisions making and safety (Fig. 1)
- **Healthcare:** exploiting AR for improving innovation in technology and responsibility in healthcare applications for medical imaging (Fig. 2)
- **Space:** exploiting AR and WT for astronauts training and for supporting the assembly integration and test of payloads and sub-systems (Fig. 3)

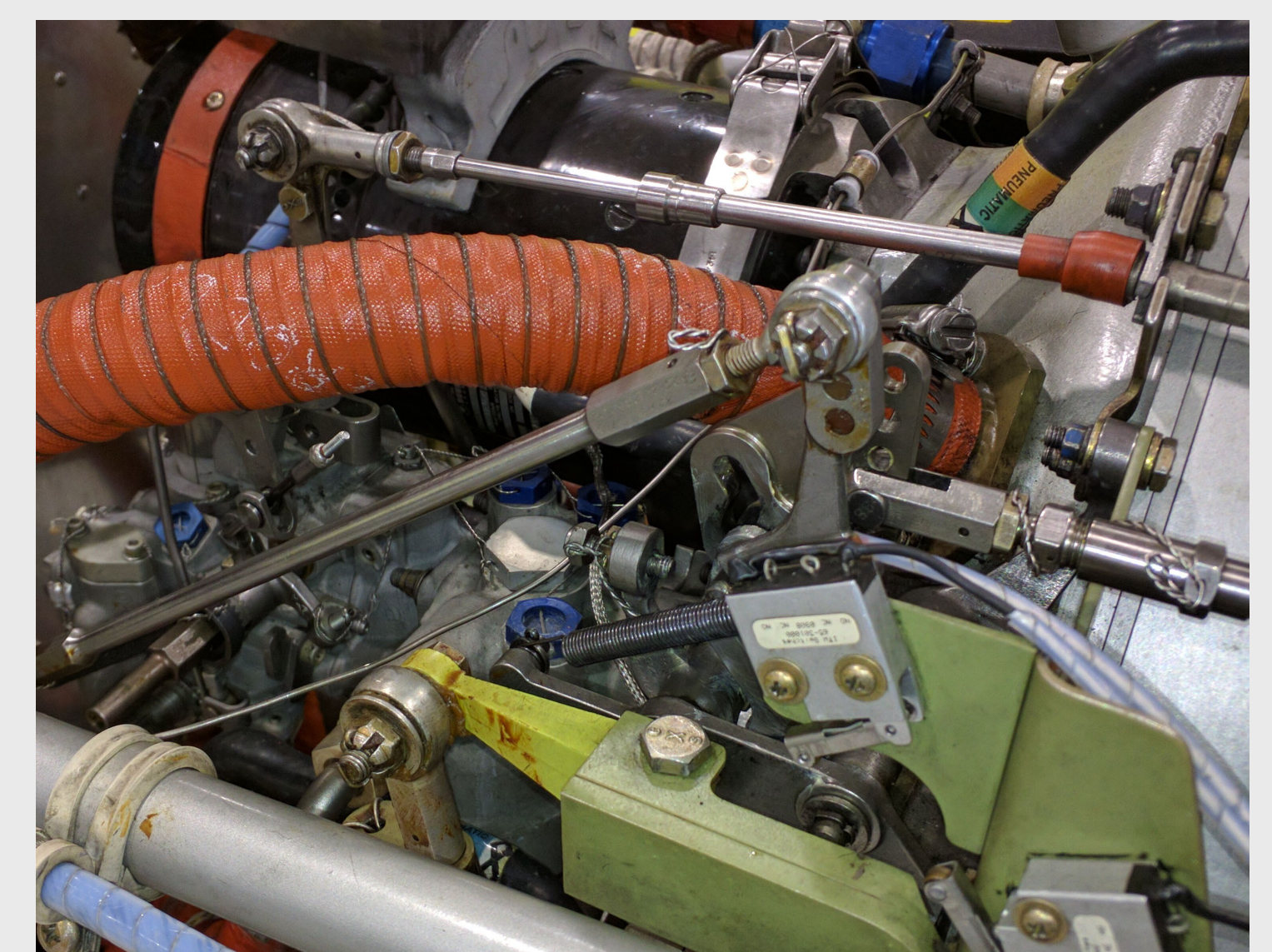


Fig. 1 One of the aircraft use case: Engine rigging in hangar



Fig. 2 Healthcare use case

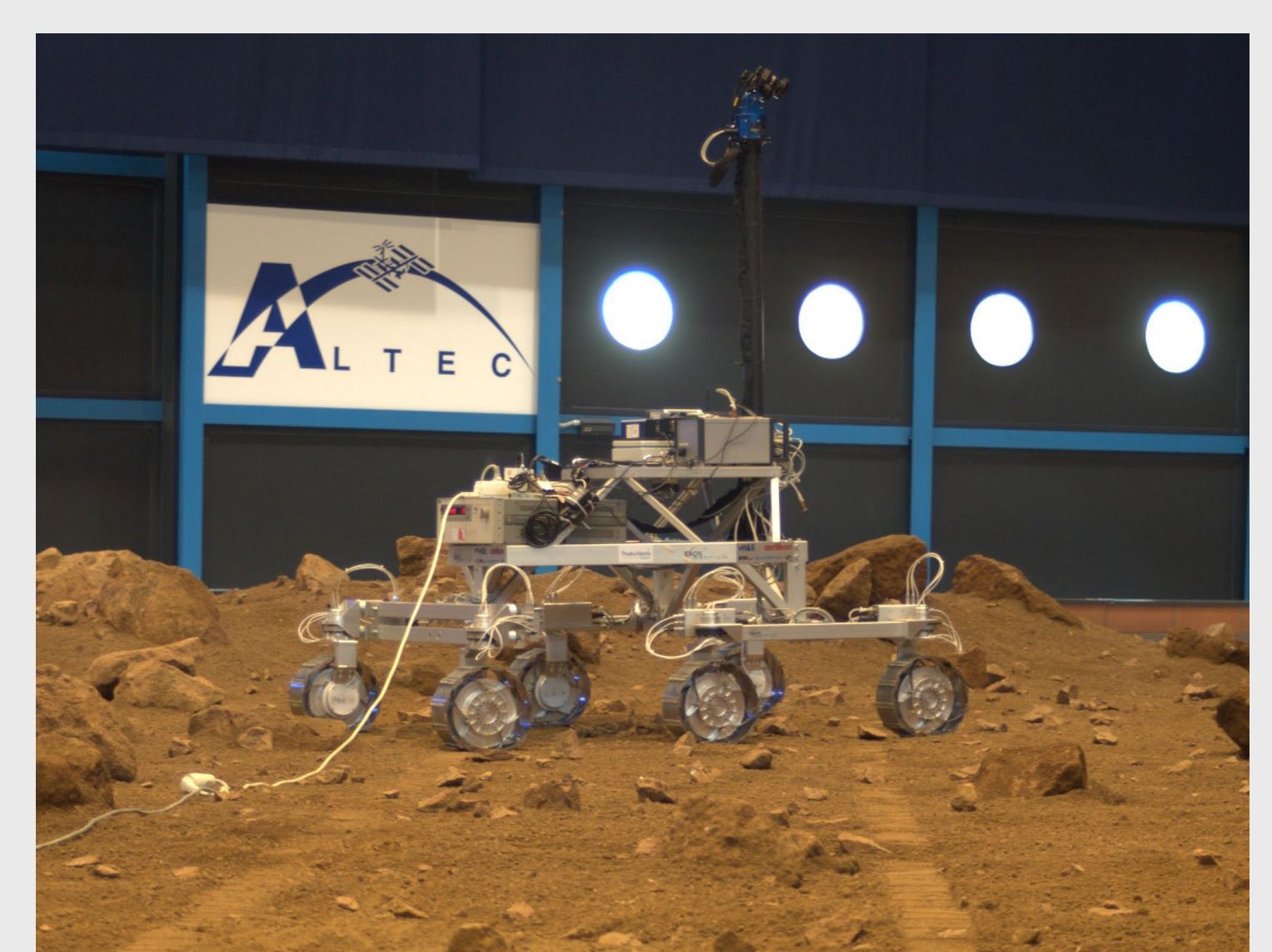


Fig. 3 One of the space use case: Maintenance on Mars Rover