HIVE

Immersive Flight

Introduction

We at Hive believe that VR is going to change the way people train for real flights.

Our research shows that complete virtualization of cockpit will take many years.

Therefore, it is imperative that we use VR to reduce the time needed for pilot to get the licence.

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Why VR?

The main benefit of VR is the immersive representation of the flight experience and provides great learning advantage.

Key benefits include reduced training costs, savings on aircraft familiarization and faster training.

Therefore, it is imperative that we use VR to reduce the time needed for pilot to get the licence.

If the VR experience is realistic enough the users mind can be tricked into believing the reality.

Pilots must memorize dozens of checklist, rules and procedures.

VR assisted learning has the potential of improving knowledge retention by up to 400%

The Complexity

Caution panel

OAT

Eng Transmission Fuel Parameters

Flight and Navigation instruments

RPM indicator

Fuel Valve

Roadmap

We develop immersive flight simulating fun games

The main idea is to teach the flight check procedures in a fun and immersive way

Also to provide the manual control with added components.

To this end we have developed a 2 plane racing game.

Most of the development was done in Ubuntu 22.04 with Unreal Engine 5.0

Team

I am a VR enthusiast and quite new to VR development.

I learnt a lot during this Hackathon and would surely like to continue working in this field.

Demo