

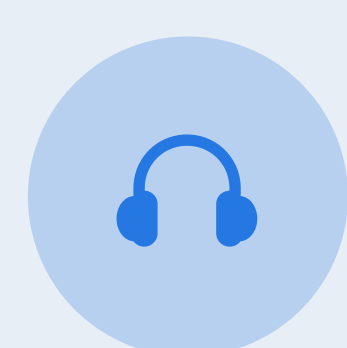


Feeder Protection Relay

Training Overview

Feeder protection is the most commonly used type of protection. In case of a fault, it must be prevented from spreading to healthy parts of the network. The relays also have to minimize damage to the cables and other connected equipment and to ensure safety for everyone. Trough the training attendees are able to explore the feeder protection relay and given with a task to configure a primary current value.

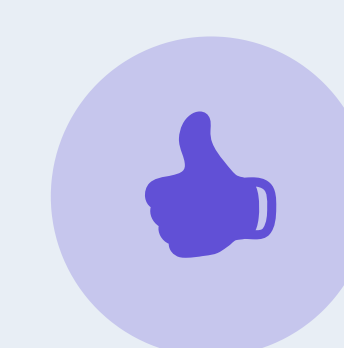
Training Key Features And Main Takeaways



Visual And **Audio** Guidance



Average Time To Complete **12 min**

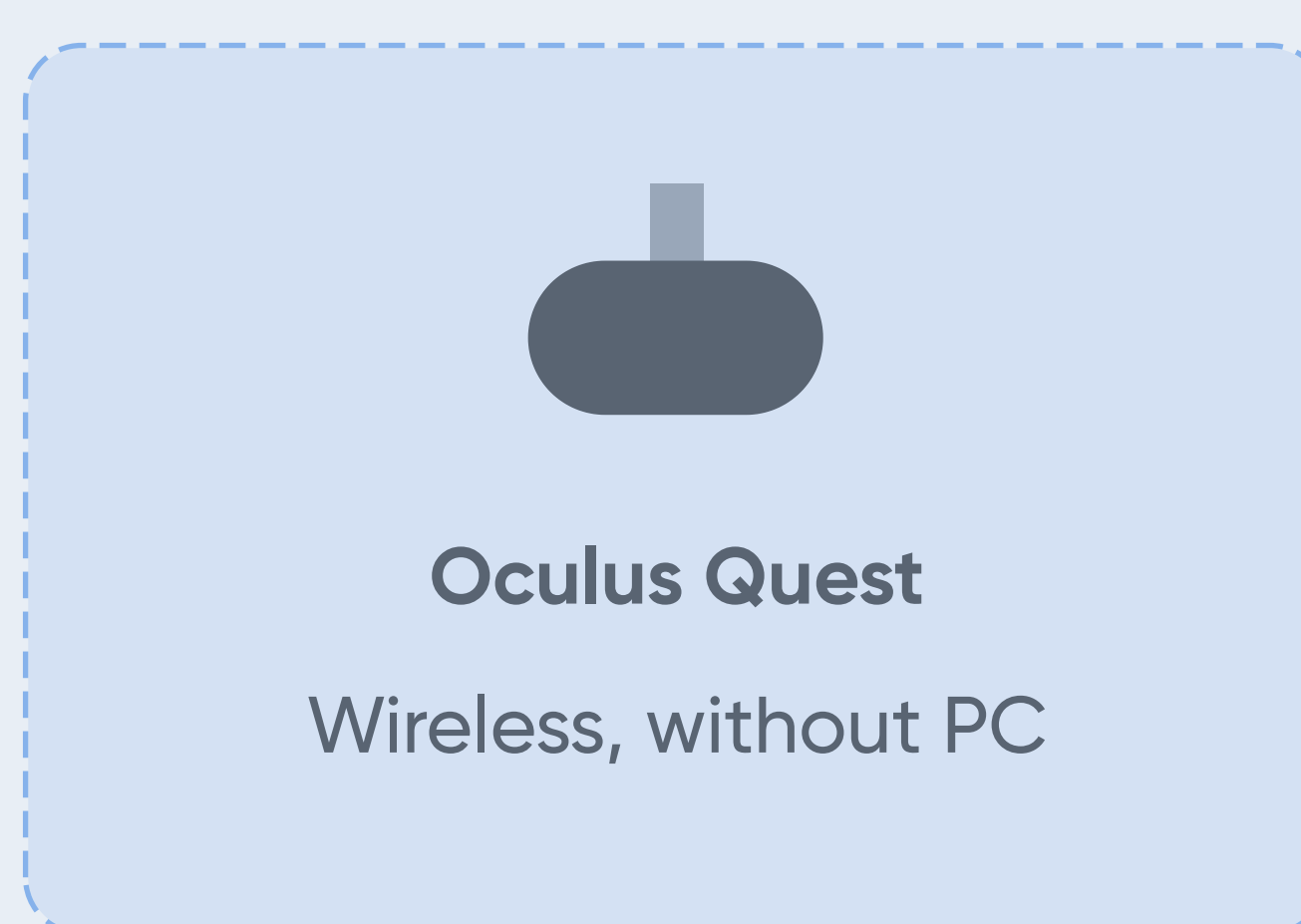


User Friendly Experience For **First-Time Users**

What Skill Do You Acquire After Completing

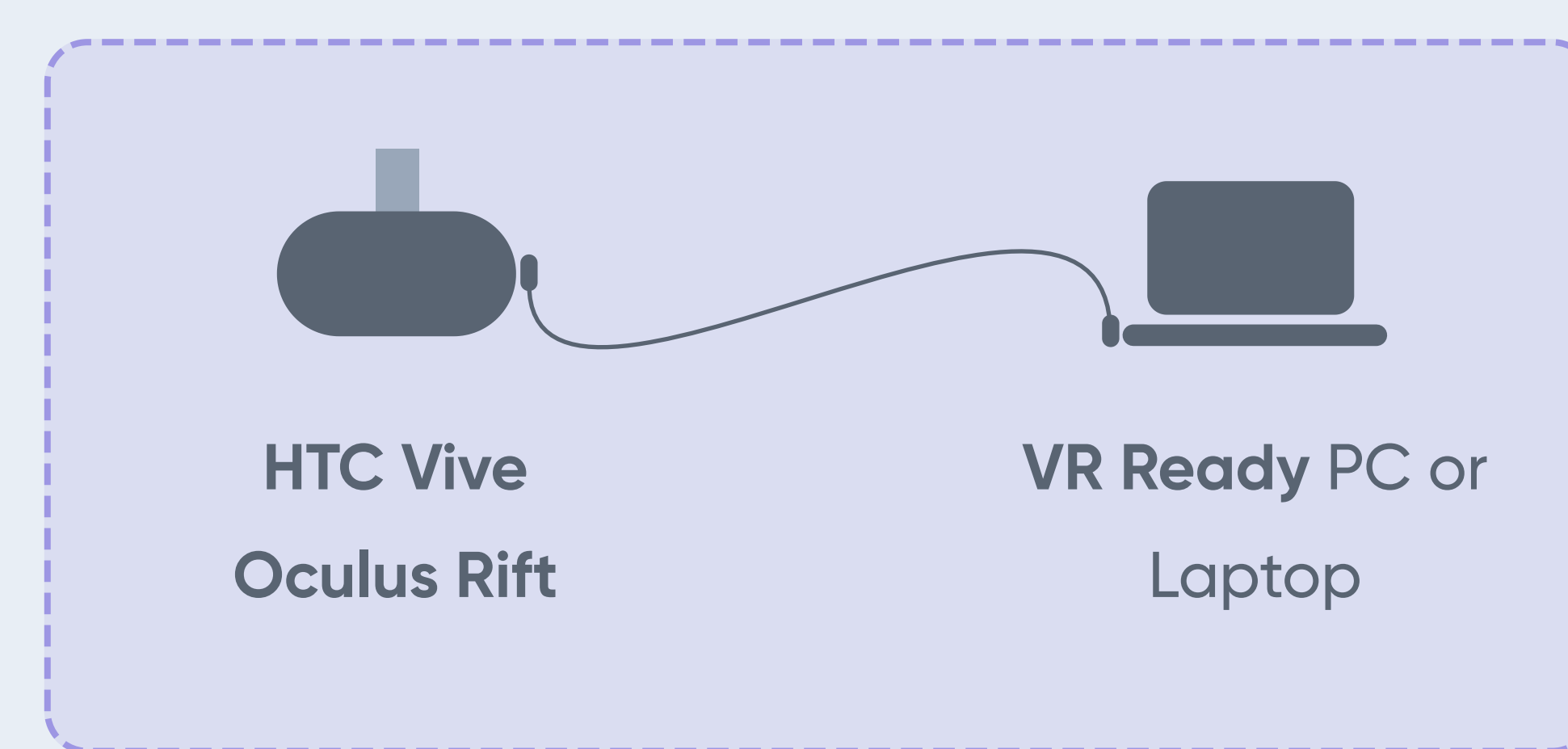
Trough the training attendees will be given with functionality descriptions, input and output devices and indicators, setting parameters and technical data sorted per function. Attendees also can explore the entire menu tree and configure the primary current value. The training can be used as a technical reference during the engineering phase and normal service.

Hardware Requirements For Using VR Training At Your Own



Oculus Quest
Wireless, without PC

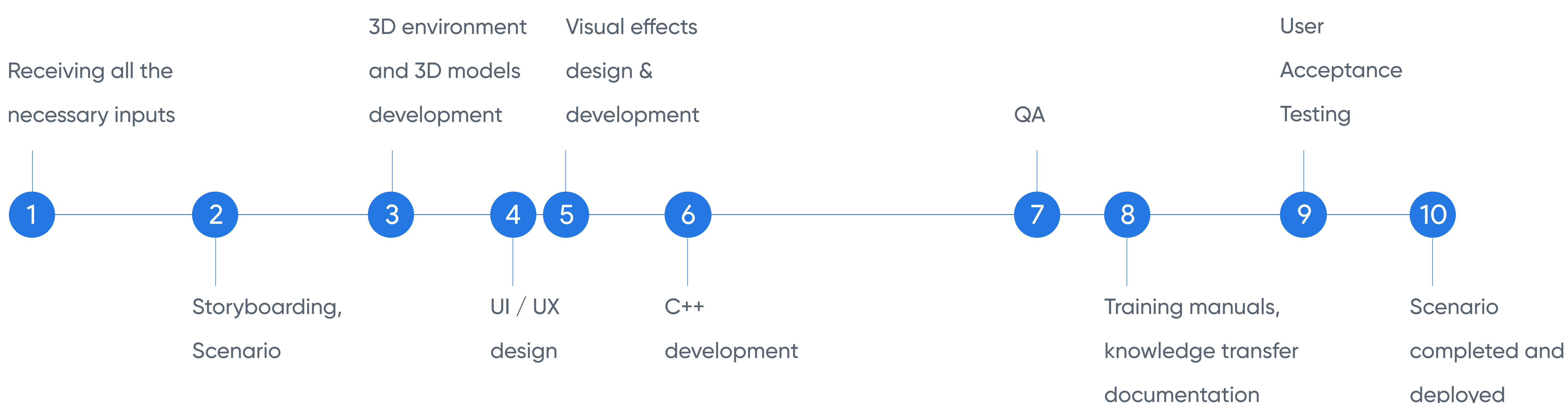
OR



HTC Vive
Oculus Rift

VR Ready PC or
Laptop

Our Development Process Roadmap

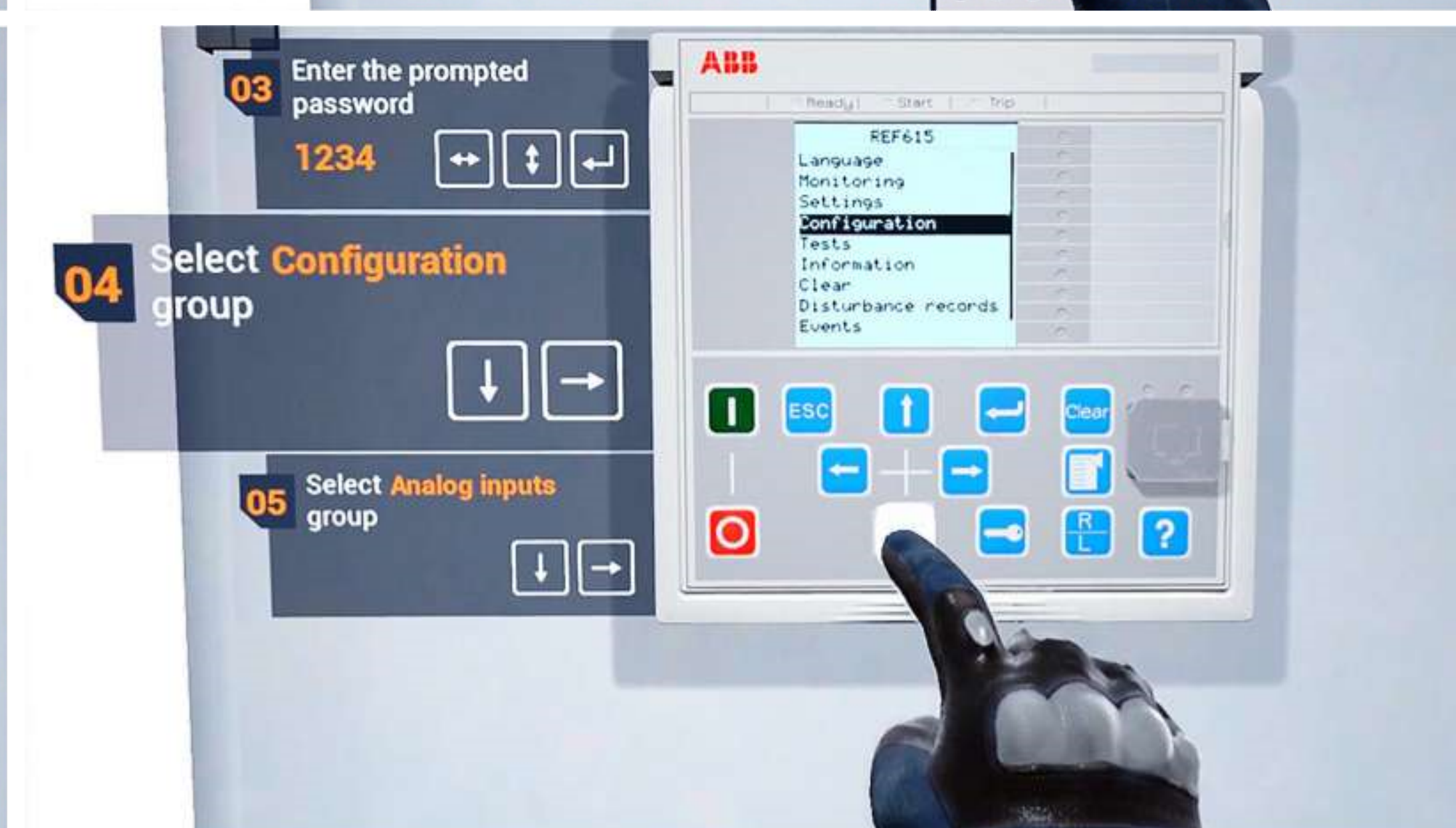
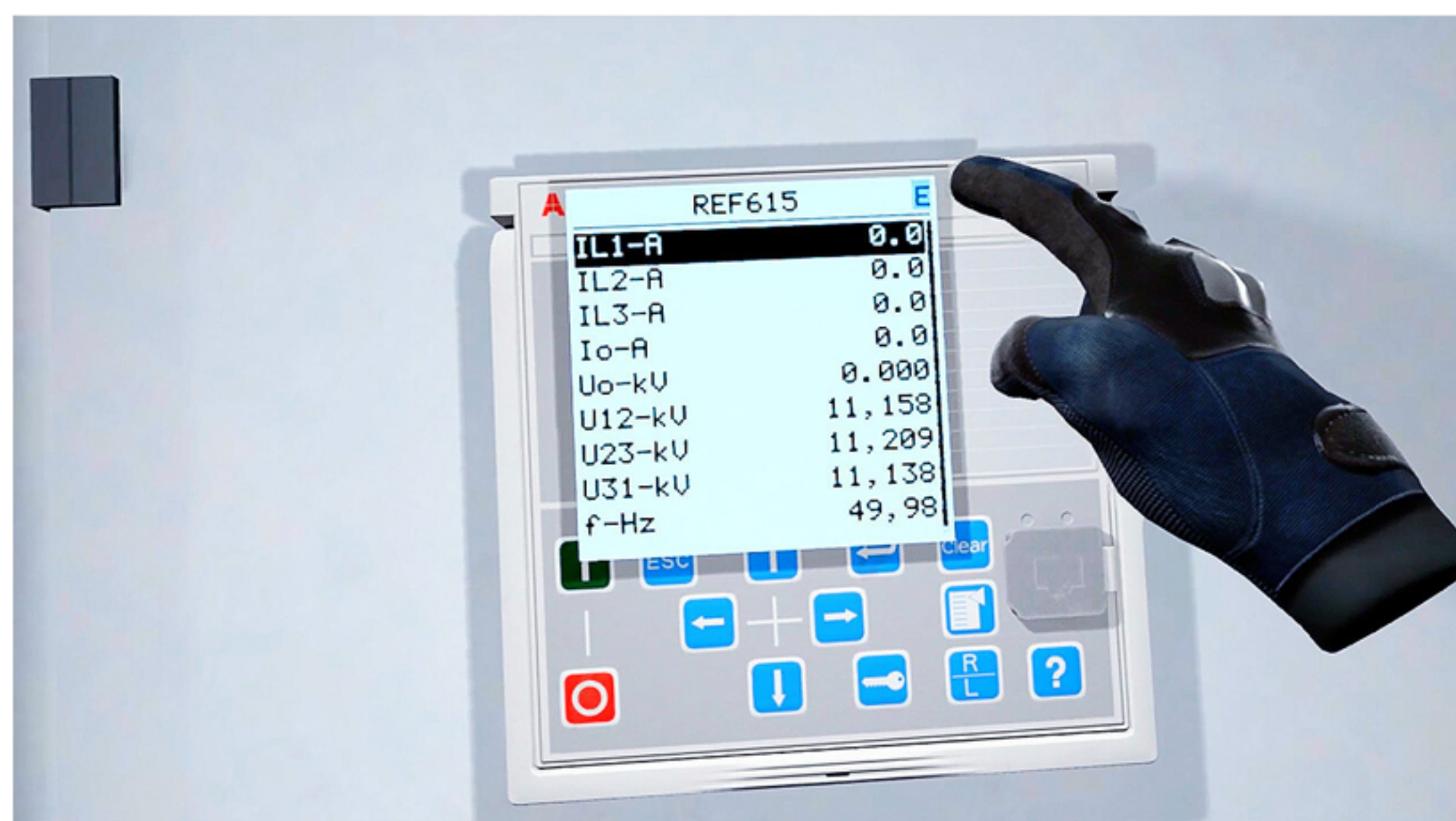


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Virtual Reality Training _____



VR Benefits Over Traditional Education

Employees who would otherwise be subject to training in harsh, high-risk circumstances can learn and make decisions in a physically-safe environment through VR. The safety factor alone can be enough to justify investment in VR due to the cost of accidents both in training and on the job. Heavy equipment doesn't have to be brought to a special training location, or suffer wear and tear as numerous trainees learn how to operate it.

On Average, Early Achievers Derive Higher Benefits As Compared To The Rest



26 %

More Profitable

According To The Study, Those Enterprises That Use AR / VR Technology Are On Average 26% More Profitable Than Their Competitors.

*Source: Capgemini Research Institute, Augmented And Virtual Reality Survey; May-June 2018, N=603 Organizations That Are Exploring And Implementing Augmented Reality And Virtual Reality; N=134 Early Achievers