

New Technologies for Future Learning - Providing training options in fire behaviour training

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Focus of research:

- Strengths and weakness of existing training approaches
- Can delivery and development improve through educational multi-media applications?
- Effective training approaches to deliver new research material

Benefits:

- Innovative learning products for end users
- Best practices in adult training and education
- Building learning modes to meet specific industry needs
- Generic framework and learning model suitable for resources and training development in fire and land management

Project phases...

- Literature review
- Design of evaluation instrument
- Interviews and trainer profile
- Collaborative Design Workshops
- Trialling of new framework
- Observations and data collection
- Post trial workshop to evaluate data and refine learning package
- Evaluation of model and report on evaluation instrument

Overview

Effective training is a key component to integrating new research outcomes into practices in the field. This PhD study aims to examine new approaches to the delivery and development of training in fire behaviour and management. It uses specific examples of new fire modelling tools and understandings in fire mitigation and management.

An example of how learning technologies can enhance fire behaviour training is the 'VR 360° Panoramic' learning package.

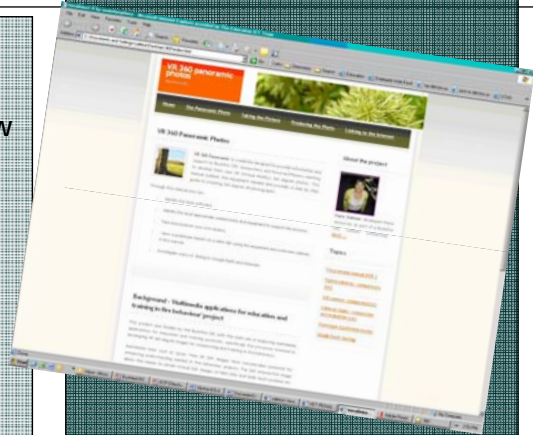
The learning package provides information and support to those wanting to develop their own VR photos. This manual outlines the equipment needed and provides a step by step guide to creating 360 degree VR photographs.

Through this manual you can:

- Identify the best software
- Identify the most appropriate tools and equipment
- Take and produce your own photos
- View a prototype
- Link to Google Earth and Hotspots

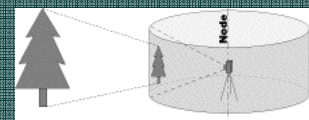


Learning technologies example - VR 360° Panoramic



The 'VR 360° Panoramic' learning package is a good example of how multimedia applications can be used to enhance training in fire behaviour. This package was put together by BCRC researchers to assist trainers (and researchers) in building their own virtual reality photographs.

What is a VR 360° Panoramic photo?
VR 360° panoramas provide the user with an immersive 360 degree view of a location. These are produced by taking a series of photographs for 360 degrees on the horizontal axis and 180 degrees on the vertical axis and then stitching them together.



How can these help with fire behaviour training?

Using 360° virtual reality photographs helps to transport the trainee into bushland locations. It's a virtual reality field trip. Trainers can use these photos in their presentations or as a component of their learning materials. Use the photos to provide real world examples to illustrate key points, to build understanding about fuel loads, for example, or to get students to make assessments of locations based on their learning. The possibilities are endless.