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Produced by the NASA Center for Aerospace Information (CASI)
Safety awareness simulation experience

Prototype, for wide access via web-based learning

You are responsible for your own safety!
Most training is all talk,  
No action

Most simulation disassociates the person from the experience

STAY ALIVE utilizes 1st person PoV to make safety your 1st priority

STAY ALIVE uses:

- Realistic graphics
- Scary special effects
- Off-nominal conditions
- Severe time constraints, &
- Unfamiliar surroundings

to get your attention.
STAY ALIVE uses:

- Interaction
- Distraction
- Scorekeeping, &
- Your life on the line

to keep your attention!
Prototype Scenario #1: Escape a Lethal Fire

• Visiting your typical Office, USA
• Fire alarm sounds!
• Multiple doors, only 1 exit—
• Did you pay attention to the signs?
• Your performance recorded!
After you die, you can try again.

STAY ALIVE's performance reviews & safe repeatability help you:
- Enhance awareness
- Gain experience
- Utilize practice
- Facilitate mastery
No monotony---Simulations can be changed, easy and often

Engaging and informative, you’ll want to do it every time

Your new knowledge, habits, & skills can be transferred to any situation!
Game-based simulation is not a magic bullet!

Game technology has improved greatly in recent years

- Database size
- Distributed Multi-player
- Terrific graphic quality
- Speed
- Ease of use
However,

- theme-restricted content limits range of application
- proprietary file types prevent transfer
- largely limited to PC platforms
- work-arounds sacrifice features
- most require a training course
- even then, only fast with experience
- they're too complicated!

We have no working sim to show you today because:

- Interoperating too complicated
- Acquisition process took forever
- We don't need guns & ammo
- The UI not intuitive
- Training not readily available
- File types won't play nice
- Standard equipment seizes
STAY ALIVE’s future development could include:

- More scenarios
- More performance measurement & feedback features
- Supplemental information
- Recommendations you can use
- Other technology

How complicated will that be?

This industry needs a builder that is:

- Plug-and-play interoperable
- Content-neutral
- Quickly customizable
- Expandable
I'm talking the Burger King of Simulation

("Have it Your Way")

This is the perfect group to make that happen!

So how do we keep our simulation dream alive? We welcome your input.
(Does anybody know how to get out of here?)

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STAY ALIVE is an idea for a safety awareness simulation prototype, powered by gaming technology, that would make safety training enlightening, engaging and fun. Recalling initial instructions and using situational awareness principles, participants would escape a fire by choosing the appropriate door. Escape times would be measured while stressors increased. This presentation describes how STAY ALIVE utilizes first person point of view (PoV), a generic scenario, immersion- and presence-enhancing design, and ease of distribution to provide more people opportunity to realize, review, analyze and practice effective awareness behaviors. The goals for this prototype include facilitating interest in first-person PoV safety training and eliciting further suggestions on prevention technologies.

STAY ALIVE
Simulation for Situational Safety Awareness
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