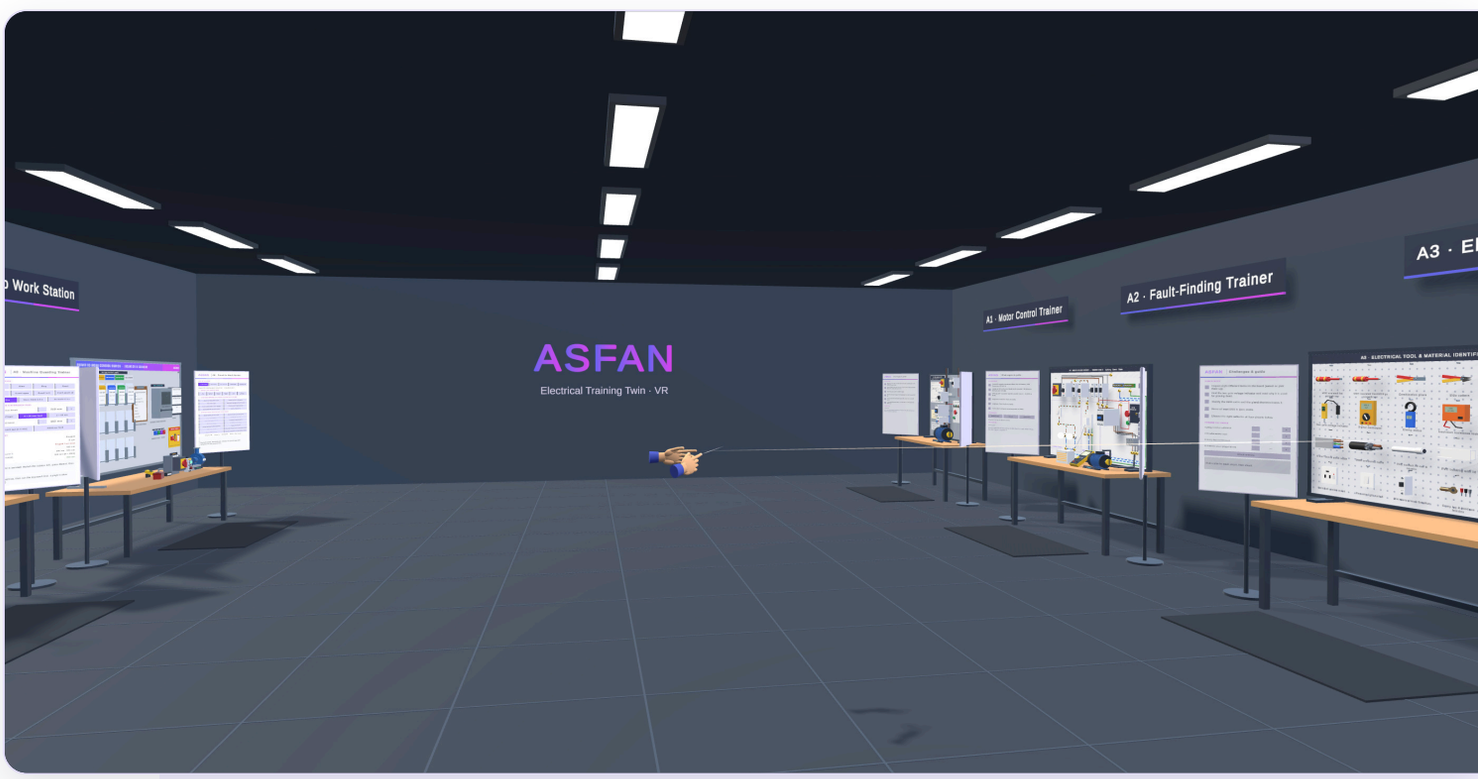
ASFAN

VR EDITION

A VIRTUAL WORKSHOP FOR ELECTRICAL TRAINING

Electrical Training Twin

Step into a full training lab. Nine trainer rigs stand on their own tables at real size, ready to be switched, tested and fault-found with your own hands, with no live voltage in the room.



9
trainer rigs in one lab, all live at once

1:1
real-size equipment, operated with your hands

51
tools, fittings and materials to pick up

WHY VIRTUAL REALITY

Hands on the equipment, without the risk

The VR edition puts the trainee in front of the same rigs they will meet in the workshop. They reach out, operate a breaker and see the result, as many times as it takes.

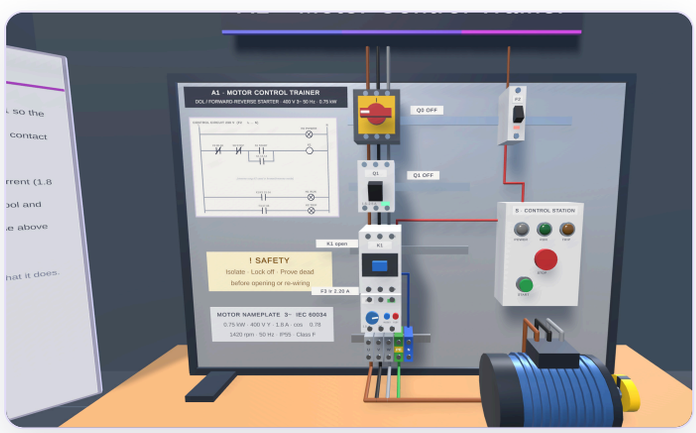
1 **Your hands, not controllers**
The trainee sees hands. Point a finger to operate a device; close the hand on a tool and it settles into the palm with the fingers around it.

2 **Real size, real layout**
Boards, isolators, push-buttons and motors are at their true size and height on the bench, so reach and posture match the workshop.

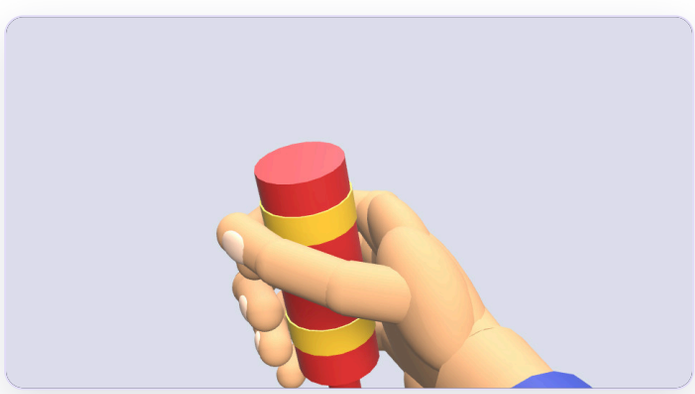
3 **Live simulation behind every rig**
The trainers run the same simulations as the PC edition: contactors pull in, overloads trip and meters read what the circuit is doing.

4 **Guidance beside the bench**
Each table has a panel of controls and readings, and a list of challenges that are ticked off as they are achieved.

5 **It sounds like a workshop**
Recorded push-buttons, breakers and running water play from the device that made them.



A1 Motor Control Trainer. The board stands at bench height; every device on it can be operated.

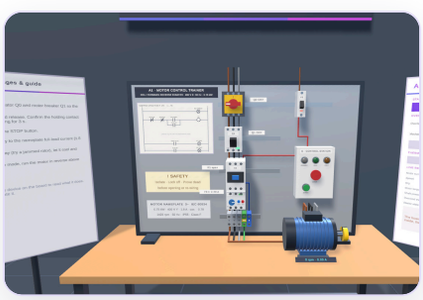


A natural hold. A tool taken from the A3 board sits in the hand, and returns to its hook when released.

WHAT IS INSIDE

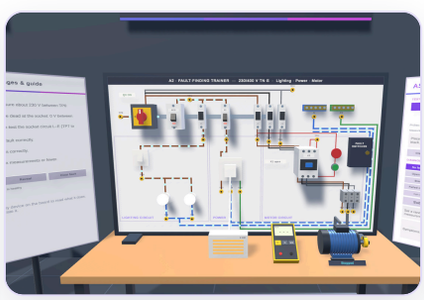
Nine trainers, one room

Each trainer stands on its own table at real size, with a control panel on the right and its challenges on the left. All nine run at the same time, so a trainee can walk from one to the next.



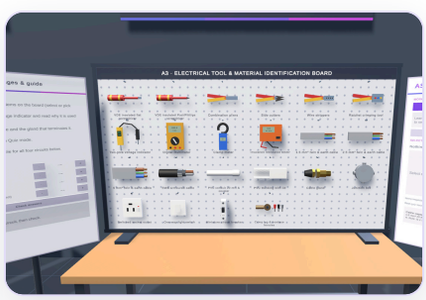
A1 Motor Control Trainer

Direct-on-line and forward/reverse starters with overload protection and a live ladder diagram.



A2 Fault-Finding Trainer

Hidden faults on lighting, socket and motor circuits, traced with a multimeter.



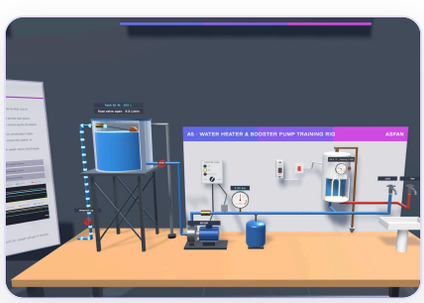
A3 Electrical Tools & Materials

Twenty-two tools, instruments and cables to pick up, learn and identify.



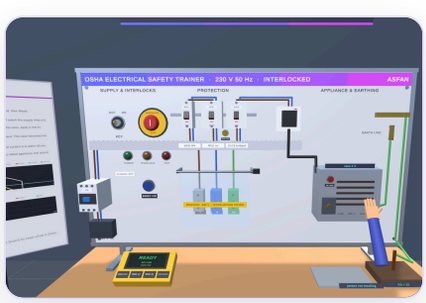
A4 Plumbing Tools & Fittings

Twenty-nine tools, pipes, fittings and valves, with an identification quiz.



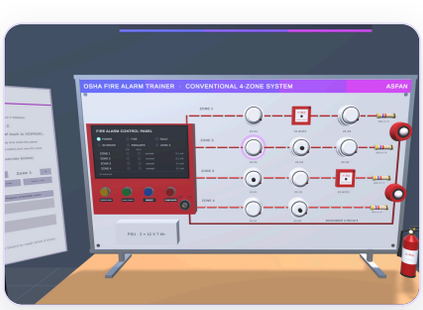
A5 Water Heater & Booster Pump

Roof tank, pump set and electric heater, with taps to open and faults to find.



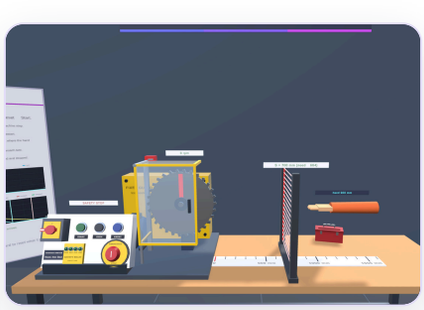
A6 Electrical Safety Board

RCD and ELCB tripping, earthing, insulation and touch voltage.



A7 Fire Alarm Training Panel

A four-zone panel with detectors, call points and a sounder.



A8 Machine Guarding Trainer

Fixed and interlocked guards, emergency stop and a light curtain.



A9 Permit to Work Station

Permits, isolation certificates and lock-out, tag-out.

IN THE TRAINING CENTRE

A workshop that is always free

1

Walk in

The trainee starts in the aisle between two rows of tables and moves to any trainer.

2

Operate

They switch, test and fault-find with their hands, following the challenges beside each rig.

3

Repeat

A trip or a wrong answer costs nothing. The rig resets and the trainee tries again.

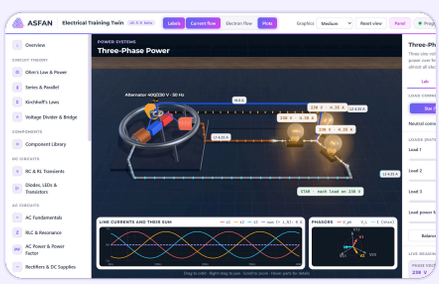
WHAT YOU NEED

Headset	Built on OpenXR for PC-connected headsets, such as Meta Quest over Link and SteamVR headsets.
Computer	A VR-ready Windows PC with a dedicated graphics card.
Controls	Both hand controllers: point and squeeze to operate, thumbstick to move.
Space	Seated or standing. Movement is by teleport, so a small clear area is enough.
Without a headset	The lab also opens on a normal screen for demonstration, with mouse and keyboard.
Version	Pre-release.

ALSO ON PC

24 labs on any Windows PC

The PC edition adds fifteen theory labs and a knowledge assessment, and needs no headset.



Bring the workshop to every trainee. Ask for a demo.

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ASFAN Electrical Training Twin is a training aid. It does not replace supervised practical work or the safety procedures of your workshop. Images are from a pre-release version and may change.