

WP 6: Tools and guidelines for improving/designing a resilient BE assessed through case studies and virtual training

T6.1 - Virtual training development: identification of performance-based features; implementation protocols of innovative solutions within VR/AR environments, accessed on site or remotely (smartphone, tablet...) and targeted on different users' profiles (i.e. technicians, rescuers, users)

D6.1.1 – DIGITAL CONTENTS FOR CUSTOMIZED VIRTUAL TRAINING

ABSTRACT. The effectiveness of risk communication can be achieved if the entire community have awareness of the Built Environment and what can occur in probable multi-hazard scenario and safe behavior to be followed. The literature review and the studies conducted in the previous deliverables (D3.2.2 and D3.3.1) supported the identification of performance-based features and technical requirements to develop pervasive and specific tools for virtual training aiming at **retention**, **self-efficacy** and **involvement** of users. At this scope, a **Virtual Environment** (VE) has been developed with a central Virtual Tour of the Open Space, augmented with evacuation path and safe behavior instructions for non-expert users, and vulnerability, risk map and extensive models for expert users. This VE can be published on the web, with authorized access for expert users and open access for non-expert contents, in order to be available everyone everywhere.

