



About PROJECT CANARY

PROJECT CANARY is an industry first serious games-based simulation training tool developed by the Mining Industry Skills Centre in collaboration with simulation experts, QinetiQ.

The tool places individuals in a virtual world where they are confronted with current workplace scenarios from coal and metalliferous surface mining, as well as underground coal mining.

This virtual world enables users to explore how and why risk exists and allows them to apply the skills of risk assessment while encouraging behavioural change around safe working practices.

PROJECT CANARY uses best practice adult learning methodologies to ensure individual users can assess their safety knowledge and learn how to better apply it to solve problems and face challenges while working in the resources industry.

PROJECT CANARY is highly scalable and adaptable and easily supports a wide range of learning objectives and training levels. PROJECT CANARY is able to accommodate customised scenarios and environments for specific organisations and situations in the resources industry, both locally and internationally.

The technology

While the technology of PROJECT CANARY is new to the resources industry, it has been used to train members of the Australian, British, American and Canadian defence forces for years. In fact the games engine behind PROJECT CANARY, Virtual Battle Space 2 (VSB2), is the same technology that helps to prepare Australian soldiers for deployment in conflict zones like Iraq.

PROJECT CANARY runs on a desktop computer or laptop and contains a number of scenarios that can be used by trainers in different ways.

Why was it developed?

PROJECT CANARY is not just a development of simulation technology. It is linked to a fundamental understanding of the most effective ways that adults learn. By using these best practice adult learning methodologies PROJECT CANARY ensures learner engagement and increases learner accountability for the development of their knowledge base.

Currently the Australian resources industry does not have access to any training tool like PROJECT CANARY. The tool will take users and the Australian resources industry to a culture of zero harm.

PROJECT CANARY has been developed based on industry research and is designed to provide training that demands the full involvement of individual users, requiring them to put their skills and knowledge into use in real life scenarios. The result will be more efficient employees working to meet the industry's objective of zero harm.

Who can use PROJECT CANARY?

PROJECT CANARY has a range of applications for the resources industry. It is designed to support both accredited and non-accredited training, for learners in schools, Registered Training Organisations, universities and workplaces.

PROJECT CANARY suits a range of training types as well as different skills and experience levels including new-to-industry, operator and supervisor training, management modelling, and analysis and testing of safety and health systems as well as disaster management plans.

What are the benefits?

Aside from the overall benefit of assisting the industry to reach the goal of zero harm, there are a number of benefits associated with using the Program as an extension to existing training and development programs. Specifically, PROJECT CANARY:

- promotes learner accountability for learning and helps assists trainers to make learning more engaging
- creates experiences and provides opportunities for learners to connect new understandings to existing knowledge through reflecting on their experience, thereby increasing their overall depth of knowledge
- helps trainers to bring learner behaviour to a conscious level
- is a unique technology that enables users to truly apply the skills of risk assessment while encouraging behavioural change around safe working practices
- provides an environment which is authentic enough for people to behave (in terms of their cognitive/decision making process) as they would in the real world
- depends on trainers to introduce new subject matter for learners, collect answers and make judgments/assessments about competence, therefore adding to the dynamic nature of the training environment

How is this type of training effective and how does it compliment existing training programs?

PROJECT CANARY can be used as a visual support when introducing new content, as a learning activity to reinforce learner understanding or as an assessment tool.

Best practice adult learning methodologies require that learners have opportunities to build on current knowledge, through:

- recognising previous understandings
- introducing new ideas, facts and concepts
- practicing using this information in a hypothetical situation
- linking the new understanding to their personal circumstances

As a serious game, PROJECT CANARY demands the full involvement of learners, requiring them to put their skills and knowledge to use in real life scenarios.

For more information on PROJECT CANARY or the Mining Industry Skills Centre, please contact the Mining Industry Skills Centre. on 07 3872 8500, by email on info@miskillscentre.com.au or visit www.miskillscentre.com.au

