

Safety conscious and decisive staff

Improving safety consciousness, knowledge of safety hazards and the ability to take responsibility and promote safe working practices need experience. Safe'n Go is a safety game designed to learn by doing. This principle is key for effective training. The 'gamer' experiences real life hazards and learns how to act in virtual reality. The safety performance in virtual reality happens to be a good indicator for acting in real life.

The added value of SAFE 'n GO:

- **Efficient measurement of the safety consciousness of staff and organisation**
- **Helps staff to built safety leadership**
- **Action-based element of safety behaviour and safety culture programs**
- **Leads to the sustained reduction of damage through lowering incidence of accidents and improving efficacy of response.**
- **Fun**

Safety consciousness of managers, leaders and office staff plays a crucial role in the safety culture of organisations, manufacturing facilities and workshops. Office staff share (or are supposed to share) the safety values and norms of the company. By identifying hazards and taking appropriate action in the test, office staff learns how unsafe situations can be avoided and incidents prevented while in the office, at the shop floor, while commuting, on business trips or during factory visits.

SAFE 'N GO provides training in the form of an individual test. The game involves a chain of 10-15 individual scenarios which test participants' safety consciousness, knowledge of hazards and efficacy of response at three levels. This gives participants valuable insights into their own safety performance and agility in responding to day to day risks, improving identification of hazards and the ability to take appropriate action.

Viewing the test results enables the employer to determine which knowledge and skills need further development to embed safety consciousness and enhance safety leadership throughout the organisation.

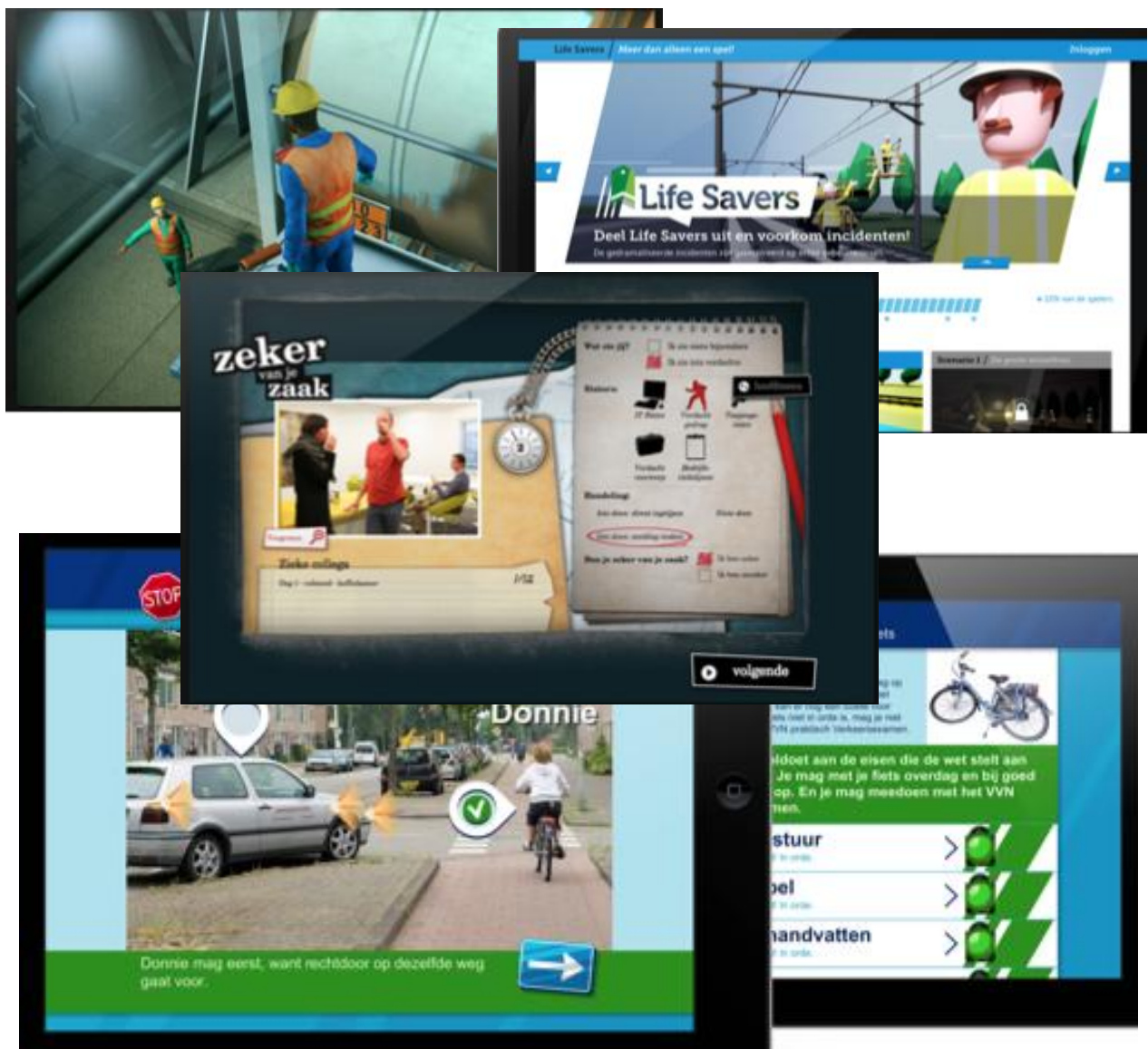
SAFE 'n GO most important features:

- An individual test which can be completed on every modern PC, tablet or smart phone.
- The participant / gamer learns to identify hazards for him and others in the office, at the shop floor, nearby the office, in production areas, on the road and on public transport.
- The hazards relate to falling from heights, collisions, crushing, chemicals, waste, electricity, cold and heat, open fire, sharp objects, use of ladders & stairs and lifts, refurbishment, driving a car etc.
- Participants move through a number of spaces, such as car parks, streets, highway, corridor, office, production building, offices, restaurant and so on. They then have to deal with a number of hazards in either 'normal' circumstances or special situations, like repair and maintenance.
- Sudden events like short circuits, fire alarms and evacuation are also part of the test.

- Frequent (near miss) accidents are integrated in the game to maximize learning beyond company borders.
- In every test scenario one or more potential hazards are simulated. The participant identifies the hazard (or not) by clicking on it. A pop up list of follow up actions emerges for the gamer to choose between.
- The test can be done at 3 levels: Basic, Advanced and Elite, after the safety culture ladder. Each test level has more than one version to avoid copying of the test results amongst immediate colleagues.
- Participants receives a report with their own score and the organisation receives an aggregate score report of all of its employees to identify follow up actions.

Look and feel: will be determined together with the launching customers in the IJsfontein play lab.

Examples of the look and feel



Substantiation

The concept of SAFE 'N GO is built on years of process safety and manufacturing safety experience, gaming, IT and scientific research.

Three principles underlie SAFE'n Go's development:

- 1) Safety culture with company office staff is a good precursor for safety culture at the shop floor.
- 2) Behaviour in the virtual environment of a computer game is a good indicator for safe behaviour in reality
- 3) Knowledge of general safety risks is in the long run more effective in reducing (near miss) accidents than training on site or work specific hazards and risks.

Practical

The test can be bought from the Safe'n Go website. The individual receives a password which enables the participant to run the test within a two month period. A contact person within the firm receives the aggregate information of all colleagues.

For Safe'n Go customers the game can be customized with e.g. company logos and other minor features. Integrating specific hazards environments requires a more tailored approach.

A demo test will be available 4th quarter 2016

The final test will be available from the 1st quarter 2017

Client: all employees spending a majority of their time in offices or on the road.

Costs: To be determined - between €25 and €35.

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