



1st MISSION ARENA  
14-16 November 2023 | Gothenburg, SE

# THE USE OF VIRTUAL REALITY AS A TOOL FOR A COMPREHENSIVE AND REALISTIC TRAINING IN AQUACULTURE

Hendrik Monsees - 4DimBlick GmbH

THEME: **Business models**

  #MissionArenaBANOS1



Funded by  
the European Union

# Who are we?



- **Company:** 4DimBlick GmbH
- **Foundation:** April 2021
- **Employees:** 7 (Full and part-time)
- **Financing:** Foundation, project-based and external orders
- **Interdisciplinary team** of scientists, biologists, educators and graphic designers
- Main target **customers** are from the **aquaculture** and **agriculture industries** and **educational institutions**

# Our work and aims...



.....the **development of VR-supported immersive learning modules** for schools and specialist training.

**We want to offer** individuals or groups of learners the **complete immersion and interaction** with a **realistic learning environment**, independent of time and place.

# Why Virtual Reality?

# Why Virtual Reality?



Learning location  
inaccessible?



# Why Virtual Reality?



Learning location  
inaccessible?



We make the place of learning  
virtually accessible!

# Why Virtual Reality?



Learning location inaccessible?



Learning material rarely experienced in practice?



We make the place of learning virtually accessible!





© AKVA group



# Why Virtual Reality?



Learning location inaccessible?



We make the place of learning virtually accessible!



Learning material rarely experienced in practice?



We document the learning material virtually!

# Why Virtual Reality?



Learning location inaccessible?



We make the place of learning virtually accessible!



Learning material rarely experienced in practice?



We document the learning material virtually!



Knowledge strictly regulated by law?



# Mandatory hygiene measures



 **SAILER**  
www.friedrich-sailer.de



# Why Virtual Reality?



Learning location inaccessible?



We make the place of learning virtually accessible!



Learning material rarely experienced in practice?



We document the learning material virtually!



Knowledge strictly regulated by law?



Train with us and improve your knowledge!

# Why Virtual Reality?



Learning location inaccessible?



We make the place of learning virtually accessible!



Learning material rarely experienced in practice?



We document the learning material virtually!



Knowledge strictly regulated by law?



Train with us and improve your knowledge!



Dangerous environment?







# Why Virtual Reality?



Learning location inaccessible?



We make the place of learning virtually accessible!



Learning material rarely experienced in practice?



We document the learning material virtually!



Knowledge strictly regulated by law?



Train with us and improve your knowledge!



Dangerous environment?



With us everything is virtual and completely without risk!

# We are looking for.....



.....meeting **new partners** and **potential customers**.

Especially **research institutions** and **industry partners** offering the opportunity to shoot **realistic 360°-content** as well as for the **cooperative development of free VR-tutorials**



# Questions?





# Thanks for your attention!



## Contact:

Aquaculture Welfare Standards Initiative

Wischhofstr, Am Seefischmarkt 1-3

D-24148 Kiel

Germany

**Web:** [www.aquaculture-welfare-standards.net/en/](http://www.aquaculture-welfare-standards.net/en/)

**Mail:** [hendrik.monsees@aquaculture-welfare-standards.net](mailto:hendrik.monsees@aquaculture-welfare-standards.net)



# Current project

**Project:** AquaTrainVR

„Use of VR (virtual reality) to facilitate knowledge transfer in the Blue Bioeconomy

**Period:** 01.07.23 – 31.12.25

## Project goals:

- Practical communication of scientific findings from the field of aquaculture (to promote animal welfare) and the Blue Bioeconomy
  - ☒ **Pilot module for fish management training**
- Increasing the social acceptance for state-of-the-art production systems in the Blue Bioeconomy
- ☒ **made virtually and interactively accessible to the public**

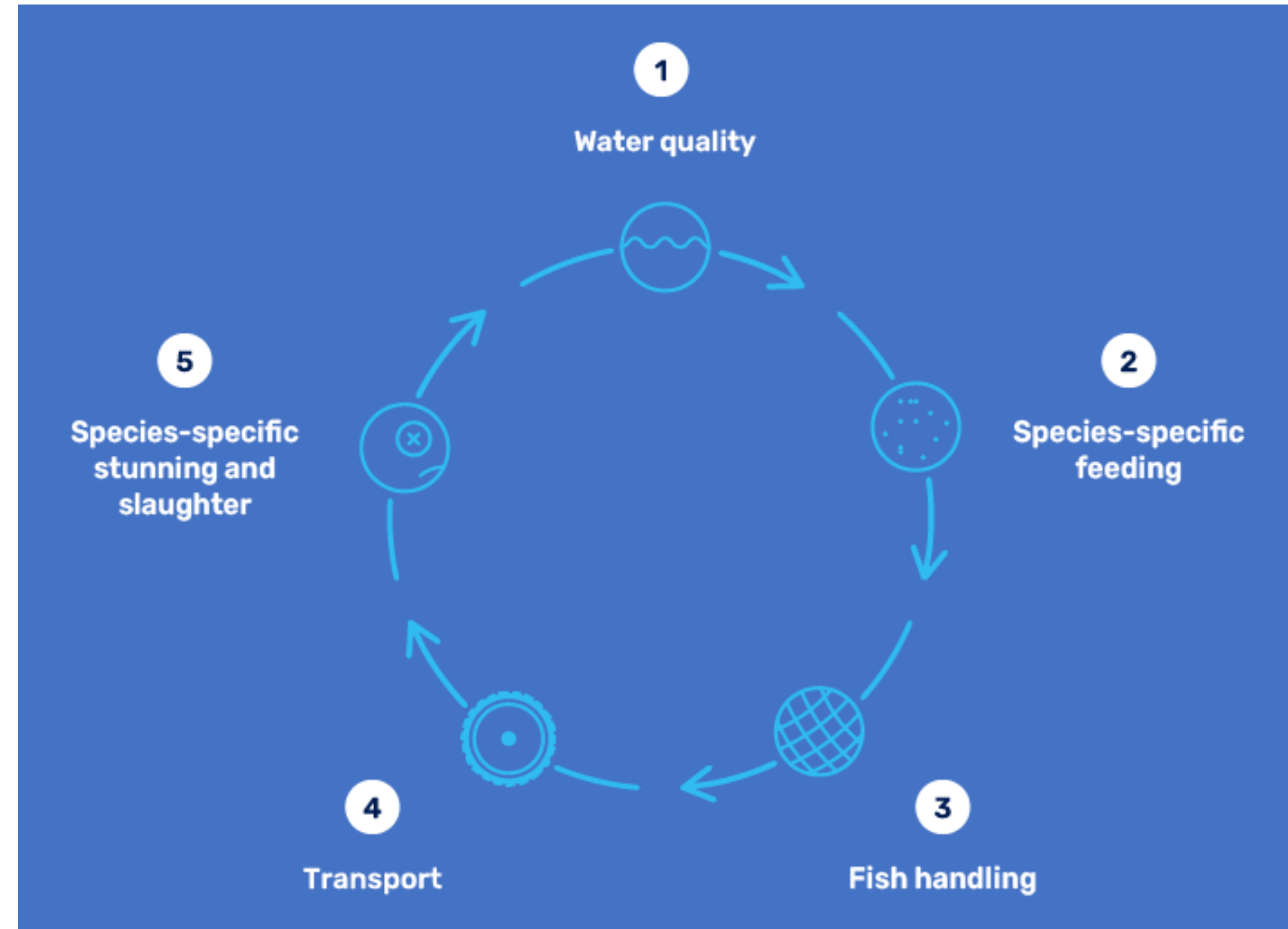
# Who is AWSI?



- **Aquaculture Welfare Standards Initiative (AWSI)**
- AWSI's mission is to initiate and lead an intersectoral consultation process for the development, formulation and international implementation of aquatic animal welfare standards



# Core issues



- The five aquaculture related topics which are particularly relevant for animal welfare.
- Specific training modules are currently developed for these core issues.

# Who are we?



- **Aquaculture Welfare Standards Initiative (AWSI)**
- AWSI's mission is to initiate and lead an intersectoral consultation process for the development, formulation and international implementation of aquatic animal welfare standards
- Implementation of **VR-based immersive learning modules** for school and professional training.
- We enable individuals or groups of learners, unbound by time or location, to fully **immerse and interact with a realistic learning environment.**
- However, the **potential applications** for VR and professional 360° filming with interactive content **are diverse** and can be usefully **applied in a wide range of fields.**