LIVE Simulator™

LEARNING INSIDE VIRTUAL ENVIRONMENTS

Quick Rundown :

- **VR Simulator built by active Firefighter/Paramedic**
- **$3000 for a 3 Day Class – Run as many of your people through during that time)**
- **No hardware purchase necessary – use your training budget!**
- **Class counts as credit towards purchase of hardware –**
- **Total cost of the simulator less than $6000***
- **That stupid asterisk is because graphics card prices are extremely volatile due to BitCoin mining (I am not happy about this)**
- **Blake@TheLiveSimulator.com**

ALL MODULES INCLUDED w/ class or purchase!

Modules currently available :

Incident Command / Scene SizeUp –

- 23 Scenarios, customizable!
- Real working CAD, give reliable information or send a curveball!
- Radio Benchmarks allow for objective metrics for promotional testing/new hires
- Find out what YOUR guys would do given the worst situation possible.

Engineer Module

- Modeled After Real Panel

- Uses real hydraulic formulas
- Master any pump equation
- Can change lines, nozzles, and layout on the fly
- Practice pumping without a single drop going down the drain!
- NOT VR Ready Yet (I'm working on it!)

Escape the Fire Module

- Teaches Children Critical Fire Safety Lessons like:
- o Get low to get out of smoke
- o Close Door To Limit Firespread
- o Open Windows to gain air/signal for help
- ▪ Can move through 3-5 kids every **minute** (you need to prep them first

Frequently Asked Questions –

"What are you selling?"

Right now, I'm selling you a Founder's License, which means the software you've seen, your agency will be able to use forever, with no additional charge. I will be continuing to add updates to it, which will be free to all Founders. The Founder's license is going to be a limited availability item for the Fire Departments who believed in and helped the Live Simulator when it was getting started. Eventually there be a new version but the essential is this: **This version you see today that you purchase will never 'expire' or run out. Use it forever.**

You have two options – Provide the hardware for yourself (see minimum specs) or get it from me. I essentially charge a 20% markup, which is much better than is usually found in government sales. I try to overestimate my turn-around times, so as of Jan 21, 2018, I'm quoting 4-8 weeks. If you want it sooner or want to build it yourself, get me in touch with your "I.T. guy" at your department and I'll tell you what parts to get. **Note** – STICK to the specs listed at the end of this FAQ. I've chosen the particular parts and brands because they are extremely reliable, and many of them have very strong warranties. Remember, I'm not really trying to make money on selling you hardware- it's simply what the software needs to run it.

"How much does this all cost?"

You have two components : the VR headset/components, and the PC powering it. If you look at the hardware and were to pay retail, you'd be looking at about $5000, that's if you buy from someplace like Alienware. (I don't recommend that). If you price out the parts individually and purchase them yourself, it's around $3800, depending on how fast you want the parts (again, Bitcoin miners). If you want to be able to transport the system, I recommend the Pelican 1690 case, (It's what I use).

"How much does this all cost?"

If you need to know what total put down for a budget form, put down:

- **$3000** for a **3 Day Class (Note —** Counts as a **25% credit** towards Founder's License) SEE CLASS PACKAGE
- **$3000** for a **Founder's License SEE FOUNDER PACKAGE**
- **$8500 for a Hardware/License package *** SEE HARDWARE PACKAGE**

*** Again, this is **not** what you are paying, this is so you don't need to submit an additional budget request if for some reason the hardware supply (mainly GPU's) are extremely scarce in demand. I'm NOT really in the hardware business.   Included with your hardware order is the invoice of where I purchased it, so you can genuinely see that I'm charging only 20%.

"How much is each additional module"

Currently the three listed are included. You don't pay any extra for them. Two caveats :

1 - The pump panel is still in the process of being converted to VR and it is only one panel as of now. Someone asked me recently if it would be a good idea to train with it if the panel didn't match your apparatus and I had to honestly tell them, I'm not sure. You'd honestly have to make the call on that. It's probably not good business sense to mention this but I'm determined to establish a reputation for not bullshitting my peers. Note - Part of my process if making a way for you to customize the panel to fit the apparatus at your department, that's going to be a few months away. However, you can generate your own line setups and do pump calculations using it.

2 – The Escape From Fire module for kids is INCLUDED with the simulator, you are not paying for it directly. The reason for this is I have already begun to tell schools that they can purchase it for $1. I don't think it's ethical to make you think you are getting three modules, when I'm essentially giving one of them away to another entity. I recommend you use the Escape from Fire to build good local PR though at your PubEds when you aren't using it for training/testing.

"Can this be used for promotional testing/new hire testing?"

Absolutely. See Benchmarks & Metrics For Testing

"Why are you charging so little?"

The short, no-bullshit answer is that I'm just launching this. A longer answer would involve the "novelty" aspect of VR, the cost of entry, the Fire Service's collective ignorance on what VR can do. (It's my mission to prove it to you)

"What is this $1 dollar thing I heard about for volunteer departments?

We are ALL heroes of course, but to me (as a current, full-time paid guy) there is something slightly more heroic about someone who has to worry if they can even AFFORD to go to work. You shouldn't have to decide between new bunker gear or SCBA or the cost of this new fancy VR simulator one of your guys told you about. If you are a volunteer department, find a way to get your hands on the hardware (don't skimp on the specs guys). Then get me a purchase order signed by your city/county agency for $1. (Actually, get one for $3000 with a ($2999) deduction, totaling one dollar. You'll be able to use this current version for at least one year. The next year I might jack up the price to $2 dollars, I haven't made up my mind to be honest. The long and short of it is, I don't plan to make a lot of money from volunteer departments anytime soon. Maybe in a few years we'll figure out some grants, I'm not sure.

Benchmarks & Metrics

The metrics in the simulator work like this: The user speaks through their radio. When they key up and let go of the radio key, it records the time. This time is compared to the benchmark buttons that the test proctor hits, when the user hits certain tactical benchmarks, meaning, it doesn't matter if your test proctor is slow for one person and fast for another, it will still be objective. These benchmarks are chosen by your agency and can be changed and updated as needed. Again, because the metrics are automatically recorded when the user stops speaking and NOT when the instructor presses a button, they are completely objective and entirely defensible.

Training to perform this is extremely simple. They simply click when they hear the candidate say benchmark. (I recommend you use clearly defined benchmarks, something like "Checks area for hazards" can be up for interpretation, "Orders truck moved away from collapse zone" is much easier for a proctor to acknowledge. This means you don't need to hire an outside agency or train them on a simulator, at all really. (The Benchmarks are recorded on a webpage and transmitted to the game engine to record and verify the timestamps.

When finished, the benchmarks are found in a folder that you picked before starting (or they are sent to the default directory.) You can choose a shared drive, so a training officer at a different station can still check on performance from the simulator. I am in the process of adding voice recording so it will end up saving all radio transmissions and saving them in an organize folder per each scenario.