Enhancing Student Employability with Simulation: The Virtual Oil Rig and DART

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**Introduction**

The School of Engineering at RGU has made significant investment in developing methods to ensure graduates are “industry-ready”. Two approaches are highlighted here. As visits to oil rigs are not often possible or practical for students it was decided to develop a virtual space for students to familiarise themselves with aspects of the offshore environment. In addition to this, the DART was installed on campus for simulation of a number of critical processes. These simulation tools give students experiences that can increase their desirability to employers.

**The RGU Virtual Oil Rig, and Surrounds**
- Development of semi-submersible rig (Using OpenSim)
- Set in ocean environment with sea life
- Moving parts and sound
- Buildings “onshore” to showcase posters/materials
- Lecture Hall for live streaming events
- Visitors click on objects for information and linked videos
- Social areas for staff and students, (based on the OVC OAR*)

**Collaboration – University of Edinburgh**
- Experimenting with porting the RGU Virtual Oil Rig via the OpenSim OAR Converter to Unity3D (available through [http://sine.space/world](http://sine.space/world))
- Investigating use in virtual environments designed for use with VR headsets

**DART - Dynamic, Advanced, Responsive, Training**
- Full-scale reproduction of offshore platform or land rig
- Touch screen consoles for driller and assistant
- 3D graphics of rig drill floor
- Equipment projected onto a 60ft cinema screen
- Realistic, dynamic graphics and sounds simulating what the driller would see and hear on the rig.

**Next Steps**
- Further integration into taught modules
- Use DART and the Virtual Oil Rig for assessment of key skills
- VR simulations with DART
- Increasing student partnership

**More Information and Image Sources**
- Virtual Oil Rig [http://sine.space/world](http://sine.space/world)

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