



Virtual reality training for the building trades.

Operated by



Supported by



Step into
a new age
of learning.
More attractive.
More immersive.
More performing.



The building sector is evolving rapidly : new technologies, increased safety requirements, rising material costs... Faced with these challenges, training must adapt. Cap'Rev was born from a strong ambition : **to revolutionize the learning of building trades through virtual reality.**

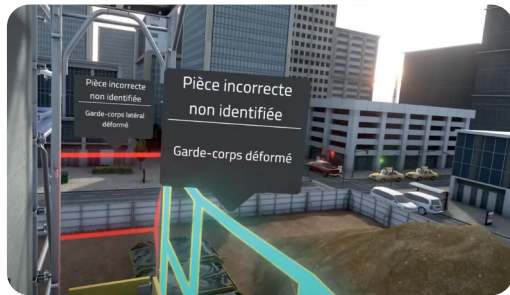
Conceived by the Jules Verne Vocational High School in Étaples-sur-Mer, in partnership with the GIP FCIP of Lille, Cap'Rev meets the concrete needs of companies by offering ultra-realistic immersive modules.

Put on a VR headset and dive into faithfully reconstructed work environments : technical manipulations, simulations, risk prevention... Everything is designed to strengthen skills, in a completely safe environment.

This innovation was co-created with construction industry stakeholders, virtual reality experts, and qualified teachers.

What's the aim ? To optimize the efficiency of on-site trainings. Cap'Rev fills in traditional training by combining **performance, attractiveness, and efficiency** to train operational professionals and meet market expectations.

Virtual reality training : the number one solution for construction site risk prevention



- To develop the provision of ressources.
- To reduce training costs.
- To educate learners about construction site risks.



- To learn emergency situation management.
- To identify risk parts.
- To increase job attractiveness through an innovative recruitment tool.
- To improve short-staffed profession visibility.



3 major axes



To move around a construction site **safely**.



To renovate buildings as required by **environmental norms**.



To understand the **environnement**, the professional gestures of the building trades.



Actions

- To provision **12 modules** of real-life situations and professional gestures trainings on a digital platform.
- To issue **Open Badges**.
- For **job seekers, employees, students, and businesses**.

Cross-cutting sectors



- To look for potential in the building trades with the work agency "France Travail" through aptitude testing.
- Creation of digital building twins in partnership with third places and work and construction companies.
- Mobilisation of the AI benefits to optimize database management.
- Security.

Building sectors



Electrician



Facade specialist



Cold air conditioner



Roofer



Painter, glazier installer



Heating engineer



Tile setter



Plastener



Carpenter

Added value

- To optimize the efficiency of on-site training, virtual reality is a complementary tool.
- To immerse trainees in a safe construction site environment.
- To involve the learner and adapt to his needs (active and differentiated pedagogies).
- To measure learner performance.
- To allow personalized training pathway implementation.
- To increase vocational fields attractiveness.





Winner of the
Trophées de l'achat
et de l'innovation
2024 Edition

Funding

The GIP FCIP de Lille funded this project
by investing 1 500 000€.

caprev.fr