CSETIR/BIM/DIGIPLACE

Alfredo Soeiro Vice-president ISHCCO 19Mar21, ISHCCO General Assembly Open to Public

Project Demonstration

- Project financed by Eramus+
- Construction Safety Education and Training using Immersive Reality
- 4 universities and one construction company
- 3 years
- Half million Euros
- ISHCCO, AECEF, ENETOSH, ... to validate and tune up





MHYLS

- Construction tasks addressed at any time
- Risks associated from planning and statistics
- Visualization of environment
- Static, dynamic or interactive participation
- Learning/training

Erasmus+ Programme

of the European Union

in terms of users



1.IO1 - NEEDS ANALYSIS

Construction tasks addressed at any time Risks associated from planning and statistics Visualization of environment Static, dynamic or interactive participation Learning/training Generic in terms of users



1.IO1 – NEEDS ANALYSIS

- 1. OSHA PIXO safety compliance Virtual Reality
- 2. Fulmax
- 3. VR Safety Training for Construction companies (LandMarkVR)
- 4. DOKA





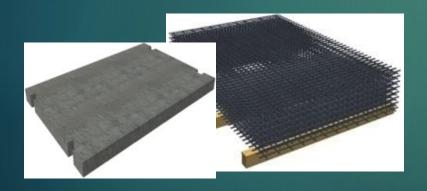
2.102 - BIM MODELS





2. IO2 – BIM MODELS

- Construction site objects
- OHS equipments









2.102 - BIM MODELS

- List of risks and hazards groups
- Database of models vs risk scenarios
- Select models/scenarios for processing in VR/AR
- Include objects in models as convenient

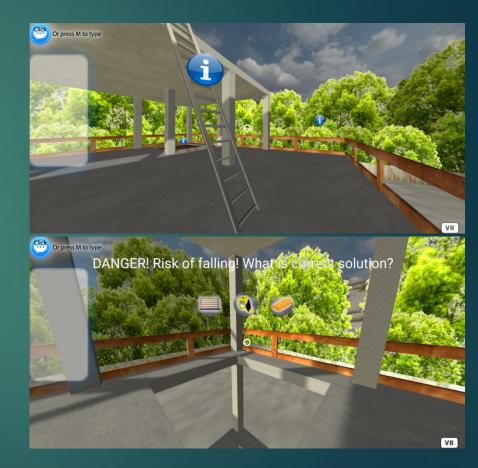




3. IO3 - VR/AR INTERACTIVE

Software and hardware support

- Anything with internet browser
- Operation systems Window, Android,iOS
- •Platforms PC, smartphone, tablet, VR hardware
- VR hardware Oculus, HTC, Microsoft,VR headsets for smartphones







3. IO3 - VR/AR INTERACTIVE

sql. Fresentation, demonstration, short voice lecture

- 2. Practicing and problem solving in scenarios
- 3. Verifying competences:

knowledge/skills/attitudes
4. 104 - TRAINING MANUALS

- 1. Digital: web space
- 2. Digital: software environment interactive





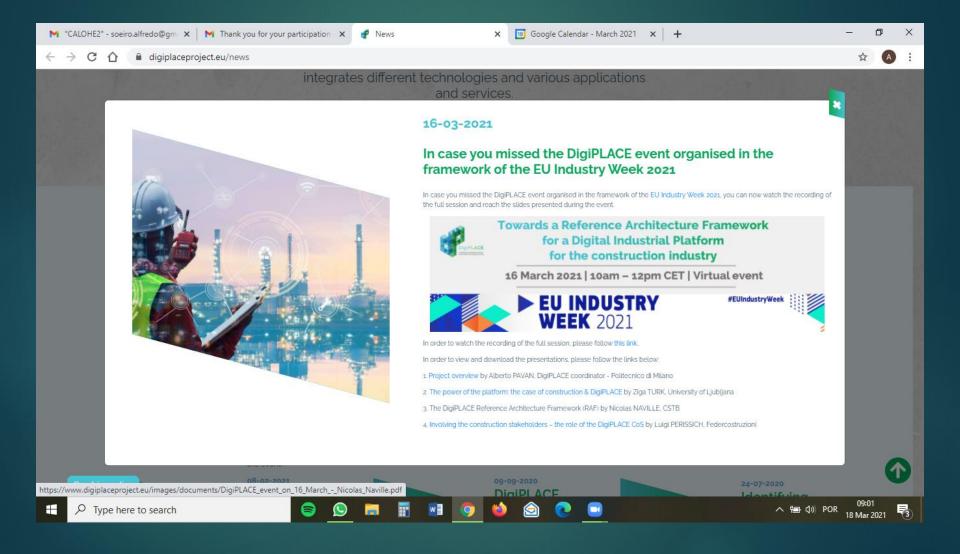
DIGIPLACE

TOWARDS A EUROPEAN DIGITAL PLATFORM FOR CONSTRUCTION

<u>Digiplace</u> is a framework allowing the development of future digital platforms as common ecosystems of digital services that will support innovation, commerce, etc.

http://digiplace.project.eu

DIGIPLACE



ORP

VISION ZEROOD AND THE GREAT RE

Introduction of Shimizu Smart Site



ORP

20

Manual Welding



Welding by Robo-Welder



ORP



Reference Architecture Framework for construction digital platforms

Area-specific guidelines: leverage interoperability and data sharing in construction

Role of public authorities

Access to rules and digitalisation of rules

Digitalized public services

Public digital platforms

Public data platforms

Environmental

performance

Large scale data sharing,
European big data platform for the construction sector

Core guidelines: enable interoperability and data sharing in construction

Pillar 1: interoperability, common language and processes

Public procurement

Pillar 2: control over the use of data

Contracts and faith

Digitalization of SMEs, skills



Core guidelines: enable interoperability and data sharing in construction

Pillar 1: interoperability, common language and processes

Data formats, models and semantics

Semantics

Data models and formats

Semantic interoperability, Data dictionaries

Open Standards

Application: focus on product data Standards for data exchange & access

Integration of BIM and GIS data

Information management and processes

Collaboration, Common Data Environments

Data management along the lifecycle, digital twin

Governance and access to standards and frameworks

Open and easy access Engage with the community

Pillar 2: control over the use of data

Data storage, security and sovereignty

Data security

Data sovereignty

GAIA-X, European Common Data Spaces Data ownership

GDPR compliance

Data ownership in business relations

Transparency on the use of data

Data qualification and trust

Data certification, blockchain

Data with contractual or regulatory value Data availability, access and sustainability

FAIR data principles

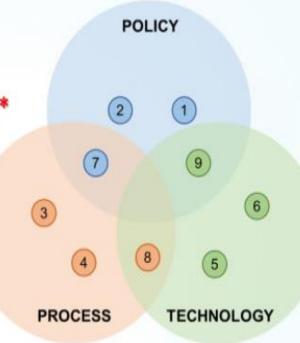
Open APIs

Data sustainability



DigiPLACE Stakeholder's 15 Clusters

- Policy makers
- 2. Educational institutions
- Construction organizations (+ 6 clusters): *
 Designers, Contractors, Owners, Public clients, Private clients, Operators,
- 4. Individuals
- 5. Software developers
- 6. Value-adding resellers
- 7. Industry associations
- 8. Communities of practices
- Technology advocates



*1 additional cluster Construction Product Manufacturers have been included in the list according to their central role in pushing from the bottom the use of digital technologies and platforms in particular, bringing the total to 15 clusters.

WP2: Progress Update (M1-M12)

Tangible outcomes

Cluster Categories	N°
Educational institutions	103
Industry associations	85
Designers	67
Contractors	59
Software developers	64
Policy makers	40
Construction product manufacturers	29
Operators	24
Technology advocates	24
Individuals	18
Communities of practices	14
Public clients	15
Value-adding resellers and rental companies	10
Owners	7
Private clients	2

Country	N°	%	Country	N°	%
Italy	180	31,9	Greece	9	1,6
Spain	61	10,8	Czech republic	7	1,2
Finland	46	8,2	Austria	6	1,1
France	43	7,6	Estonia	6	1,1
Germany	33	5,9	Sweden	6	1,1
Belgium	27	4,8	Croatia	4	0,7
Netherlands	18	3,2	Hungary	4	0,7
Portugal	18	3,2	Lithuania	4	0,7
United Kingdom	15	2,7	Luxembourg	4	0,7
Norway	14	2,5	Poland	4	0,7
Denmark	10	1,8	Latvia	3	0,5
Ireland	10	1,8	Slovakia	3	0,5
Slovenia	10	1,8	Turkey	3	0,5

Country	N°	%		
Canada	2	0,4		
United States	2	0,4		
Romania	2	0,4		
Argentina	1	0,2		
Australia	1	0,2		
Brazil	1	0,2		
Bulgaria	1	0,2		
Europe	1	0,2		
India	1	0,2		
Malaysia	1	0,2		
North Macedonia	1	0,2		
Switzerland	1	0,2		
Ukraine	1	0,2		

"Join now and be an active part in building the European construction digital infrastructure"



Join now the DigiPLACE Community of Stakeholders



Also on www.digiplaceproject.eu

Thank you for the attention!

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