TSIM – Technical Simulator
• What is TSIM?
• What can it do and what are the limitations?
• Who are the intended users?
• Why?
What is TSIM?

TSIM is primarily an interactive virtual training platform for use in Mine Action. It is supported by the of the off-the-shelf gaming engine - UNITY.
TSIM was initially designed to serve as a support tool for MA courses, principally for a generic TS course. It is not meant to replace or substitute the practical training in any way, but to complement it and support it.

- Teaching tool
- Testing tool
- Analytical tool
What can it do and what are the limitations?

In summary:

- It allows creation / simulation of a realistic or potential operational scenario, in a safe virtual environment
- It can create a scenario from “scratch”
- It can create a scenario based on the real maps and NTS reports
- It can retrace the steps in order to see what was done and could it be done better
- It can be used as a testing platform for MA courses
- It will be able to do various analyses in order to improve operational and cost efficiency (Phase 3 dev)
Who are the intended users?

- Operators
- National Authorities
- Training centres
- Researches
Next Steps

• Complete the Phase 3 of development which will mainly focus on adding analytical functions and some general improvements of current version
• Present it at the generic TS training in May 2019 and get the feedback from participants
• Explore where TSIM can be used in training courses other than TS
• Create and launch the online version
• Consider further development of tool (VR POV etc.) – dependent on the interest and feedback
Questions at the end of presentations
Thank you