Project Safety Management Systems of Students with 3D Game Development

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Abstract

One of the main directions of the modern state development is the sphere of ensuring the security of the population. New ways to improve the system of safety measures for

participants in the educational process in emergencies, which provide increased stress resilience of students and provide support at a high level of their knowledge and skills to act in extreme conditions were been proposed. One of the ways is a project of training in a virtual environment close to real conditions. It is proposed, for the first time, to develop a training-game 3D simulator for psychological preparation and training of students to act in emergencies, using various functions of modeling possible emergencies. The developed software will help to increase the level of socioeconomic protection of students through the game in a 3D simulator, which will be offered to students as homework or before lessons, or as training behavior in emergencies of different nature and under different conditions.

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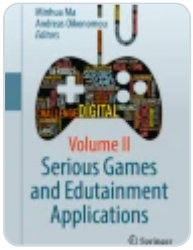

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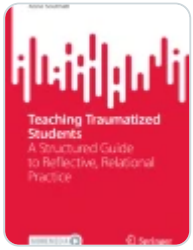

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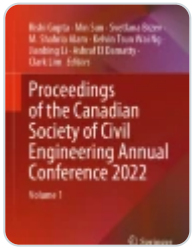

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