



Purpose:

The simulator is intended for training officers in advanced firefighting in accordance with Section A-VI/3 of STCW Code requirements in the part concerning control firefighting operations aboard ships and organization of fire parties.

Knowledge and skills

List of basic knowledge and skills, worked out with the use of the simulator:

- Organization and control of fire-fighting operations;
- Strategies and tactics for control of fires in various parts of the ship;
- Communication and coordination in the process of fire-fighting operations;
- Control of ventilation, fuel and electrical systems;
- The use of fire detection and extinguishing systems and equipment.

* AFS is a part of the Safety and Security Simulator that is intended for training team and individual actions of employed or engaged persons at water transport facilities (such as a ship, port) in emergency situations (fire, foundering, security breaches, piracy and armed robbery, etc).

3D virtual environment

The detailed model of crude oil tanker is the base of 3D virtual environment that includes external outlines and ship compartments in which the following imitators are realized:

- fire detection and extinguishing systems and equipment;
- fire alarm systems;
- ship communication equipment;
- active elements (water tight doors, portholes, fire and smoke dampers, etc).

Fire classes

Models of different fire classes are realized in the simulator.

Documentation

Students have access to the ship documentation such as fire plan, contingency plan, etc.

Target groups

Deck - Management
Deck - Operational
Deck – Support

Engine - Management
Engine - Operational
Engine - Support

Ship types

All types

Regulations

Table A-VI/3 STCW Code

Competence:	Control fire-fighting operations aboard ships
Competence:	Organize and train fire parties





Operational scheme

Practical skills training is performed in 3D virtual environment.

The Instructor enters contingencies and hazards, connected with fire progress on the ship, into 3D virtual environment according to a previously prepared scenario of emergency.

Students, in a team (emergency party), carry out their responsibilities for firefighting depending on duties designated by the Instructor and in accordance with the Emergency Muster List and firefighting plans. Scenario of progress of an emergency situation depends on how correct student's actions are.

Within the training, students have an opportunity to move around the virtual ship, to apply imitated systems and equipment, to communicate by internal and ship to shore communication system.

The Instructor controls and monitors each student's training, in the process of exercises performing actions recording is carried out for the effective debriefing of trainees.

Minimal configuration

The simulator is recommended to be used in configuration of 1 Instructor Workplace, 4 Student Workplaces, including:

- Wheelhouse
- MSB room
- Commander of the fire party
- Members of the fire party

At the request of the Customer, the number of workplaces of students can be increased.

Hardware

To improve the quality of training, at the request of the Customer, the simulator can be supplied with the additional hardware simulated:

- Navigation bridge, including: fire alarm and smoke detection system control panels, GMDSS and other ship communication equipment, and base controls for ship handling;
- Central control room of the Engine compartment; Modified extinguishers and fire hose together with VR devices for drilling practical skills of firefighting.

Firefighting training center



Simulator

AFS ADVANCED FIREFIGHTING SIMULATOR



At the request of the Customer, AFS hardware and software can be integrated into a firefighting training ground.

Additional options

The simulator can be supplied with e-learning modules for theoretical education and Knowledge assessment software for testing.



Simulator

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