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(71)**Name of Applicant :**
1)Dr. B. Sudharshan Reddy
Address of Applicant :Professor, Department of Civil Engineering Malla Reddy Engineering College Maisammaguda, Medchal- Malkajgiri, Secunderabad, Telangana, India, Pincode: 500100 Telangana India
2)DR. Mohd Moin Ul Haq
3)Mr. Shubham Srivastava
4)Dr. Bollini Prasad
5)Mr. Prabhdeep Singh
6)Mrs. Neha Khare
7)Dr. Nupur Soni
8)Mr. Shashi Kant Gupta
9)Mr. Asit Kumar Gahalaut
10)Amit Kumar Jaiswal
11)Mr. D Saravanan
(72)**Name of Inventor :**
1)Dr. B. Sudharshan Reddy
2)DR. Mohd Moin Ul Haq
3)Mr. Shubham Srivastava
4)Dr. Bollini Prasad
5)Mr. Prabhdeep Singh
6)Mrs. Neha Khare
7)Dr. Nupur Soni
8)Mr. Shashi Kant Gupta
9)Mr. Asit Kumar Gahalaut
10)Amit Kumar Jaiswal
11)Mr. D Saravanan

(57) Abstract :
The building workforce is in decrease with a well-trained staff. To address this shortfall, we have created a simulated education environment using a new method for the training of rookie construction workers on virtual reality (VR). First, an exhaustive job analysis was performed to determine the need for training. Then, the VR head-mounted display built a virtual construction site, and a 3D video instruction was installed with Head Mounted Device (HMD). To assess the efficacy of this technology, individuals who learned through the VR training tool were compared to those who received basic 2-D video training. VR training has led to higher retention, task performance, speed of learning, and commitment than the equivalent in video formation and the usability of the technology.

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