

# The simulation approach of labor realization conditions in the era of digital tools

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- I - The stakes of simulation**
- II - The tools**
- III – The simulation approach**
- IV - Example**
- V - Issues / Outlook**

- Change is part of companies' daily live
- Change has a lasting impact on working conditions
- The impact of changes must be anticipated
- Simulation should facilitate this anticipation

2D plans - sketches

Volumetric models (cardboard, up to scale 1)

3D Digital Simulation



Dynamic 3D Digital Simulation



Virtual Reality



Public device 1:

**Ergonception**

Aract Basse-Normandie  
2009-2010

Public device 2:

**Simul&Ception**

Aract Basse-Normandie  
2011-2012

5

1 **Analysis of the design project**

2 **The diagnostic**

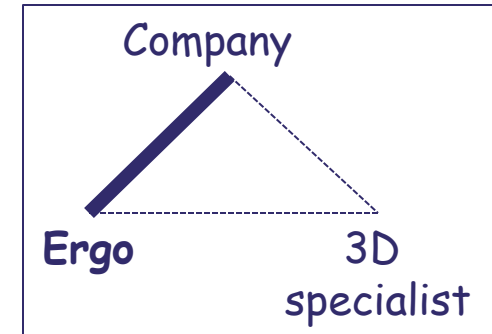
3 **Scenario writing**

4 **Dynamic 3D Digital Simulation**

5 **Deliverables to the company**

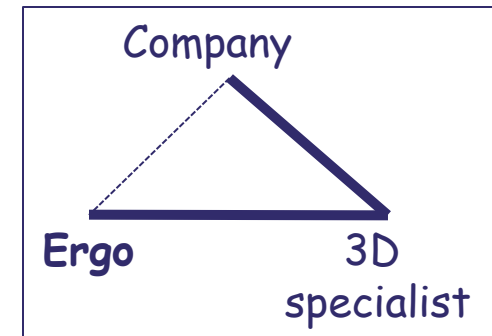
## The diagnostic

- Interviews and observations:
  - Goals = characterize:
    - Flows
    - Process steps
    - The sequences of actions in time and space
    - The division of tasks
    - Constraints / Resources
    - The needs in work



## Scenario writing

- Define what to simulate
- Propose changes (spatial, organizational)
- Transmission of additional informations/data required by the 3D specialist provider
  - process time,
  - Frequency and duration of hazards,
  - Chronicles of Activity
  - Photos, movies, layout plans...
- Many informations exchanges



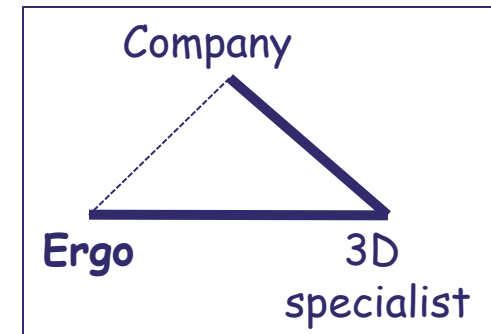
## Scenario writing

- Modeling the object to design (space, work station, tasks...), from:

The current situation

Reference situation (s)

Working draft



> Links with the potentialities of the tool(s) and the complexity of the object to simulate

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## Dynamic 3D Digital Simulation

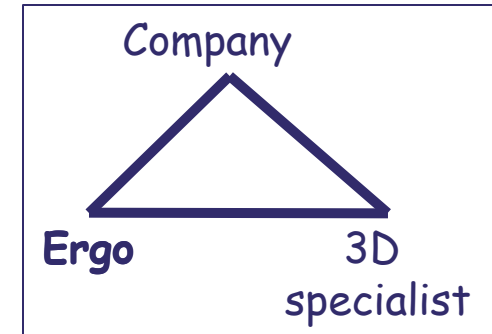
### - Working groups:

#### Goals:

- Testing scenarios, pre-defined in the previous phase, simulating the future activity in order to validate or invalidate them.
- Promote the emergence of new scenarios, which will then be tested in real time (or later, depending on the potentiality of the simulation tool)

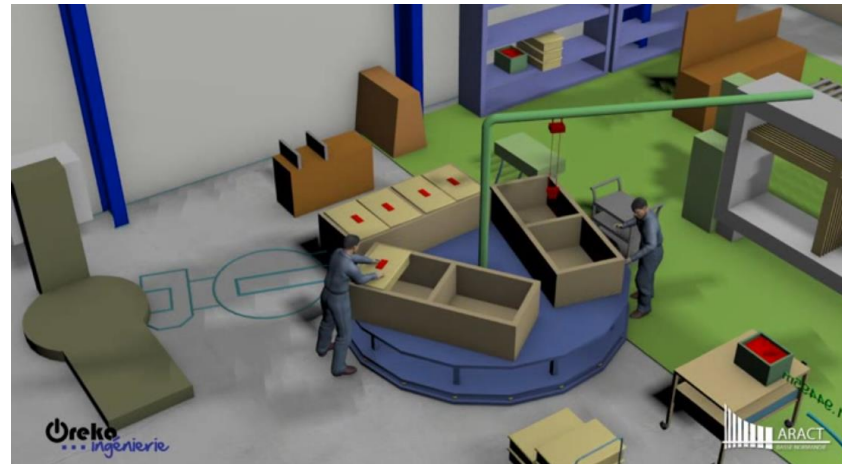
### - Group composition:

- > Employees, management, company director (?), 3D simulation provider, ergonomist
- > + external partners: OSH Experts (Occupational physician, CARSAT, MSA...), Contractor (Architect)

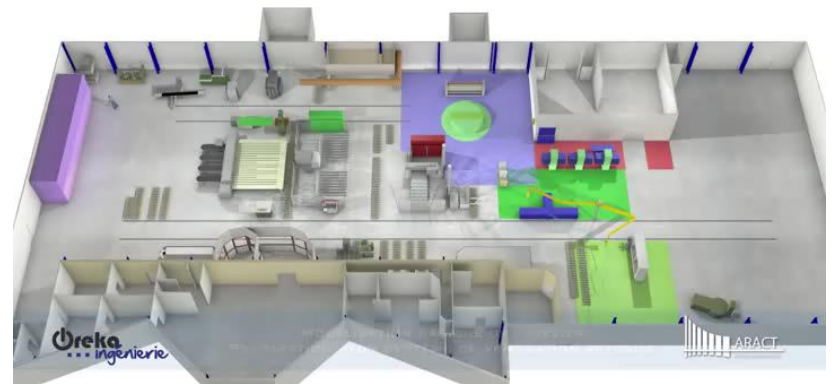


## Public device « Simul&Ception »

### Reorganization of a kitchen production workshop



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### What are the advantages of 3D dynamic simulation ?

- Time saving
- Traceability of what has been simulated to report outside the working group.
- Best way to project in the future activity (immersion)
  - › fast adoption of the simulation tools
  - › fast adoption of the future work station/place
- A more global approach thanks to the multiplicity of variables that can be intergated into the tools.
- Taking account of almost all the dimensions of the working conditions.
- Promotes collaborative work with future users and co-design approach.

## What are the « limits » of these digital tools ?

- Measurement of effects on productivity is easier than effects on health. Improvements are essential to bring our issues on working conditions to the top.
- Tools that can easily be used with wrong or partial data, based on prescribed work or an ideal mode.
  - > A vigilance to have on the integration of data based on the real work (taking account of malfunctions and hazards)
- Technical abilities: limited control besides the digital simulation provider

# THANK YOU !



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<http://www.normandie.aract.fr>