<table>
<thead>
<tr>
<th>TSC Category</th>
<th>Network Technology Management</th>
</tr>
</thead>
<tbody>
<tr>
<td>TSC</td>
<td>Virtual Reality Application</td>
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<tr>
<td>TSC Description</td>
<td>Employ the use of virtual reality technology in work-related applications, training and to support organisational decision-making in relation to new designs for products, work procedures, workspace layouts and other experiments</td>
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<table>
<thead>
<tr>
<th>TSC Proficiency Description</th>
<th>Level 1</th>
<th>Level 2</th>
<th>Level 3</th>
<th>Level 4</th>
<th>Level 5</th>
<th>Level 6</th>
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<tbody>
<tr>
<td></td>
<td>PRE-CTS-2002-1.1</td>
<td>PRE-CTS-3002-1.1</td>
<td>PRE-CTS-4002-1.1</td>
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<tr>
<td>Operate virtual reality (VR) devices to interact with the simulated environment</td>
<td>Support development of virtual reality (VR) simulations by supplying work-specific information</td>
<td>Facilitate organisational decision-making through the use of virtual reality (VR) simulations</td>
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Knowledge:
- Organisational objectives related to the given VR simulation
- Working principles of VR
- Distinct differences between virtual reality (VR) and AR
- Types of VR systems and devices
- Correct usage of VR devices
- Common errors when using VR technology
- Types of VR systems and available software
- Types of VR simulations and their applications
- Objectives of creating the given VR simulation
- Principles of user interface design in VR simulations
- Types of work-specific information relevant for building simulations
- Working principles of VR
- Distinct differences between virtual reality (VR) and AR
- Organisational goals, and decision-making needs
- Types of VR simulations applicable to the organisation’s decision-making needs
- VR simulation techniques
- Evaluation criteria to support decision-making based on VR simulation tests
- Distinct differences between VR and augmented reality (AR)

Abilities:
- Identify the objectives of the VR simulation and the expected user interactions and behaviours
- Operate VR devices according to equipment specifications and instructions
- Interact with the simulated environments through VR devices
- Identify work processes, equipment and other objects to be modelled in VR environments, aligned to the intended simulation objectives
- Translate work requirements and information into VR simulation parameters
- Specify user interactivity requirements to be incorporated into VR environments
- Advise VR environment creators on adjustments
- Conduct simulations in VR environments to test feasibility of ideas before implementation in reality
- Employ appropriate measurements and criteria to evaluate simulations
- Determine need for re-testing and the necessary adjustments to the simulations
- Interpret output from VR simulations to identify relevant insights for
| to enhance effectiveness of the simulations | decision-making processes |   |   |