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Virtual reality in improving mining ergonomics

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Over the past decade there has been a great deal of research into the use of virtual reality (VR) and computer graphics in the mining industry. Much of this has led to developed applications including training simulators and accident re-construction. One other area where there is considerable potential for virtual reality is that of mining ergonomics. This paper identifies those common ergonomic limitations associated with mining equipment that can be effectively modelled using VR techniques. From this, two simple models have been developed namely (i) remote control continuous miner operation and (ii) free steered vehicle sightlines, which demonstrate the practical use of VR in this area.

Introduction

Virtual reality (VR) has been applied in many sectors where safety and organizational complexity are key issues. This includes advanced manufacturing, the aviation industry, the nuclear industry, military applications, as well as the mining industry. In the mining industry typical applications of VR include the familiarization of new recruits and visitors with the mine layout, the rehearsal of emergency situations, accident reconstruction and the training of equipment operators on 'virtual' machines (Hollands *et al*, 2000[1]). One other area where there is considerable potential, but on which little has been done with respect to VR, is that of mining ergonomics.

It has been stated that over 90% of mining accidents involve human error. Recent studies have shown that one of the overriding issues lying at the cause of such accidents lies with ergonomic limitations in the design of mining equipment and machinery (Simpson, 1993[2]). All too often in the past, ergonomic issues have been overlooked in the design of mining equipment. Issues such as limited driver vision, poor control design and location, access and egress difficulties and incorrect population stereotypes not only have a direct implication for safety but also efficiency and performance standards.

Ergonomics

Ergonomics is the discipline that brings an understanding of human behaviour and capabilities to the design process. It helps us to understand human capabilities and limitations, and ensures that the design of equipment, working environments and information systems take these into consideration. The traditional framework used in ergonomics for the study of the relationship between man and equipment is the 'man-machine' interface. The main areas of consideration within this framework are as follows:

- Ensuring the man's sensor mechanisms (particularly sight and hearing) are allowed clear access to the necessary information sources
- Ensuring information is in a form that is clear, precise and easy to assimilate and process
- Ensuring that the man is in a position to control the equipment easily, quickly and with the required accuracy
- Ensuring ease of access to and egress from the workplace
- Ensuring a reasonable degree of physical and postural comfort, sufficient to avoid the rapid development of fatigue or the risk of musculoskeletal strain
- Ensuring that local environment factors do not exacerbate the problems above or are likely to cause any risks to safety or health.

Ergonomic limitations associated with the first three areas can be effectively modelled using VR. This corresponds to those limitations associated with the design and location of displays and controls and positions of sightlines and illumination.

Common ergonomic limitations in mining equipment

Over the past two decades a great deal of work has been undertaken by mining research agencies in various countries on the ergonomics of mining equipment. In Europe, extensive research programmes into mining ergonomics have been funded by the European Coal and Steel Community. Much of the early research focused on the original design of mining machinery as ergonomic limitations are easier to deal with at this stage whilst more recent studies have looked into improving the ergonomics of existing machines by retrofit. With this in mind, a great deal of past research projects were studied from which the following ergonomic limitations were identified which could be modelled using virtual reality techniques.

Workplace design

- Limitations in the overall dimensions of driver's cabs on FSVs and locomotives
- Poorly located controls, hoses, valves and other components that intrude into the cab
- Insufficient protection from external hazards (such as lagging, loose ducting and dust) entering the driver's cab through windows and doorways.

Design and location of controls and displays

- Lack of standardization of control layouts across similar types of vehicle often produced by the same manufacturer
- Inappropriate control stereotypes with movement-response relationships that contradict the expectations of the operator
- Lack of appropriate operating clearances and poorly designed handles
- Frequently used and emergency controls located outside acceptable reach limits
- Displays which are difficult to read or interpret and located outside the normal sightlines of the operator
- Inappropriate display stereotypes which confuse and lead to information error.

Illumination and operator's visual requirements

- Poor sightlines caused by low seat heights and the location and orientation of the operator's cab on the machine
- Headlights fail to illuminate important visual attention areas.

From this, a number of scenarios were generated which were then modelled using virtual reality techniques. These included (i) remote control continuous miner operations and (ii) improving the sightlines of free steered vehicles by retrofit. These two applications are described in more detail in the remainder of this paper.

Remote control continuous miner application

The increasing use of remotely controlled continuous miners (CMs) has led to a number of incidents and fatalities world-wide. A number of studies have looked in detail at this type of operation (e.g. Pitzer, 2000[3]; Talbot and Rushworth, 1998[4]) and identified that many of these problems are related to a combination of poor operator positioning and inaccurate assessment or perception of risk. In these operations there are two categories of hazards associated with ergonomics.

- Those associated with the operator and his positioning (a function of sightlines as he will position himself where he can see the cutting). These include:
  - Being struck by other moving machinery in the vicinity (such as shuttle cars operating behind the CM)
  - Being struck by falling or flying objects, such as falls of roof from unsupported ground or lumps of rock being projected by the cutting head
  - Exposure to health hazards such as dust and noise.
- Those hazards associated with the use of the remote controller such as being struck by the CM when incorrect controls are activated or controls are activated in the wrong direction.

Based on this information, a VR model was developed in order to demonstrate the hazards and risks associated with remote control operation. The model in detail encompasses a continuous miner with a 3.3 m cutting head operating in a single entry heading of dimensions 4.5 m wide and 3 m high (typical of coal mining operations in the UK). A bridge conveyor is fitted to the rear of the CM, which feeds to shuttle cars. The depth of cut is 1 m and the cutting procedure is a double pass cycle i.e.:

- Position the CM on the right-hand side of the roadway
- Raise the cutting head and 'sump' half a metre from top to bottom
- Repeat the above so that a total cut depth of 1 m is obtained
- Reposition the CM to the left-hand side of the roadway
- Repeat the above cutting cycle so that a total cut of 1 m is taken.

The user controls the continuous miner using a hand-held controller simulating the remote control unit and moves around the virtual world using a separate joystick.

In order to model risk, a number of risk indicators are shown on the model that show the level of risk of the significant potential hazards that affect the CM operator. These hazards are:

- Being struck by the CM
- Being struck by the FSV/shuttle car
- Being struck by rib/roof fall
- Being struck by flying rocks.

The level of risk shown by the risk indicators is based on the operator's personnel positioning within the virtual world. A series of risk regions have been programmed into the model and if the operator positions himself within such a region the level of risk changes. For example, the risk region for the hazard of being 'struck by flying rocks' is taken as a radius from the front centre of the machine as the source of this hazard is the cutting head. The relationship between the radius and the risk is given according to the dimensions in Table I.

Figure 1 below shows a view from the CM simulator looking back down the roadway showing the CM, the approaching shuttle car and the different risk indicators.

As the operator moves around the virtual world in real time, the levels of risk to which he is exposed are recorded and can be analysed separately. The risk scores obtained can be compared for different cycles and times of operation and used as the basis for a comparative risk assessment

Table I
Flying rock: dimensions of risk regions

Radius	Risk level
10 m	0
9 m	0.5
8 m	1
7 m	2
6 m	3
5 m	4
3 m	5

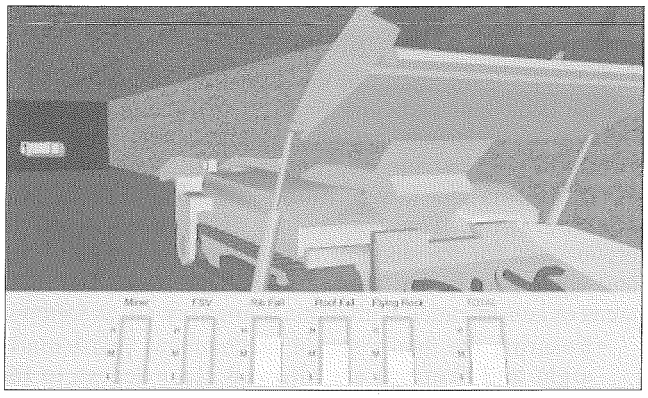

Figure 1. View of CM simulator showing CM, shuttle car and risk indicators

between stand-off and on-board operations, as well as different cutting cycles. The results of this comparative risk assessment show that for the majority of the standard cutting operation described above, the operator has a total risk of 'medium' or above on the 'total' risk indicator for about 70% of the time of the cut. The higher risk locations where the operator was positioned included:

- Close to the cutter head in order to see the far top corner for each pass
- Standing on the tight side of the machine to get a better view of the upper corners of the cut
- Next to the cutter head whilst cleaning and levelling the floor at the end of each pass
- Behind the CM and near the shuttle car whilst backing the CM away from the face before tramming it from the right to the left-hand side of the roadway.

In terms of risk assessment, what this model shows is that remote control operation exposes the operator to different hazards and risks than that on on-board operation. As this assessment is qualitative, and if the number of hazards and magnitude of risk was the basis of any comparative risk assessment, it could be argued that remote control operation is 'more risky' than on-board operation. However, in reality the difference in risk is dependent on site-specific conditions, the standard of training and the operator's awareness of these hazards.

Whilst the overall aim of generating this model was to study the lines of sight and operator positioning, one obvious additional application of the model is for operator training, particularly as operators are generally trained 'on the job'. This allows operators to be made aware of potential hazards and risks in the virtual environment as a direct part of their training. This aspect is to be further studied in a follow up to this project.

FSV sightlines application

Free-steered-vehicles (FSVs) are used in UK coal mines to transport material and equipment in underground roadways. The very nature of the operating environment imposes major design constraints which prevent the vehicle from meeting optimum ergonomic guidelines (Boocock *et al*, 1994[5]). One of the major ergonomic limitations that governs the safe use of FSVs underground is poor visibility from the operators position. Such problems are affected by a number of factors such as the low vehicle height, the centrally positioned cab, the design of the protective canopies, the positioning of headlights and the types of load being carried

Past research funded by the ECSC (Rushworth *et al*, 1995[6]) has shown that improvements can be made to the ergonomics of FSVs by a number of retrofit improvements. Such retrofits can be undertaken by mine owners and operators on existing machines and this is important as new FSVs may not be readily purchased with the contraction of the UK mining industry. In the 1995 project the ergonomics of a number of machines were examined. Three machines were then selected and used to evaluate and demonstrate the practicality of a wide range of retrofit ideas that ranged from simple, relatively inexpensive solutions to more fundamental changes. Amongst these retrofits were a number of improvements that were specifically made for the purpose of improving sightlines. The actual benefits, in terms of improved visibility, were realized after the improvements had been made. In this project VR would be used to demonstrate the benefits of these retrofits in the virtual world before any modifications take place. It would also re-introduce mine operators to the concepts of retrofits due to limited exposure of the original project.

Following discussions with members of the 1995 project research team, it was agreed that the following potential retrofit improvements be modelled in the virtual world so as to evaluate their effectiveness in improving sightlines:

- Raising the height of the supporting canopy (from 0.8 m to 1 m above the seat position)
- Modifying the driving position by raising the seat approximately 0.1 m and moving the cabwall behind the driver backwards 0.075 m
- Modifying the shape of the front near-side mudguard by reducing the clearance over the tyres from 0.15 m to 0.05 m and cutting back the leading edge of the mudguard by 15°
- Modifying the mounting arrangements of the front headlights from the front mudguard to under the canopies
- Reshaping the engine cover by chamfering the near-side top edge some 0.15 m across and 0.15 m

The model allows the FSV sightlines to be viewed in either a virtual mine environment or as a grid of 1 m squares. These squares allow sightlines to be plotted and potential improvements to be quantified. Eye positions are also included for the 5th, 50th and 95th percentile sized operator within the model.

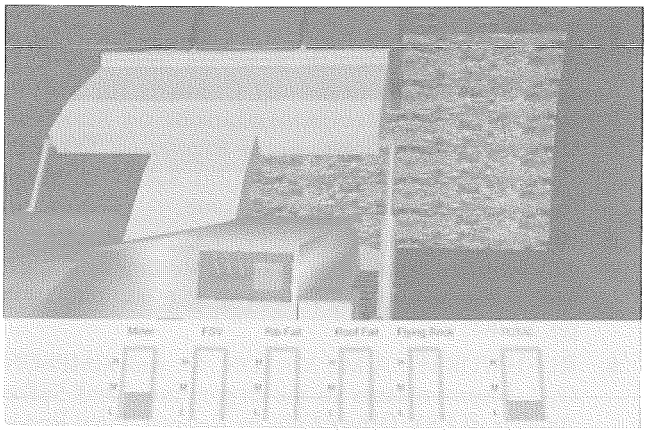

Figure 2. View of CM simulator looking forward

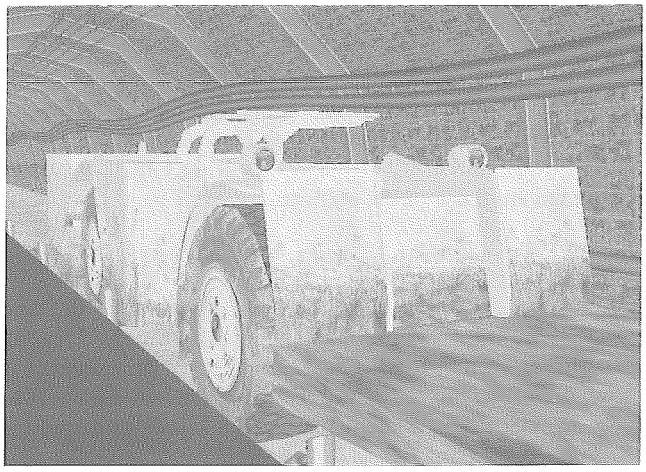

Figure 3. Virtual free steered vehicle

As an example in Figure 4, the diagram on the left shows the forward sightlines for an average height operator (i.e. 50th percentile). The diagram on the right shows the sightlines for the same sized operator if the seat was raised upwards by 0.1 m and back by 0.075 m. It almost doubles the forward distance that can be seen.

For all the potential retrofits, and for the three anthropometrical dimensions, a series of sightline plots have been developed. Figure 5 shows the plotted sightlines for an average height miner before (hatched) and after (shaded) all the retrofits have been undertaken. The hatched area represents the floor region that cannot be seen by the operator before any retrofits and the shaded area the region that cannot be seen by the operator after all the above retrofits have been undertaken. As can be seen the improvements are considerable.

The improvements in sightlines for an average height operator for (a) chamfering the engine cover (b) repositioning headlamps and (c) raising the seat are shown in Figure 6. The estimated costs of these individual retrofits are (a) £2000 (b) £1500 and (c) £2300 and so in terms of cost benefit repositioning the headlights is the greater. The retrofit of modifying the front mudguard had no effect on the sightlines at all.

From this model and in particular from the sightline plots, mine operators and engineers can actually visualize and evaluate the potential benefits of retrofit improvements before they commit themselves to the expense of modifying their vehicles.

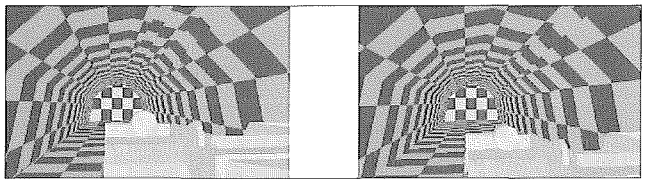

Figure 4. FSV Sightlines on metre square grids before and after seat retrofit

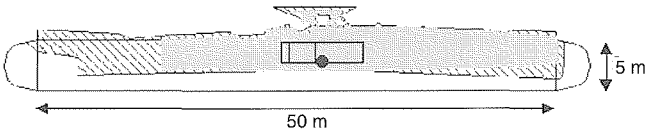

Figure 5. Sightline plots before (hatched) and after (shaded) all retrofit improvements

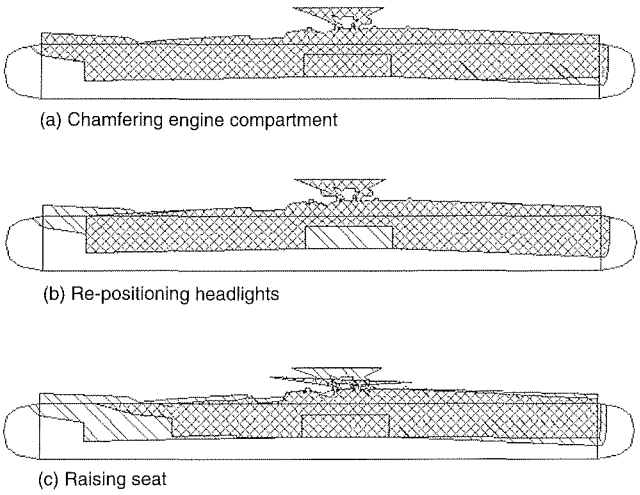

Figure 6. Sightline plots from individual retrofits

Conclusions

The models described within this paper have shown that virtual reality can be used to develop simple, yet practical applications related to mining ergonomics that in turn have the potential for improving health and safety.

- In the CM model the risks associated with the personnel positioning of remote operation can be determined and used as the basis of a comparative qualitative risk assessment, as well as in operator training. This allows operators to be made aware of potential hazards and risks in the virtual environment
- In the FSV model, the sightline plots allow machine manufacturers and mine operators to see directly the restrictions from these vehicles, as well as being able to visualize the improvements that can be brought about by retrofitting. These improvements in sightlines have a direct implication for improved safety as a greater area can be seen by the driver.

Acknowledgements

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