

# Design of student curricula, trainings and courses connected to WPS - MAG 135 and MMA 111 on a Fronius Virtual Welding Training System

Good practice example Industrial and Trade School Slavonski Brod





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## System developed in IOS



Integrated interactive training of welding trainees has been carried out in the Industrial and Trade School Slavonski Brod, Croatia since 2010. Integrated because it connects virtual and real welding, and interactive because the interaction of 3 elements - virtual welding, real welding and aerobic training yields a system that has several advantages over the classical training system for welders:

- 1. Training becomes cheaper,
- 2. Training is more modern and more acceptable to younger generations
- 3. Training is more dynamic, and can be shortened,
- 4. This training can also be used with experienced welders to correct their welding technique,
- 5. By including the aerobic training, the level of welder's psychophysical abilities is raised and also the quality of welding.







# **Good practice examples**

### Example 1

- Integrated interactive training using MAG 135 process: 3-layer welding of a fillet joint
   training on the Fronius simulator 40% (training + simulation),
  - training on the real machine Transsteel 3500 Synergic Fronius 60%

### Example 2

- 2. Integrated interactive training using MMA 111 process: 1-layer welding of a fillet joint
  - training on the Fronius simulator 50% (training + simulation)
  - training on the real machine Transpocket 180 50%









# Good practice example 1 Training using MAG (135) welding process



### TRAINING CONCEPT:

- 1. Trainer designs a WPS for the trainees to practice 3-layer welding of a fillet T- joint, steel sheets, in PB position.
- 2. Training is carried out in pairs.
- 3. Foreseen training duration is 20 school hours.
- 4. The first part of the training is carried out on the Fronius simulator. The foreseen training duration is 40% (8 h)
- 5. The second part is real welding on Transsteel 3500 Synergic Fronius. The foreseen training duration is 60% (12 h)
- 6. Visual inspection of the coupon/test piece





# Good practice example 2 Training using MMA (111) welding process



## TRAINING CONCEPT:

- 1. Trainer designs a WPS for the trainees to practice 1-layer welding of a fillet T- joint, steel sheets, in PB position.
- 2. Training is carried out in pairs.
- 3. Foreseen training duration is 24 school hours.
- 4. The first part of the training is carried out on the Fronius simulator. The foreseen training duration is 50% (12 h)
- 5. The second part is real welding on Transpocket 180 Fronius. The foreseen training duration is 50% (12 h)
- 6. Visual inspection of the coupon/test piece

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Vrsta spoja		OXY FLAME MACHINING																
Priprema spoja																		
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# **Training preparation on Fronius VWTS**

1. Trainer enters the WPS into the simulator.

2. At the same time, trainer enters his know-how and skills of the real welding in practice.

The goal is to train the trainees based on the trainer's skills.

There is no difference between the travelling/leading of the burner on the simulator and its travelling/leading in real welding.











# **Virtual Welding Training System Fronius**

### TRAINING SEQUENCE:

### Who is the trainer?

- Virtual trainer called "Ghost" ensures best help possible in mastering the welding technique
- Colours of the "Ghost" (red, yellow or green) and the sound of welding show the current condition and provide for the necessary correction of the welding technique.

### What is practiced?

- Welding speed level 1
- Welding speed + stick out (MAG) / arc length (MMA) level 2
- Welding speed + stick out (MAG) / arc length (MMA) + tilt angle of the burner (MAG) / electrode (MMA) – level 3



### Training sequence:

A virtual teacher ("Ghost") gives the best help possible

### Simulation sequence:

Training in a "real" welding situation (with no help from the Ghost)

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# **Virtual Welding Training System Fronius**



## SIMULATION SEQUENCE

### When?

Upon completion of the entire training Training without the Ghost in real training situations

What is practiced? Weld formation Setting the welding parametres

Who is keeping track of the trainee's progress? A video analysis provides feedback





### RESULTS

### **Objective and transparent evaluation of results**

- Comparing training results
- Objective scoring system

## **Ranking list**

- The list is generated automatically and simplifies the evaluation

## **Playback function**

- Each weld is recorded and can be played back and analised

### **Trainee motivation**

- Trainees compare results and motivate each other
- Group dynamics is improved









## Training on the Fronius virtual simulator MAG 135



Step/level 1: welding speed is trained (600 points to pass)

Step/level 2: welding speed + stick out are trained (600+600=1200 points to pass)

Step/level 3: welding speed+ stick out + tilt angle of the burner are trained (600 + 600 + 600 = 1800 points to pass)

Moving to the next level is only possible after a passing score has been reached on the previous level.

The training is finished after the trainee has successfully completed the level 6 times out of 10 tries on all 3 levels.

## Simulation without the "Ghost"

The trainee has passed if he has 6 successfully executed welds out of 10 tries. If the trainee fails, he goes back to the training and the circle continues.











## **Real welding - MAG 135**

### **EXPECTED RESULT - MAG 135**

The expected result is achieved when the trainee executes 5 consecutive successful welds visually inspected according to HRN EN ISO 9606-1.







## Training on Fronius virtual simulator MMA 111



Step/level 1: welding speed is trained (600 points to pass)

Step/level 2: welding speed + arc length are trained (600+600=1200 points to pass)

Step/level : welding speed + arc length + tilt angle of the electrode are trained (600 + 600 + 600 = 1800 points to pass)

Moving to the next level is only possible after a passing score has been reached on the previous level.

The training is finished after the trainee has successfully completed the level 6 times out of 10 tries on all 3 levels.

## Simulation without the "Ghost"

The trainee has passed if he has 6 successfully executed welds out of 10 tries. If the trainee fails, he goes back to the training and the circle continues.











# **Real welding - MMA 111**

### **EXPECTED RESULT - MMA 111**

The expected result is achieved when the trainee executes 5 consecutive successful welds visually inspected according to HRN EN ISO 9606-1.











## **AEROBIC TRAINING**



Aerobic training is conducted parallel to the welding training. By continuously training, welders acquire physical predisposition to work in forced positions, and through physical predisposition they also raise their level of confidence and psychological stability, which is very important for continuous work and good results regarding the quality of welded joints.











# SYSTEM RESULTS

By collecting data throughout 12 years of work in integrated interactive training of this type, the following results were obtained:

- 1. On average, welding simulator training ends 20% (MAG) and 15% (MMA) ahead of schedule.
- 2. With the practiced welding technique on the simulator, the expected results in real welding are achieved faster, which accelerates the training by another 20%.
- 3. The hourly rate intended for MAG welding of fillet welds according to IAB-089r5-14 amounts to 180 hours of training. The integrated interactive training anticipates 40% of the work on the simulator and 60% for real welding. This means 72 hours of work on the simulator and 108 hours of work on the real welding device.

4. The hourly rate intended for MMA welding of fillet welds according to IAB-089r5-14 amounts to 140 hours of training.

The integrated interactive training anticipates 50% of the work on the simulator and 50% for real welding. This means 70 hours of work on the simulator and 70 hours of work on the real welding device.





# SYSTEM RESULTS

Taking into account points 1, 2 and 3 (MAG), the time savings on the simulator would be 14 hours and on the welding machine 22 hours, which means that the course could be completed in 144 hours, which represents significant savings in welder training.

Taking into account points 1, 2 and 4 (MMA), the time savings on the simulator would be 11 hours and on the welding machine 14 hours, which means that the course could be completed in 115 hours, which represents significant savings in welder training.