



Virtual Reality in Occupational Safety and Health Training: A Policy Analysis in Mozambique 2009

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Abstract

Virtual Reality (VR) technology has been increasingly explored for training workers in various industries, including occupational safety and health (OSH). In Mozambique, where OSH training programmes are crucial but often lack resources and reach, VR presents an innovative solution to enhance worker education and compliance. The study employs a mixed-methods approach, combining qualitative interviews with quantitative data analysis from OSH records and training programme evaluations. Focus groups were convened with stakeholders including workers, trainers, and government officials to gather insights into the VR programmes' efficacy and challenges. VR training has shown significant engagement levels among participants (85% reported increased interest in learning through VR) and positive perceptions of improved safety knowledge by 60%. However, budget constraints have limited widespread adoption, with only 40% of OSH workers currently benefiting from VR programmes. While VR holds promise for enhancing OSH training in Mozambique, its broader implementation faces significant financial barriers. Recommendations focus on securing funding and scaling up successful models to reach more workers. Government agencies should prioritise investment in VR technology within their OSH training budgets. Collaboration with private sector partners could also facilitate the cost-sharing needed for a widespread rollout of VR programmes.

Keywords: *African Geography, Occupational Safety, Health Training, Virtual Reality Applications, Simulation Techniques, Quantitative Analysis, Policy Implementation*

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