



MAKING SEAFARER TRAINING SAFER AND MORE ACCESSIBLE THROUGH VIRTUAL REALITY

Kanda is a start-up that is leveraging virtual reality and elements from computer games to develop immersive and human-centred digital learning applications that enable collaborative teamwork across platforms. For the maritime industry, this translates into safer and more accessible training for seafarers and other maritime personnel.

The Journey So Far

As an IT graduate, Kristian Andreasen started tampering with the idea of using games for a more purposeful endeavour – as a learning tool. This eventually led to the founding of Kanda in 2011. They completed their first commercial project for kids with ADHD and Aspergers in 2014. By 2016, virtual reality had become the key development focus for Kanda and they soon found success in heavy industry training.

Through Smart Port Challenge (SPC) 2019, Kanda identified an opportunity with Teekay Tankers to create a 3D environment for training and marketing purposes. With the support of an MPA grant, they embarked on a pilot project to create a digital twin of the entire Limerick Spirit vessel and develop a virtual reality training module for Teekay's lock out tag out (LOTO) procedures. That was just the beginning of their journey in maritime.

In collaboration with Eastern Pacific Shipping (EPS), they obtained a classification approval from Lloyd's Register for the first virtual reality course for LNG bunkering procedures in 2021.

Founded 2011,
Denmark

Kristian Andreasen
CEO



We set out to create value-adding virtual training for the maritime industry. Participating in Smart Port Challenge gave us the opportunity to connect with and validate our solution with relevant corporates. We also gained valuable input on pitching and talking to investors – a skill all start-ups looking to grow will benefit from.

Kristian Andreasen
CEO

Virtual Training as an Effective Enabler

Traditional methods of seafarer training are costly and time-consuming, often involving travel and access to specialised training centres for familiarisation, hands-on practice and effective retention of knowledge.

By utilising virtual reality as a training tool, real-life scenarios can be simulated in a digital environment without the risks associated with harsh or hazardous environments, mishandling of equipment or mis-management of procedures. It also promotes team collaboration without the need for physical travel to the same location or risk of virus transmissions in light of the ongoing pandemic.

Looking Forward

Since securing a S\$2 million seed funding from EPS in 2021 and bringing a certified virtual reality LNG bunkering training to market, Kanda plans to continually evolve education and training through immersive digital simulation methods and expand to several other industries.

Key Results



up to 75%
decrease in
training costs



average reduction
of 500kg in CO2e
per trainee

Founding Partners



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