

## Mine.D hackathon focuses on mining health and safety

Manufacturing industries and natural resource sectors are starting to look at digital disruption to move these industries forward. So, it stands to reason that the next wave of growth within the mining sector will come from technology.



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"There is a significant role for technology to play within the mining sector. Looking at aspects of augmented reality (AR), virtual reality (VR) and the internet of things (IoT) alone can bring massive benefit to mines by eliminating time wasted, improving decision making, and automating approaches and procedures. This in turn, improves the quality of the work that people do," says Lesley Donna Williams, Tshimologong Precinct CEO.

The Tshimologong Precinct, in collaboration with RIIS, is hosting Mine.D: Zero Harm - a digitally-inspired hackathon from 3-5 November 2017. The event will focus on mixed reality (MR) and IoT within the health and safety space of the mining sector.

The aim is not to reinvent mining, but to look at how digital technology can be embedded into current processes to affect a better outcome for all involved. "We are aware of the sensitivities associated with the mining industry and as a result want to look for ways that technologies such as MR can assist in improving the health and safety for all involved," Clen Cook, managing partner, RIIS, says.

extreme environments is often tricky, so we are hoping to collaborate and develop digital approaches that will address health and safety issues.

"This is a very exciting hackathon and we invite anyone with an idea or interest in developing these technologies to participate," says Williams. She stresses that Mine.D is open to strategists, technology entrepreneurs, innovators, developers and software engineers: "We recognise that Mine.D needs a collaborative approach and thus will not restrict those who want to participate."

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