

Virtual visits of pig farms in times of COVID-19, a feedback.

Henry CHATEAU, *Vice-dean academic affairs, EnvA*

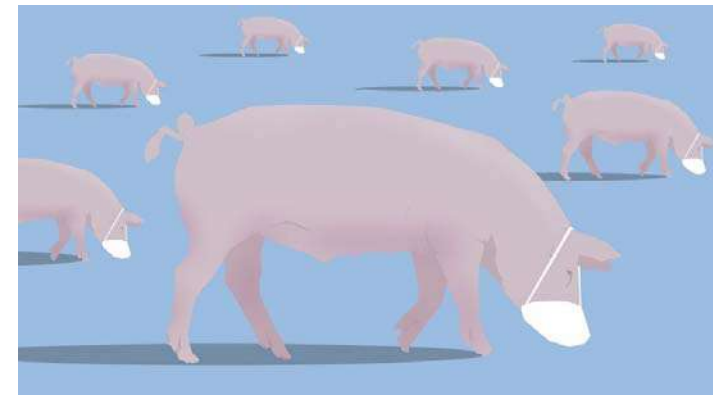
Maxime DELSART, *Associate Prof in Pig Health Management, EnvA*

Catherine Belloc, *Oniris*

Alice de Boyer des Roches, *VetAgro Sup*

Mily Leblanc-Maridor, *Oniris*

Agnes Waret-Szuta, *EnvT*



Introduction

- ✓ Importance of exposing students to the field reality, particularly with regard to visits to
 - farms
 - slaughterhouses
 - food industry

- ✓ Common problem : **difficulty in accessing facilities** where biosafety rules are becoming more and more restrictive, with our groups of students

- ✓ **Nothing will replace the real face-to-face visit** but we need to find **alternative and complementary solutions** in order to overcome this difficulty

- ✓ **Covid lockdowns have forced us to move faster in this direction**



Usually (even without COVID)

- ✓ **More and more digital education, interactivity, gamification, role-playing**
 - for active learning and student engagement
 - because it is more and more difficult to enter farms with large groups of students
 - in conjunction with biosecurity
 - top priority in pig farms
 - especially with ASF

NETPIG

Usually (even without COVID)

- ✓ Farm visit : a priority



With Covid

- ✓ How to visit a farm without entering the farm?

With Covid

- ✓ **The simplest and most basic:**
 - Video filmed on the farm
 - Simple guided visit
 - Live commentary via teams
 - Made in Alfort for the visit of poultry farm



With Covid (how to visit a farm without entering the farm)

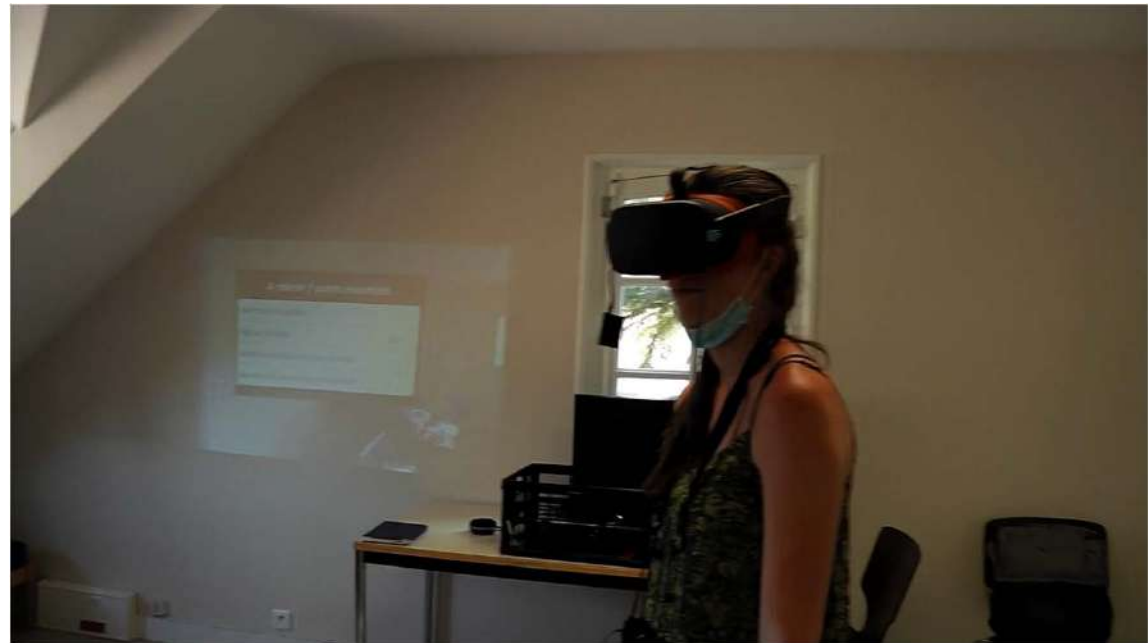
- ✓ **More sophisticated Serious game**
 - Virtual visit in a real farm
 - 360° film
 - Activity developed for the 4 French schools



With Covid (how to visit a farm without entering the farm)

“Moderate” lockdown

- Oculus Qwest
- Group of 4 to 5 students
- Duration: 1 hour on “farm”



Start & welcome

BIENVENUE
Êtes-vous prêt(e) à commencer l'expérience ?

		<p>Cliquez ou visez les objets interactifs avec le curseur devant vous.</p> <p>FAITES UN ESSAI, VISEZ LA CIBLE CI-DESSOUS.</p> 
<p>Arrivez-vous à lire ce texte correctement ?</p> <p>•</p> 	<p>Entendez-vous la musique ?</p> <p>•</p> 	
<p>Ajustez le positionnement de votre casque VR ou de votre téléphone.</p>	<p>Réglez le volume de votre appareil.</p>	

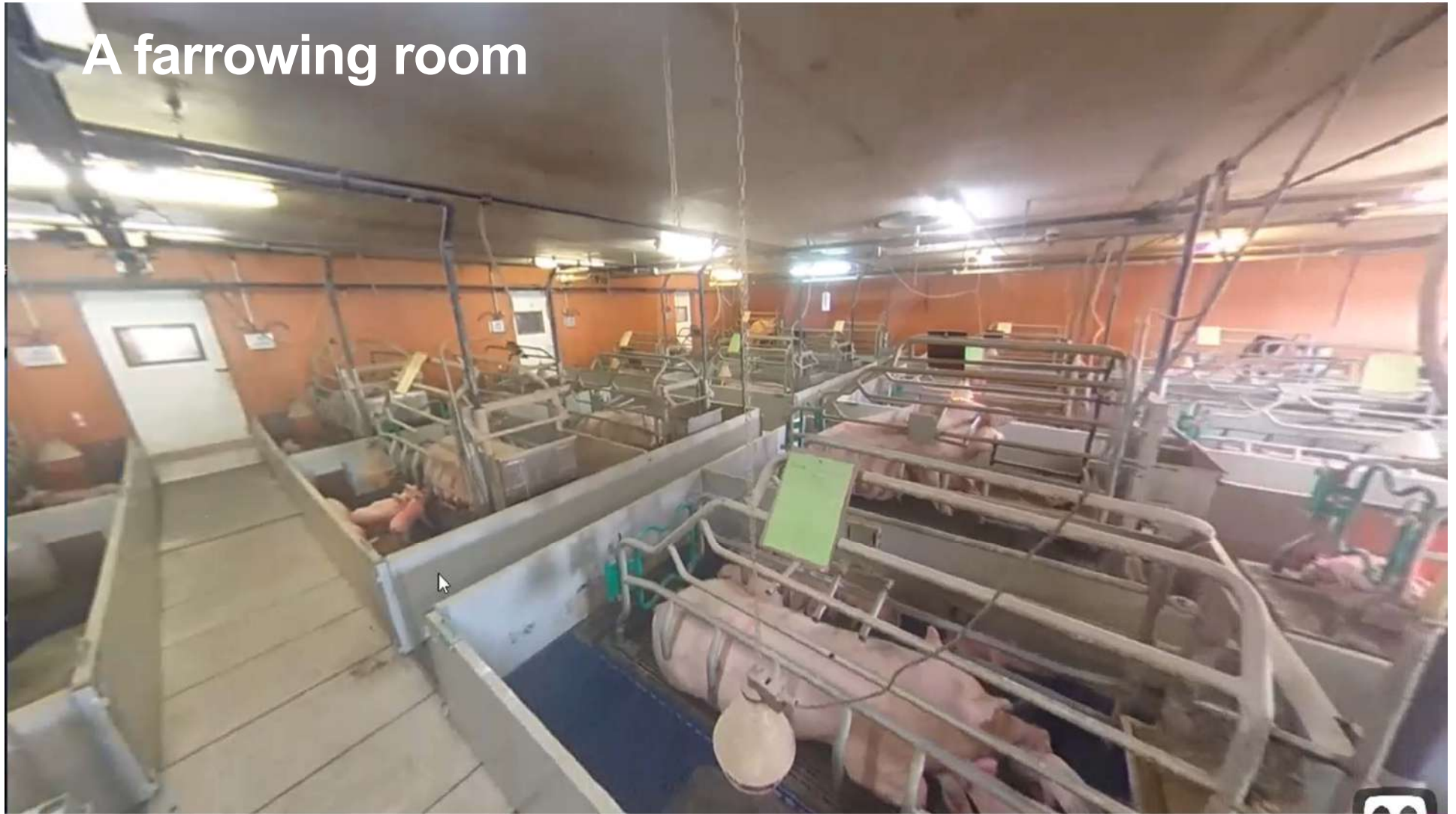
Sanitary SAS Training



Visit of the farm respecting the forward march



A farrowing room



Questions following the visit about risk factors

Une granulométrie de l'aliment trop fine est un facteur de risque de cannibalisme.

Est-ce le cas dans cet élevage ?

Oui

Non

Je n'ai pas



✓ After the visit

- 15-30 minutes debriefing with students
- (the teacher does not interfere during the game)



With Covid (how to visit a farm without entering the farm)

✓ Strict lockdown due to Covid:

- Same organization
- Same teams
- Same timing

✓ But:

- No Oculus Qwest
- All students do it at the same time on personal laptops
- Live exchanges between students (team)



Virtual visit in a real farm

✓ Strengths:

- Exposure of students to new farms
- Didactic clinical case
- Greater immersion, greater contextualisation

✓ Weaknesses:

- Does not replace a real farm visit
- Visits are essential as long as they can be made
 - Contact with a real farmer
 - Contact with pigs

Virtual visit in a real farm:

- ✓ Need for equipment: 360° camera
- ✓ Need for specialized software
- ✓ Need for external help
- ✓ Need for time and people
- ✓ Need for funding



Perspective

✓ Tele-visit ?

- With some of the students on the farm
- Connected glasses
- Live streaming to students in the classroom
- Live interaction between students in the classroom and those in the farm.

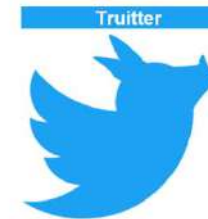
✓ Network and connection problems in the farms are still a challenge



Conclusion

✓ Covid

- has forced the development of new learning methods
- to adapt existing ones, developed because of the increasing difficulties to enter pig or poultry farms



WIKIPIGIA



Thank you for your attention

