

Rio Tinto Acquires Immersive Technologies Advanced Equipment Training Simulators



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For Immediate Release*

Rio Tinto subsidiaries Hamersley Iron and Robe River Mining, the Pilbara Iron Group, have ordered two Series II Advanced Equipment (AE) Simulators from Immersive Technologies.

The AE Simulators will be used at Mount Tom Price, Channar, Paraburdoo, Marandoo, Brockman, Yandicoogina, West Angeles, and Pannawonica in Western Australia and managed as an asset under Pilbara Iron.

The two Series II AE Simulators will be delivered integrated with custom mine sites providing all mine sites with superior capabilities to maximize equipment operator training experience and increase training benefits.

"The acquisition of AE Simulator Training capability provides a means to further improve safety performance" said Dan Tenardi, General Manager Operations at Robe River. "The AE Simulator represents best practice in safety systems which will provide Robe River with the ability to continuously improve."

"Rio Tinto business units have been deploying and are applying Immersive Technologies AE Simulators since mid-2001. Like many of our mining customers, the Simulators are seen as critical to operations, and a capability for realizing continuous safety improvements, reduced maintenance and higher productivity in an era of robust growth" said Oye Obe, Executive Manager Business Development at Immersive Technologies.

Immersive Technologies AE Simulators were selected after extensive and in-depth evaluation of their potential to address operator training needs. The evaluation was conducted by staff drawn from across training, maintenance, safety, technical services and senior management functions within Pilbara Iron.

About Immersive Technologies

Established in 1993, Immersive Technologies is a provider of advanced training simulator technologies that improve operational efficiency and reduce risk for defense forces and air rescue fire fighting operations, and improve productivity in the mining and earthmoving sectors. Immersive Technologies employs about 85 people in Australia and the United States with simulators in 13 countries.

To learn more about Immersive Technologies, please visit the company's web site at www.ImmersiveTechnologies.com

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