

Xstrata Ernest Henry Orders Immersive Technologies' Advanced Equipment Training Simulator

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For Immediate Release*

Xstrata Ernest Henry open pit copper-gold mine, a leading producer of copper has ordered a Series II Advanced Equipment (AE) Simulator, Caterpillar and Komatsu Conversion Kits from Immersive Technologies.

The AE Simulator will be used to train new operators and re-train experienced operators with the aim of achieving operational efficiencies as mine activities expand to meet growing demand.

"Xstrata's operations in north Queensland are committed to delivering excellence in training and safety performance. The Ernest Henry open cut copper-gold mine near Cloncurry and the future Black Star open cut zinc-lead mine in Mount Isa are promoting contemporary safety and training systems. By utilising the AE Simulator from Immersive Technologies, our drivers can train in an environment as close as possible to the real experience without the risks. The AE Simulator will greatly assist us in achieving our safety performance objectives," said Andrew Ufill, Administration/Community Relations Officer at Xstrata Copper's Ernest Henry Mine.

"Ernest Henry is indicative of the trend in the application of the AE Simulator by rapidly extending mines to achieve breakthrough performance in maintenance and productivity improvements, whilst maintaining their duty of care to their employees" said Oye Obe, Executive Manager Business Development at Immersive Technologies.

The AE Simulator Series II will be delivered and commissioned in August 2004 at the Ernest Henry mine in Queensland, Australia.

Immersive Technologies' AE Simulators are now used by virtually all leading mining companies in 12 countries around the world to train, assess and re-train or re-accredit operators of earth moving equipment. These organizations typically apply the AE Simulators to decrease scheduled and unscheduled maintenance costs; increase safety and reduce corporate risk; increase productivity and asset utilization by reducing use of real equipment for training purposes.

About Immersive Technologies

Established in 1993, Immersive Technologies is a provider of advanced training simulator technologies that reduce risk and improve operational efficiency for defense forces, air rescue fire fighting operations and mining and earthmoving operations. Immersive Technologies employs 85 people in Australia and the United States, and has deployed Simulators and supports customers in 12 countries.

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

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