iJRASET
International Journal For Research in Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 13 **Issue:** II **Month of publication:** February 2025

DOI: https://doi.org/10.22214/ijraset.2025.67125

www.ijraset.com

Call: 08813907089 | E-mail ID: ijraset@gmail.com

International Journal for Research in Applied Science & Engineering Technology (IJRASET)
ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538
Volume 13 Issue II Feb 2025- Available at www.ijraset.com

The Role of Augmented Reality (AR) in Enhancing Construction Site Visualization and Planning

Alshrif Abdslam Alsonosi Alowa[1], Mohammed Nasridin Yousif Algoul[2]
[1]*Higher Institute of Science and Technology -Wadi Al-Ajal*
[2]*Higher Institute of Science and Technology/ Tamezawa Ashati*

Abstract: ***Augmented Reality (AR) is revolutionizing the construction industry by providing immersive, real-time visualization and planning tools. This paper explores the applications of AR in construction site visualization, planning, and project management. It highlights the benefits of AR, such as improved accuracy, enhanced collaboration, and reduced errors, while also addressing challenges like cost, technical limitations, and user adoption. Case studies and emerging trends are discussed to demonstrate the transformative potential of AR in construction.***
Keywords: Augmented Reality (AR), Construction Visualization, Site Planning, Building Information Modeling (BIM), Real-Time Collaboration, Design Clash Detection, Construction Safety, Immersive Technology.

I. INTRODUCTION

A. Background

The construction industry faces challenges such as project delays, cost overruns, and miscommunication. Traditional 2D blueprints and 3D models often fail to provide a comprehensive understanding of complex projects [1]. The construction industry is one of the largest and most complex sectors globally, contributing significantly to economic development. However, it is also plagued by persistent challenges such as project delays, cost overruns, miscommunication among stakeholders, and safety concerns. Traditional methods of construction planning and visualization, such as 2D blueprints and even 3D models, often fall short in providing a comprehensive understanding of complex projects.

These methods can lead to design clashes, inefficient resource allocation, and errors during execution, ultimately impacting project timelines and budgets [2].

In recent years, the adoption of digital technologies has emerged as a transformative force in the construction industry. Among these technologies, Augmented Reality (AR) has gained significant attention for its ability to bridge the gap between the physical and digital worlds. AR overlays digital information—such as 3D models, annotations, and data—onto the real-world environment, enabling users to visualize and interact with construction plans in real-time. This capability is particularly valuable in construction, where accurate visualization and precise planning are critical to success [3].

The concept of AR was first introduced in the 1990s, but its application in construction has gained momentum only in the last decade, driven by advancements in hardware (e.g., AR glasses, smartphones, and tablets) and software (e.g., AR platforms and BIM integration).

AR is now being used across various stages of the construction lifecycle, from design review and site planning to project management and worker training.

One of the key drivers for AR adoption in construction is its ability to enhance **collaboration** among stakeholders. Architects, engineers, contractors, and clients can use AR to visualize and discuss designs in a shared virtual environment, reducing misunderstandings and improving decision-making. Additionally, AR can improve **accuracy** by enabling precise measurements and layouts, minimizing errors during construction. It also plays a crucial role in **safety training**, allowing workers to simulate hazardous scenarios and practice safety protocols in a controlled environment.

Despite its potential, the adoption of AR in construction is still in its early stages, with challenges such as high costs, technical limitations, and resistance to change hindering widespread implementation. However, as technology continues to evolve and become more accessible, AR is poised to revolutionize the construction industry, offering new ways to enhance visualization, planning, and execution [4].

©IJRASET: All Rights are Reserved

This paper explores the role of AR in addressing the challenges faced by the construction industry, with a focus on its applications in site visualization and planning. By examining case studies, benefits, and challenges, this research aims to provide insights into how AR can transform construction practices and contribute to more efficient, safe, and sustainable projects.

B. Problem Statement

The construction industry is a cornerstone of global economic development, yet it continues to grapple with persistent inefficiencies that hinder productivity, safety, and project success. Traditional methods of construction site visualization and planning, such as 2D blueprints and even 3D models, often fail to provide a comprehensive and intuitive understanding of complex projects. These limitations lead to design clashes, miscommunication among stakeholders, errors during execution, and inefficient resource allocation, resulting in project delays, cost overruns, and compromised safety.

For instance, discrepancies between design plans and on-site conditions are frequently identified only during the construction phase, necessitating costly rework and delays. Additionally, the reliance on static 2D or 3D representations makes it difficult for stakeholders to fully grasp the spatial and functional aspects of a project, leading to misunderstandings and suboptimal decision-making. Furthermore, the lack of real-time visualization tools limits the ability to monitor progress accurately and make informed adjustments during construction.

While digital technologies like Building Information Modeling (BIM) have improved planning and coordination, they often require specialized software and hardware, limiting their accessibility and usability on-site. Moreover, the construction industry has been slow to adopt emerging technologies due to factors such as high costs, technical complexity, and resistance to change among workers and organizations.

In this context, Augmented Reality (AR) emerges as a promising solution to address these challenges. AR has the potential to revolutionize construction site visualization and planning by overlaying digital information—such as 3D models, annotations, and real-time data—onto the physical environment. This capability enables stakeholders to visualize and interact with construction plans in real-time, improving accuracy, collaboration, and decision-making. However, despite its potential, the adoption of AR in construction remains limited, and its full impact on the industry is yet to be realized [5].

This research seeks to address the following critical questions:

1) How can AR enhance construction site visualization and planning to overcome the limitations of traditional methods?
2) What are the key benefits and challenges of implementing AR in construction projects?
3) What strategies can be employed to overcome barriers to AR adoption in the construction industry?

II. LITERATURE REVIEW

The application of Augmented Reality (AR) in the construction industry has garnered significant attention in recent years, driven by advancements in technology and the growing need for innovative solutions to address industry challenges. This section reviews existing research on AR in construction, focusing on its role in enhancing site visualization and planning.

A. Overview of AR Technology

Augmented Reality (AR) is a technology that overlays digital information—such as 3D models, annotations, and real-time data—onto the physical environment, creating an interactive and immersive experience. Unlike Virtual Reality (VR), which creates a fully virtual environment, AR enhances the real world by adding digital elements. Key components of AR systems include hardware (e.g., AR glasses, smartphones, tablets), software (e.g., AR platforms, BIM integration tools), and sensors (e.g., GPS, cameras, accelerometers) that enable real-time tracking and interaction [6].

B. Historical Development of AR in Construction

The concept of AR was first introduced in the 1990s, but its application in construction gained traction in the early 2000s with the advent of more powerful computing devices and software. Early studies focused on using AR for design visualization and clash detection, demonstrating its potential to improve accuracy and reduce errors [7]. Over the past decade, the integration of AR with Building Information Modeling (BIM) has further expanded its applications, enabling real-time visualization of complex construction projects.

C. Applications of AR in Construction

Existing research highlights several key applications of AR in construction, including:

1) Design Review and Visualization: AR allows stakeholders to overlay 3D models onto physical sites, enabling real-time visualization and identification of design clashes. Studies by Wang et al. (2013) and Behzadi (2015) have shown that AR can significantly reduce errors during the design phase by providing a more intuitive understanding of spatial relationships.
2) Site Planning and Layout: AR can be used to mark boundaries, utilities, and equipment placement on-site, improving accuracy and efficiency. Research by Dunston et al. (2011) demonstrated that AR-based site layout tools reduce errors and save time compared to traditional methods.
3) Project Management: AR enables real-time progress tracking and comparison with planned schedules, enhancing project monitoring and control. Studies by Chalhoub and Ayer (2018) have highlighted the potential of AR to improve communication and collaboration among stakeholders.
4) Training and Safety: AR-based training programs allow workers to familiarize themselves with site layouts and safety protocols in a simulated environment. Research by Li et al. (2018) has shown that AR can improve safety awareness and reduce accidents on construction sites [8,9].

D. Benefits of AR in Construction

The literature identifies several benefits of AR in construction, including:

1) Improved Accuracy: AR reduces errors in measurements, layouts, and design reviews by providing real-time, context-aware information.
2) Enhanced Collaboration: AR facilitates better communication among architects, engineers, contractors, and clients by enabling shared visualization experiences.
3) Cost and Time Savings: By minimizing rework and delays, AR can lead to significant cost and time savings over the project lifecycle.
4) Increased Safety: AR improves safety training and hazard identification, reducing the risk of accidents on construction sites[10].

E. Challenges and Limitations

Despite its potential, the adoption of AR in construction faces several challenges, including:

1) Technical Limitations: Issues such as limited battery life, display quality, and tracking accuracy hinder the widespread use of AR devices.
2) High Costs: The initial investment in AR hardware and software can be prohibitive for small and medium-sized enterprises.
3) User Adoption: Resistance to change and lack of technical expertise among workers can slow the adoption of AR.
4) Integration with Existing Systems: Integrating AR with BIM and other construction management tools remains a technical and logistical challenge [11].

F. Gaps in Research

While existing studies have demonstrated the potential of AR in construction, several gaps remain:

1) Scalability: Most research focuses on small-scale pilot projects, with limited exploration of AR's scalability for large, complex projects.
2) Long-Term Impact: There is a lack of longitudinal studies assessing the long-term impact of AR on construction productivity, safety, and cost efficiency.
3) User Experience: More research is needed to understand the user experience and usability of AR tools in real-world construction settings [12,13].

G. Emerging Trends

Recent advancements in AR technology, such as the integration of Artificial Intelligence (AI) and Internet of Things (IoT), are opening new possibilities for construction applications. For example, AI-powered AR systems can automate clash detection and provide predictive analytics, while IoT-enabled AR devices can offer real-time data from sensors embedded in construction sites. Additionally, the development of cloud-based AR solutions is enabling real-time collaboration across geographically dispersed teams [14].

III. CHALLENGES AND LIMITATIONS

While Augmented Reality (AR) holds immense potential to transform the construction industry, its adoption and implementation are not without challenges. These limitations can be categorized into **technical**, **economic**, **organizational**, and **user-related** challenges. Addressing these barriers is critical to unlocking the full potential of AR in construction.

A. Technical Challenges

- Hardware Limitations:
  - AR devices, such as smart glasses and headsets, often face issues like limited battery life, bulky designs, and poor display quality in outdoor environments. These limitations can hinder their usability on construction sites, which are often harsh and demanding.
  - Tracking and Calibration: AR systems rely on precise tracking and calibration to overlay digital information accurately onto the physical environment. However, factors such as poor lighting, dust, and dynamic site conditions can disrupt tracking accuracy, leading to errors in visualization.
- Software Integration:
  - Integrating AR with existing construction management tools, such as Building Information Modeling (BIM), can be complex and time-consuming. Compatibility issues between AR platforms and BIM software often arise, limiting seamless data exchange.
  - The development of AR applications tailored to specific construction workflows requires significant technical expertise, which may not be readily available in the industry [15,16,17].

B. Economic Challenges

- High Initial Costs:
  - The cost of AR hardware (e.g., AR glasses, tablets) and software development can be prohibitive, especially for small and medium-sized enterprises (SMEs). This financial barrier limits widespread adoption.
  - Maintenance and upgrade costs for AR systems can also add to the overall expense, making it difficult for companies to justify the investment.
- Return on Investment (ROI):
  - While AR can lead to long-term cost savings by reducing errors and improving efficiency, the immediate ROI may not be apparent. This uncertainty can deter companies from investing in AR technology.

C. Organizational Challenges

- Resistance to Change:
  - The construction industry is traditionally slow to adopt new technologies due to a culture of resistance to change. Workers and managers may be skeptical about the benefits of AR or reluctant to alter established workflows.

- Lack of Skilled Personnel:
  - Implementing AR requires personnel with specialized skills in AR technology, BIM, and data management. The shortage of such skilled professionals in the construction industry poses a significant challenge.

- Data Management:
  - AR systems generate and rely on large volumes of data, which must be managed effectively. Ensuring data accuracy, security, and accessibility can be challenging, especially on large-scale projects.

D. User-Related Challenges

- Usability and User Experience:
  - AR devices and applications must be intuitive and user-friendly to gain acceptance among construction workers. Poor usability can lead to frustration and reduce the effectiveness of AR tools.
  - The learning curve associated with AR technology can be steep, particularly for workers who are not tech-savvy [18].

- Health and Safety Concerns:

- Prolonged use of AR devices, such as headsets, can cause discomfort, eye strain, or even motion sickness for some users. These health concerns can limit the adoption of AR on construction sites.
- The use of AR devices in hazardous environments may pose additional safety risks, such as distractions or reduced situational awareness.

E. Environmental and Site-Specific Challenges

- Harsh Site Conditions:
- Construction sites are often dusty, noisy, and exposed to extreme weather conditions, which can affect the performance and durability of AR devices.
- Connectivity Issues:
- Many construction sites, especially in remote areas, lack reliable internet connectivity, which is essential for cloud-based AR applications and real-time data sharing.

F. Regulatory and Standardization Issues

- Lack of Standards:
- The absence of industry-wide standards for AR technology in construction can lead to inconsistencies in implementation and interoperability issues between different systems.
- Regulatory Compliance:
- Ensuring that AR systems comply with industry regulations and safety standards can be challenging, particularly in highly regulated sectors such as infrastructure and healthcare construction [19].

G. Addressing the Challenges

To overcome these challenges, the following strategies can be employed:

- Investment in R&D: Continued research and development can lead to the creation of more robust, affordable, and user-friendly AR devices and software.
- Training and Education: Providing training programs for workers and managers can help bridge the skills gap and foster a culture of innovation.
- Pilot Projects: Implementing AR in small-scale pilot projects can demonstrate its benefits and build confidence among stakeholders.
- Collaboration with Technology Providers: Partnering with AR technology providers can help construction companies access the latest innovations and technical support.
- Development of Standards: Industry-wide standards for AR implementation can ensure consistency and interoperability across projects.

IV. CASE STUDIES

A. Case Study 1: AR for Design Clash Detection in a High-Rise Building Project

- Project Overview: A large construction firm in the United States utilized AR to detect and resolve design clashes during the construction of a 50-story high-rise building in New York City.
- AR Application: The team used AR headsets to overlay the 3D BIM model onto the physical construction site. This allowed them to visualize the building's structural, mechanical, and electrical systems in real-time.
- Results:
    - Improved Accuracy: AR helped identify and resolve 15 major design clashes before construction began, reducing the need for costly rework.
    - Time Savings: The project team saved approximately 200 hours of labor by avoiding delays caused by design errors.
    - Enhanced Collaboration: Architects, engineers, and contractors collaborated more effectively using the shared AR visualization, leading to faster decision-making [20].
- Challenges:
    - The initial cost of AR hardware and software was high, but the long-term savings justified the investment.
    - Workers required training to use the AR system effectively.

©IJRASET: All Rights are Reserved | SJ Impact Factor 7.538 | ISRA Journal Impact Factor 7.894 |

B. Case Study 2: AR for Site Layout and Equipment Placement in a Highway Construction Project

- Project Overview: A European construction company implemented AR for site layout and equipment placement during the construction of a 20-kilometer highway in Germany.
- AR Application: The team used AR-enabled tablets to overlay digital site plans onto the physical terrain. This allowed them to mark boundaries, utilities, and equipment placement with high precision.
- Results:
  - Increased Efficiency: AR reduced the time required for site layout by 30%, enabling the project to stay on schedule.
  - Reduced Errors: The accuracy of equipment placement improved significantly, minimizing the risk of costly mistakes.
  - Improved Safety: Workers could visualize underground utilities in real-time, reducing the risk of accidents.
- Challenges:
  - Outdoor lighting conditions sometimes affected the accuracy of AR tracking.
  - The tablets used for AR were not rugged enough for harsh site conditions, leading to occasional hardware failures [21].

C. Case Study 3: AR for Safety Training in a Petrochemical Plant Construction

- Project Overview: A construction company in the Middle East implemented AR-based safety training for workers involved in the construction of a petrochemical plant in Saudi Arabia.
- AR Application: The company developed an AR simulation that allowed workers to practice safety protocols in a virtual environment. The simulation included scenarios such as fire hazards, chemical spills, and equipment malfunctions.
- Results:
  - Improved Safety Awareness: Workers who underwent AR-based training demonstrated a 40% improvement in safety knowledge and preparedness.
  - Reduced Accidents: The construction site reported a 25% reduction in safety incidents during the project.
  - Cost Savings: The company saved approximately $500,000 in potential accident-related costs.
- Challenges:
  - Developing the AR simulation required significant upfront investment and technical expertise.
  - Some workers experienced motion sickness during the training sessions [22].

D. Case Study 4: AR for Progress Tracking in a Hospital Construction Project

- Project Overview: A construction firm in Australia used AR for real-time progress tracking during the construction of a new hospital in Melbourne.
- AR Application: The team used AR glasses to compare the as-built construction with the planned 3D BIM model. This allowed them to monitor progress and identify deviations in real-time [23].
- Results:
  - Enhanced Monitoring: AR enabled the project team to detect and address deviations early, reducing the risk of delays.
  - Improved Communication: Stakeholders could access real-time progress updates through the AR system, improving transparency and collaboration.
  - Cost Efficiency: The project was completed within budget, with minimal rework required.
- Challenges:
  - The AR glasses were initially uncomfortable for workers to wear for extended periods.
  - The system required a stable internet connection, which was occasionally unreliable on-site [24].

V. FUTURE TRENDS AND OPPORTUNITIES

1) *Advancements in AR Hardware:* Development of lightweight, affordable AR devices.
2) *Integration with AI and IoT:* Combining AR with artificial intelligence and the Internet of Things for smarter construction sites.

3) Cloud-Based AR Solutions: Enabling real-time collaboration across geographically dispersed teams.
4) Sustainability: Using AR to optimize resource usage and reduce waste.

VI. CONCLUSION

Augmented Reality (AR) is poised to revolutionize the construction industry by addressing long-standing challenges in site visualization, planning, and project management. Through its ability to overlay digital information onto the physical environment, AR provides an immersive and interactive platform that enhances accuracy, collaboration, and efficiency across all stages of construction projects. This research has explored the transformative potential of AR, highlighting its applications, benefits, challenges, and real-world implementations.

A. Recommendations

To fully realize the potential of Augmented Reality (AR) in enhancing construction site visualization and planning, the following recommendations are proposed for industry stakeholders, including construction firms, technology providers, policymakers, and academic institutions:

1) Invest in Pilot Projects

- Action: Construction companies should initiate small-scale pilot projects to test AR applications in real-world scenarios.
- Rationale: Pilot projects can demonstrate the tangible benefits of AR, such as improved accuracy, cost savings, and enhanced collaboration, while identifying potential challenges.
- Example: A construction firm could use AR for design clash detection in a single building project before scaling up to larger projects.

2) Provide Training and Education

- Action: Develop training programs to equip workers, engineers, and project managers with the skills needed to use AR tools effectively.
- Rationale: A skilled workforce is essential for the successful adoption of AR. Training programs can help overcome resistance to change and ensure that users are comfortable with the technology.
- Example: Offer workshops on AR software and hardware, focusing on practical applications such as site layout, progress tracking, and safety training.

3) Collaborate with Technology Providers

- Action: Construction firms should partner with AR technology providers to access the latest innovations and technical support.
- Rationale: Collaboration with technology providers can help construction companies customize AR solutions to meet their specific needs and overcome technical challenges.
- Example: A construction company could collaborate with an AR software developer to create a customized AR platform for integrating BIM models with on-site visualization.

4) Develop Industry Standards

- Action: Industry associations and regulatory bodies should establish standards for AR implementation in construction.
- Rationale: Standardization can ensure consistency, interoperability, and quality across AR applications, making it easier for companies to adopt the technology.
- Example: Develop guidelines for AR hardware specifications, software compatibility, and data security in construction projects.

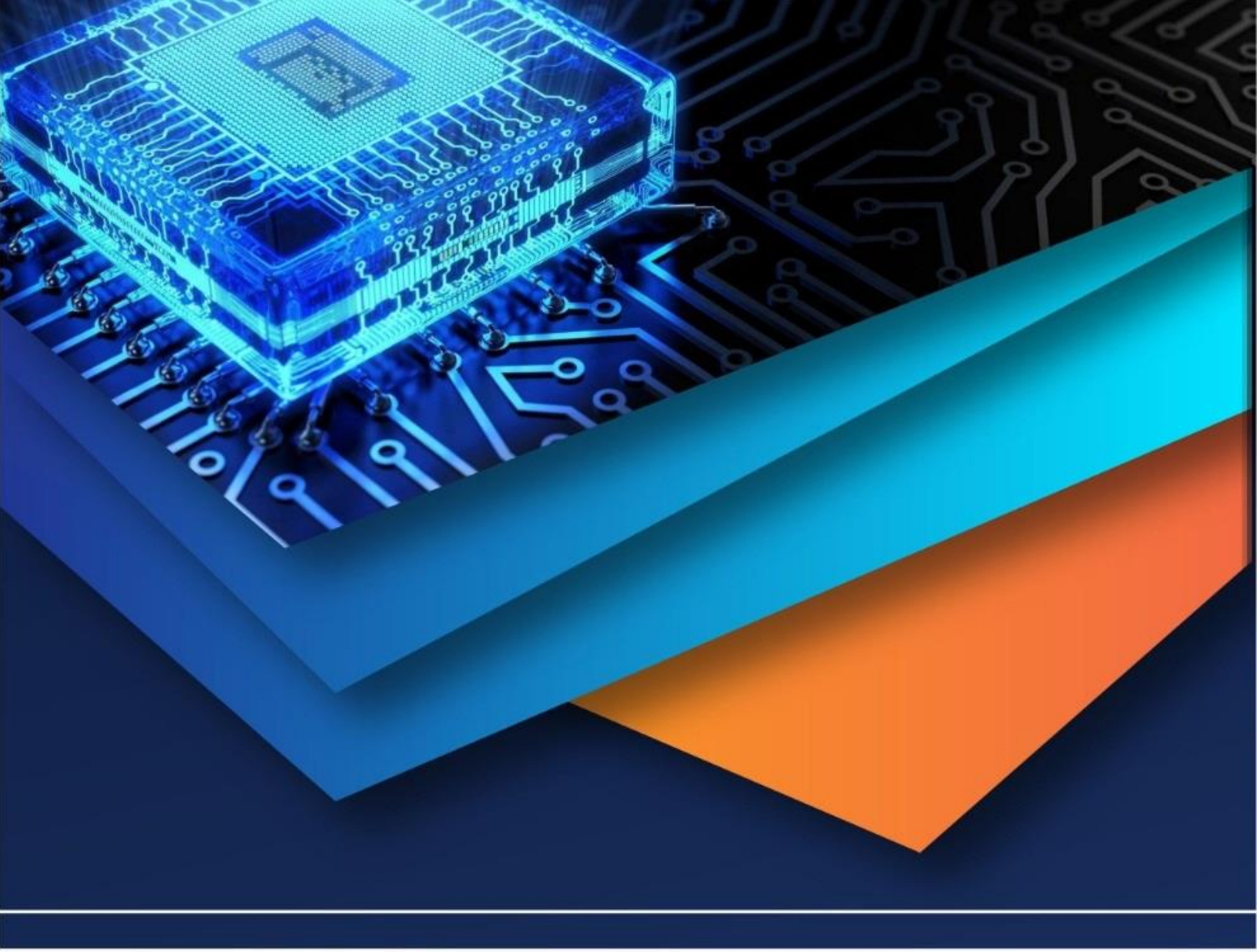
REFERENCES

[1] M. Y. Cheng and J. T. O'Connor, "ArcSite: Enhanced GIS for Construction Site Layout," J. Constr. Eng. Manag., vol. 122, pp. 329–336, 1996.
[2] I. D. Tommelein, R. E. Levitt, and B. HayesRoth, "SIGHTPLAN Model for Site Layout," J. Constr. Eng. Manag., vol. 118, pp. 749–766, 1992.
[3] I. D. Tommelein, R. E. Levitt, B. Hayes-Roth, and T. Confrey, "SIGHTPLAN Experiments: Alternate Strategies for Site Layout Design," J. Comput. Civ. Eng., vol. 5, pp. 42–63, 1991.
[4] Z. Ma, Q. Shen, and J. Zhang, "Application of 4d for Dynamic Site Layout and Management of Construction Projects," Autom. Constr., vol. 14, pp. 369–381, 2005.
[5] S. Lee and J. Yu, "Discriminant Model of BIM Acceptance Readiness in A Construction Organization," KSCE J. Civ. Eng., vol. 21, pp. 1–10, 2016.

©IJRASET: All Rights are Reserved | SJ Impact Factor 7.538 | ISRA Journal Impact Factor 7.894 |

[6] N. Bui, C. Merschbrock, and B. E. Munkvold, "A Review of Building Information Modelling for Construction in Developing Countries," Procedia Eng., vol. 164, pp. 487–494, 2016.
[7] R. Takim, M. Harris, and A. H. Nawawi, "Building Information Modeling (BIM): A new paradigm for quality of life within Architectural, Engineering and Construction (AEC) industry," Procedia - Soc. Behav. Sci., vol. 101, pp. 23–32, 2013.
[8] J. V. Kumar and M. Mukherjee, "Scope of Building Information Modeling (BIM) in India," J. Eng. Sci. Technol. Rev., vol. 2, pp. 165–169, 2009.
[9] C. Eastman, P. Teicholz, R. Sacks, and K. Liston, BIM Handbook: A Guide to Building Information Modeling for Owners, Managers, Designers, Engineers and Contractors, Second Edi., vol. 2. John Wiley & Sons, Inc., 2011.
[10] Y. Jung and M. Joo, "Building Information Modelling (BIM) Framework for Practical Implementation," Autom. Constr., vol. 20, pp. 126–133, 2011.
[11] Y. Miyatake and - McKinsey & Company. (2020). The Next Normal in Construction: How Disruption is Shaping the Industry.
[12] N.V. Schwatka, S. Hecker, L.M. Goldenhar, Defining and measuring safety climate: a review of the construction industry literature, Ann. Occup. Hyg. 60 (5) (2016) 537–550, http://dx.doi.org/10.1093/annhyg/mew020.
[13] S. Bhoir, B. Esmaeili, State-of-the-Art Review of Virtual Reality Environment Applications in Construction Safety, AEI, 2015, pp. 457–468, , http://dx.doi.org/ 10.1061/9780784479070.040.
[14] H. Guo, Y. Yu, M. Skitmore, Visualization technology-based construction safety management: A review, Autom. Constr. 73 (2017) 135–144, http://dx.doi.org/10. 1016/j.autcon.2016.10.004.
[15] M.J. Kim, X. Wang, P. Love, H. Li, S.-C. Kang, Virtual reality for the built environment: a critical review of recent advances, J. Inf. Technol. Constr. 18 (2) (2013) 279–305 http://www.itcon.org/2013/14.
[16] J. Whyte, Virtual Reality and the Built Environment, Routledge, 2002 (ISBN: 0750653728, 9780750653725.
[17] I.E. Sutherland, The ultimate display, Multimedia: From Wagner to virtual reality, (1965).
[18] J. Lanier, Virtual Reality: The Promise of the Future, Interact. Learn. Int. 8 (4) (1992) 275–279, http://dx.doi.org/10.1061/(ASCE)0887-3801(2009)23:6(384).
[19] S. Benford, C. Greenhalgh, G. Reynard, C. Brown, B. Koleva, Understanding and constructing shared spaces with mixed-reality boundaries, ACM Trans. Comput. Hum. Interact. (TOCHI) 5 (3) (1998) 185–223, http://dx.doi.org/10.1145/292834. 292836.
[20] X. Wang, M. Truijens, L. Hou, Y. Wang, Y. Zhou, Integrating Augmented Reality with Building Information Modeling: Onsite construction process controlling for liquefied natural gas industry, Autom. Constr. 40 (2014) 96–105, http://dx.doi.org/ 10.1016/j.autcon.2013.12.003.
[21] L. Hou, X. Wang, L. Bernold, P.E. Love, Using animated augmented reality to cognitively guide assembly, J. Comput. Civ. Eng. 27 (5) (2013) 439–451, http://dx. doi.org/10.1061/(ASCE)CP.1943-5487.0000184.
[22] A.Z. Sampaio, M.M. Ferreira, D.P. Rosário, O.P. Martins, 3D and VR models in Civil Engineering education: Construction, rehabilitation and maintenance, Autom. Constr. 19 (7) (2010) 819–828, http://dx.doi.org/10.1016/j.autcon.2010.05.006.
[23] S. Bahn, Workplace hazard identification and management: The case of an underground mining operation, Saf. Sci. 57 (2013) 129–137, http://dx.doi.org/10.1016/ j.ssci.2013.01.010.
[24] W. Zhou, J. Whyte, R. Sacks, Construction safety and digital design: A review, Autom. Constr. 22 (2012) 102–111, http://dx.doi.org/10.1016/j.autcon.2011.07.

©IJRASET: All Rights are Reserved | SJ Impact Factor 7.538 | ISRA Journal Impact Factor 7.894 |



10.22214/IJRASET

45.98

IMPACT FACTOR: 7.129

IMPACT FACTOR: 7.429

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089 (24*7 Support on Whatsapp)