

Nondestructive Testing – Civil Engineering (NDTE-CE) Workshop (2nd run) in Berlin, Germany co-hosted by LSGI

On 19-20, 23-25 June 2014, a group of 20 NDT engineers from all over the world attended a workshop organized by Department 8.2 Non-destructive Damage Assessment and Environmental Measurement Methods of Federal Institute of Materials Research and Testing (BAM), Berlin, and co-organized (part of which taught) by Ir Dr. Wallace W.L. Lai in LSGI. This workshop was the second run after the first one carried out last year. This second run of workshop attracted 20 people from 7 nationalities including Japan, Brazil, USA, Slovenia, Sweden, Mauritius and Hong Kong. The workshop came across the basics and also the cutting edge development of NDT-CE technologies. The content include most 'seeing through the unseen' technologies in civil engineering, such as classical NDT, concept of validation, principles and hands-on practice of ground penetrating radar, ultrasonics, thermography, laser-induced spectroscopy, geophysical methods, pile testing, electrochemistry of corrosion process, NDT data fusion, etc. There were also a one-day visit to the test site in Horstwalde (a forest 50km away from Berlin), where few practical site work demonstrations were demonstrated and everyone enjoys a German-type BBQ lunch. The workshop turned out to be very successful and highly rated by the participants. We look forward to having the next one in year 2015.

Federal Institute of Materials Research and Testing (BAM), Berlin, Germany has nearly 1700 permanent and temporary staff, apprentices and trainees. It has 11 departments and 53 divisions (www.bam.de). Division 8.2 'Non-destructive Damage Assessment and Environmental Measurement Methods', with about 40 head counts of scientists, students and supporting staff, is one of the divisions in BAM. For over 20 years, Division 8.2 has been conducting research from upstream sensor and algorithm development to downstream applied research that solves the civil engineering problems.

