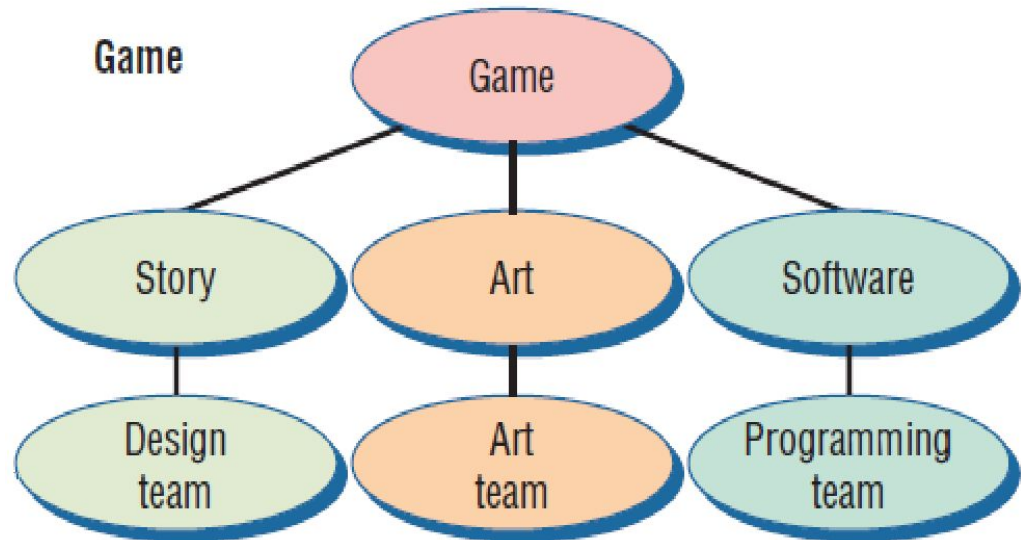


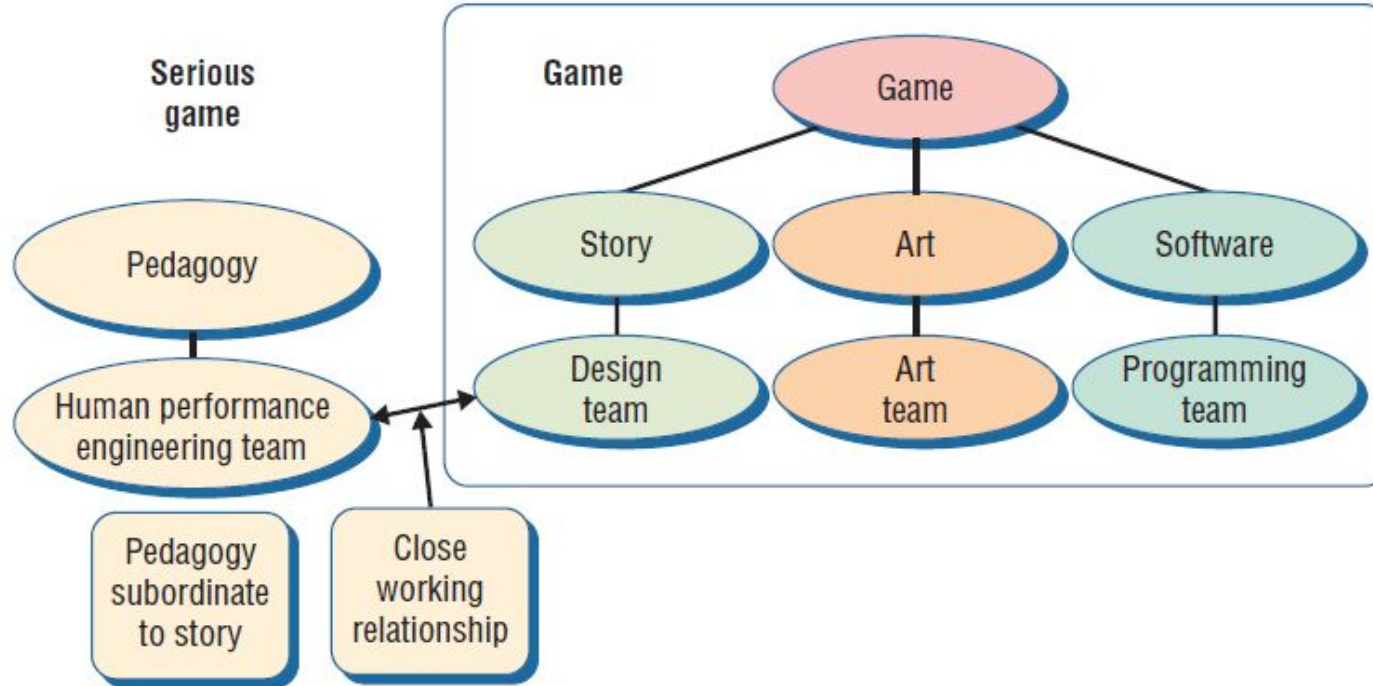
From Visual Simulation to Virtual Reality to Games

Mii Erik Haugård

- Parallels to the VR community
- Technology benefit government and corporate organisation
- EA: “Story, art, and software”
- Serious Games



Serious Games



Serious Games

- Collateral learning
- Requires expert from relevant domains
- American Army
 - By the US Army
 - Used by the US Government
 - Army captain unimpressed
 - Sergeant used it as a training tool



Game Production Challenges

- Team dissolves
- Increased learning time
- Production time
- Less reuse of components
- Higher demands from the users

Game Research Agenda

- Infrastructure
 - MMOGs architectures
 - American Army had attempts of reuse, but had lots of limitations
 - Streaming media will be important
- Cognitive game design
 - Modelling human og organizational behaviour
 - Get players emotionally engaged
 - Needs an automated process for analyzing game play
 - Pedagogy
- Immersion
 - Sense of presence in the game

