

## February 10, 2009: Second Gate Symposium on "Future Serious Games"

On February 10, 2009 we will organize the second GATE symposium under the title *Future Serious Games*. The three GATE pilots on Education, Healthcare, and Safety will play a central role in this symposium. But we will also show some recent progress in the research workpackages and we plan to have a well-known international speaker to give his or her views on the future of serious games. The symposium will take place in the Louis Hartloper Complex in Utrecht (same location as the first symposium). It will start at 13:00 hours and run until 18:00 hours. Please already reserve this afternoon in your agenda. More information will be provided in December.

We also made good progress with the Knowledge Transfer Projects. The formal rules have now been established and a model contract has been created. On December 1 the steering committee of the GATE project will hopefully approve this, after which Knowledge Transfer Projects can finally be started. If you already like to receive preliminary information, please contact Mark Overmars.

## GATE Pilot Safety has Started

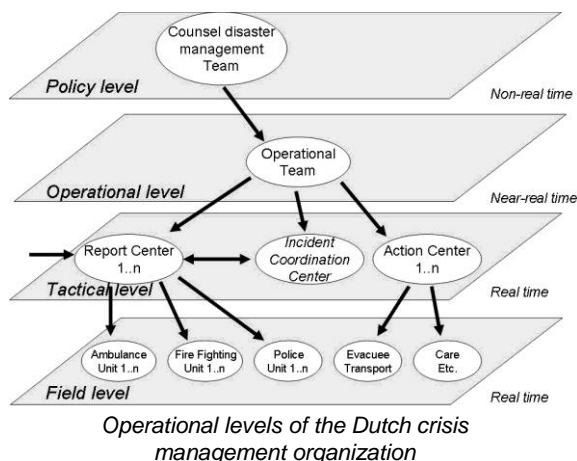
By Josine van de Ven

The official kick-off of the Pilot Safety was on Monday 20 October 2008. A first Milestone for the project! First let me say something about the "Safety" in the project title. "Safety of what" is probably the first question people have. Good question, not that easy to answer.

Have you heard about Waterproof?

<http://www.platformoverstromingen.nl/nieuws/nieuwsberichten/kick-off-voor-waterproof>

Waterproof was a very large crisis exercise (3-7 November 2008) about what happens in the Netherlands when we get flooded. When this happens we are truly experiencing a crisis. This means that the crisis management organization will be activated. This includes the things that we know: the fire brigade, police, medical services, etc. However with such a large scale crisis there are many more people active, all together forming the crisis management organization. The figure below shows the regional part of the crisis management organization.



In the pilot Safety we focus on the "Counsel disaster management team". This includes the Mayor of the

city in distress as well as e.g. the commanders of police and fire brigade. Their concern is the safety of the citizens, at the current moment of distress but also in the near future. Where the lower levels focus more on fighting the acute danger of the incident, one of the main tasks of the "Counsel disaster management team" is to inform the citizens about the situation and what they can do to improve their own situation.

So now you know a little about the Safety in Pilot Safety and our target audience. The team of Pilot Safety investigates the possibility of using games for the "Counsel disaster management team" in high water scenarios. There is so much to learn for these teams about high water and they have so little time. Gaming might be a convenient way to increase the training frequency and effectiveness.

The innovative part of this pilot is related to the use of serious gaming for the target audience. The lower level teams (see the figure) are already trained using serious gaming. In the future the entire chain, starting at field level and going up to policy level, could then be connected via serious gaming to train complex crisis scenario's.

For more information about the pilot Safety, please contact the project leader Josine van de Ven at [josine.vandeven@tno.nl](mailto:josine.vandeven@tno.nl).

## Day for Dutch Game Researchers

The next day for the Dutch Game Researchers will be held on Friday, December 12 from 15.00 till 18.00 hours. As always, the location is the Faculty Club Helios in Utrecht (see <http://www.helios.uu.nl/>).

This meeting is somewhat different from previous meetings. Joris Dormans will give a workshop on *Emergent Game Design*. Emergent gameplay is difficult to design but by keeping an eye on the right structural qualities and patterns in game systems, it is possible to consciously steer in this direction. The workshop will first treat notations for gameplay structures. Next, the participants will develop games based on combinations of these structures.

Participation in this meeting is free. However, you need to register yourself through the site <http://gate.gameresearch.nl/index.php?pageID=105>



## Transfer of Gaming

By Ralf Sluimer

Nowadays more and more so called serious games are embedded in various curricula and training programs of schools. The question is if these games actually provide any learning value for trainees or students. This is called *transfer of gaming*. To test this hypothesis we collected qualitative and quantitative information concerning the way serious gaming may lead to the acquisition of competences that are relevant for certain professional tasks. Specifically in this case: do gamers who play First Person Shooters (FPS), in this case Virtual Battle Space (VBS), acquire any tactical and or ruled based military skills.

We invited experienced military personnel and a clan of gamers to play against and with each other in different scenario's during a one day experiment executed at the barracks, located in 't Harde, the Netherlands.



Screenshot of VBS2

During this day experts observed the gamers. Also, in-game data, e.g. the amount of used bullets, was logged. It was found that gamers certainly do use military skills during game play. They are cautious i.e. they fire in single shots not in bursts, they crawl and they walk along walls (not in the middle of the street). They have good communication skills although they tend not to use military vocabulary. Do the gamers do things differently? Yes they do. They tend not to follow the rules of engagement. They don't have a strict leader, they organize themselves via a lot of communication (these communication skills look rather efficient), and don't really have a problem with it. Finally, they make a good and relevant tactical plan before they start a mission. Therefore it can be concluded that playing military tactical games will give you insight into military tactics and therefore raise the level of knowledge of ruled based and tactical military behavior.

This research is part of the GATE workpackage 4.4. For more information about this project you can contact Ralf Sluimer from TNO at [Ralf.Sluimer@tno.nl](mailto:Ralf.Sluimer@tno.nl).

## News in Brief

- On December 11 and 12 at the international university college in Leuven, Belgium, a symposium will be held about **Meaningful Play**. Lecturers include Simon Egenfeldt-Nielsen (IT

Universiteit Kopenhagen) and Margreet van den Berg (ICT en Onderwijs). For more information about the symposium and for registration, see <http://www.meaningfulplay.be>.

- Control** is the Dutch journal for game development. Since this fall the journal can be received for free by everybody who works in the game industry. This also includes educational and research institutes, so all of you. No personal subscriptions are possible. So your organization must request a free subscription (for multiple copies) and must distribute the copies under the interested employees. For more information see <http://www.control-online.nl/>.
- From June 17-19, 2009 the conference **Computer Animation and Social Agents (CASA 2009)** is held in Amsterdam. The conference is organized by the Human Media Interaction department of the University of Twente and Anton Nijholt is conference chair. Also Utrecht is involved in the organization. Much of the research in GATE fits in the scope of CASA 2009, in particular workpackage 2 on Virtual Characters and workpackage 3 on Interaction. So we hope many researchers in the GATE project will use this opportunity to present their work and to collaborate with leading experts from around the world. The submission deadline is February 10, 2009. For more information about CASE 2009 see <http://hmi.ewi.utwente.nl/CASA09>.

## Internal Events

Here we list interesting meetings and events organized by GATE or its partners. Please notify us of events that should be added, by email to [rita@cs.uu.nl](mailto:rita@cs.uu.nl).

- 24 November, 14.30-16.30: MUSE meeting on educational games. <https://www.surfgroepen.nl/sites/muse/>
- 12 December, 15.00-18.00: Meeting Dutch Game Researchers, faculty club, Achter de Dom 7, Utrecht.
- 8 February 2009, 13.00-18.00: GATE symposium on *Future Serious Games*. Louis Hartloper Complex, Utrecht.
- 16 February, 11.00-16.30: MUSE meeting on educational games. TNO, Soesterberg. <https://www.surfgroepen.nl/sites/muse/>
- 6 March, 15.00-18.00: Meeting Dutch Game Researchers, faculty club, Achter de Dom 7, Utrecht.
- 17-19 June: Computer Animation and Social Agents (CASA 2009), Amsterdam. <http://hmi.ewi.utwente.nl/casa09>

## Events in the Netherlands

Here we list interesting meetings and events in the Netherlands. Please notify us of events that should be added, by email to [rita@cs.uu.nl](mailto:rita@cs.uu.nl).

- 6-14 June 2009: Festival of Games 2009, Utrecht. <http://www.nlgd.nl>



Game research  
for training and  
entertainment

## Events outside the Netherlands

Here we list interesting meetings and events outside the Netherlands. Please notify us of events that should be added, by email to [rita@cs.uu.nl](mailto:rita@cs.uu.nl).

- 17-19 November: GAMEON'2008, Valencia, Spain. <http://www.eurosis.org/cms/?q=node/763>
- 1-4 December: Workshop on 3D Physiological Human 2008, Switzerland. <http://3dph.miralab.unige.ch/>
- 11-12 December: Symposium on Meaningful Play, Leuven, Belgium. <http://www.meaningfulplay.be>
- 12-15 December: IEEE Symposium on Computational Intelligence and Games (CIG) 2008, Perth, Australia <http://www.csse.uwa.edu.au/cig08/>
- 27 February – 1 March 2009: I3D 2009 - ACM SIGGRAPH Symposium on Interactive 3D Graphics and Games, Boston, USA. <http://graphics.cs.williams.edu/i3d09/>
- 23-27 March: GDC 2009 - Game Developers Conference, San Francisco USA. <http://www.gdconf.com/>
- 30 March – 2 April: EG'09 - Eurographics 2009 Munich, Germany. <http://www.eurographics2009.de/>
- 26-30 April: Fourth Conference on the Foundations of Digital Games (FDG), Orlando, USA. <http://www.foundationsofdigitalgames.org/>
- 3-7 August: SIGGRAPH 2009, New Orleans, USA. <http://www.siggraph.org/s2009/>

## Acknowledgements

It is important that all publications that are (partially) the result of the GATE project contain an acknowledgement with the following text:

"This research has been supported by the GATE project, funded by the Netherlands Organization for Scientific Research (NWO) and the Netherlands ICT Research and Innovation Authority (ICT Regie)."

Or in Dutch:

"Dit onderzoek werd mogelijk gemaakt door het GATE project, ondersteund door de Nederlandse Organisatie voor Wetenschappelijk Onderzoek (NWO) en het Nationaal Regieorgaan voor ICT-Onderzoek en -Innovatie (ICT Regie)."

Please realize that also the publications of employees that are used as matching for the GATE project must contain such an acknowledgement. Please send a pdf file of each publication to Rita Jansen ([rita@cs.uu.nl](mailto:rita@cs.uu.nl)). These are important for the yearly reports and for the archive. All publications will be made available through the website.

## Colofon

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