



Game research
for training and
entertainment

Stichting
Toekomstbeeld
der Techniek



GATE Vision Workshop

30 May 2011



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Future of Game Research

GATE will end in April 2012

New vision on game research for 2020 and beyond

- **Spring 2011: Vision workshop**
- **Summer 2011: Vision document**

You all can contribute

- **www.gate2020.nl**



Stichting Toekomstbeeld der Techniek

- **Exploration of the Future, Serious Gaming**
- **www.stt.nl**

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1980

- Simple arcade games
- Limited number of players



1990

- First 3D games
- Famous game characters



2000

- Huge visual improvements
- Internet play



2010

- More focus on artificial intelligence
- New interaction concepts
- Serious games
- Most people play games

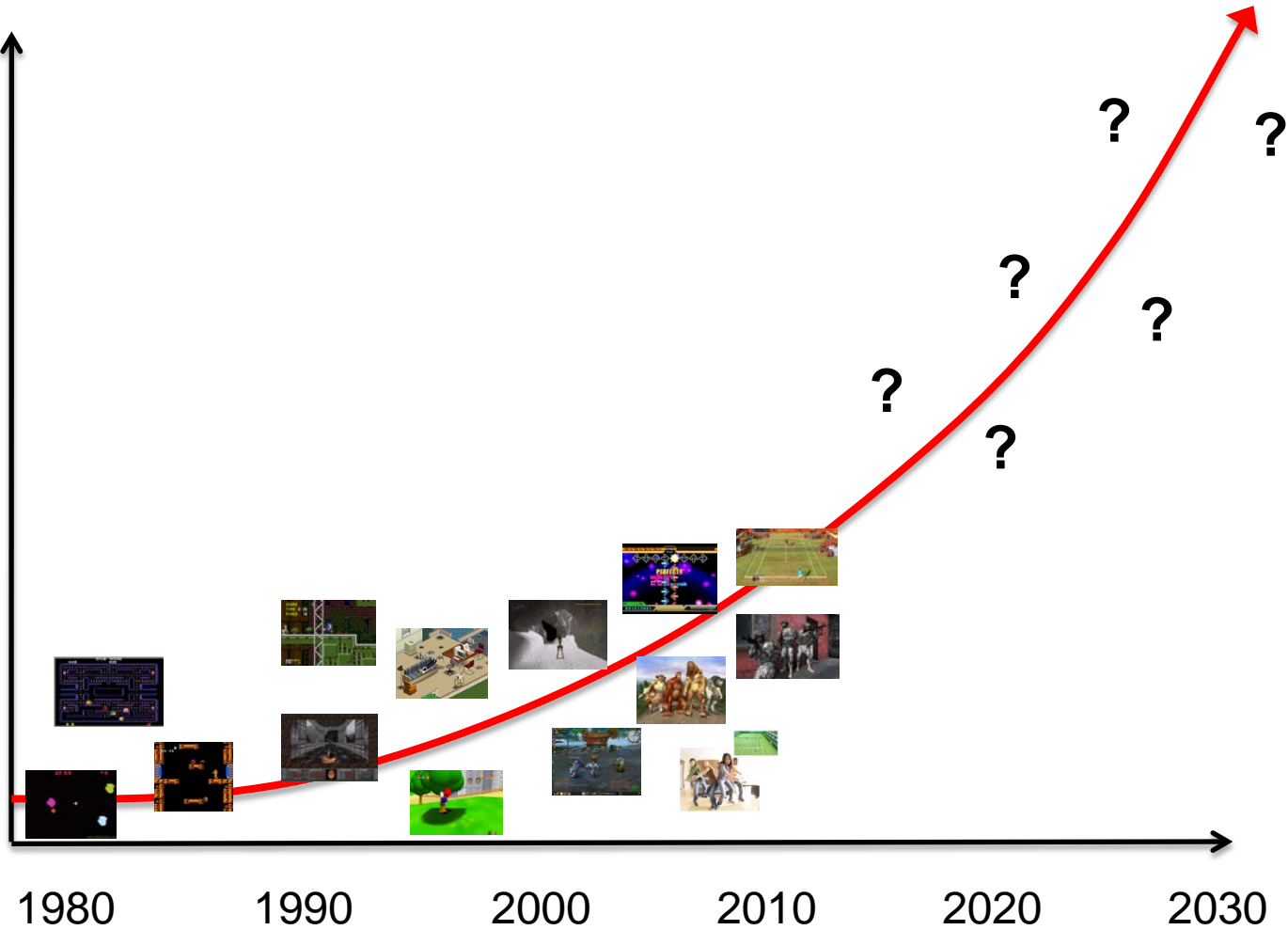




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Back to the Future

Complexity
Players
Cost
Revenues
Applications



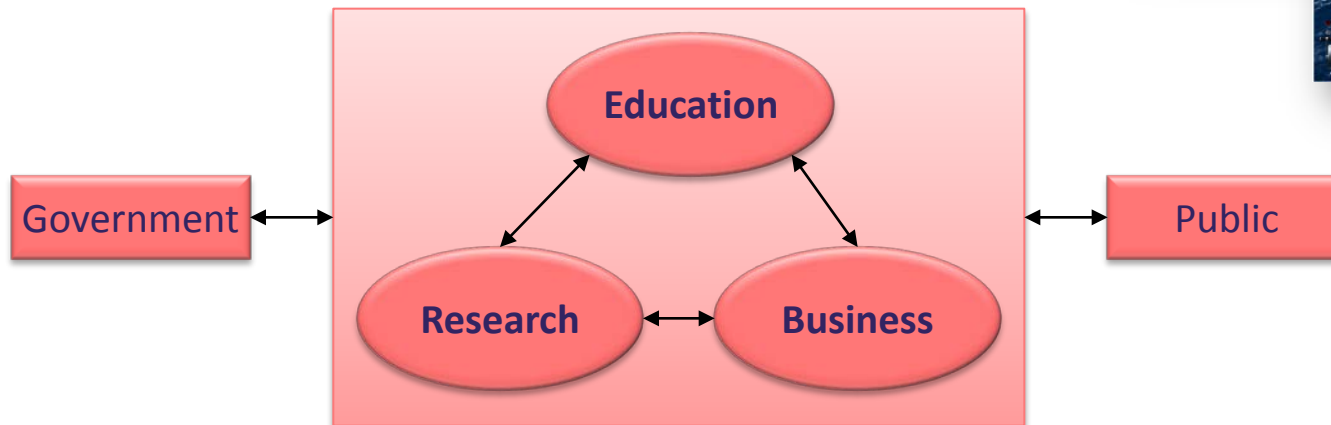
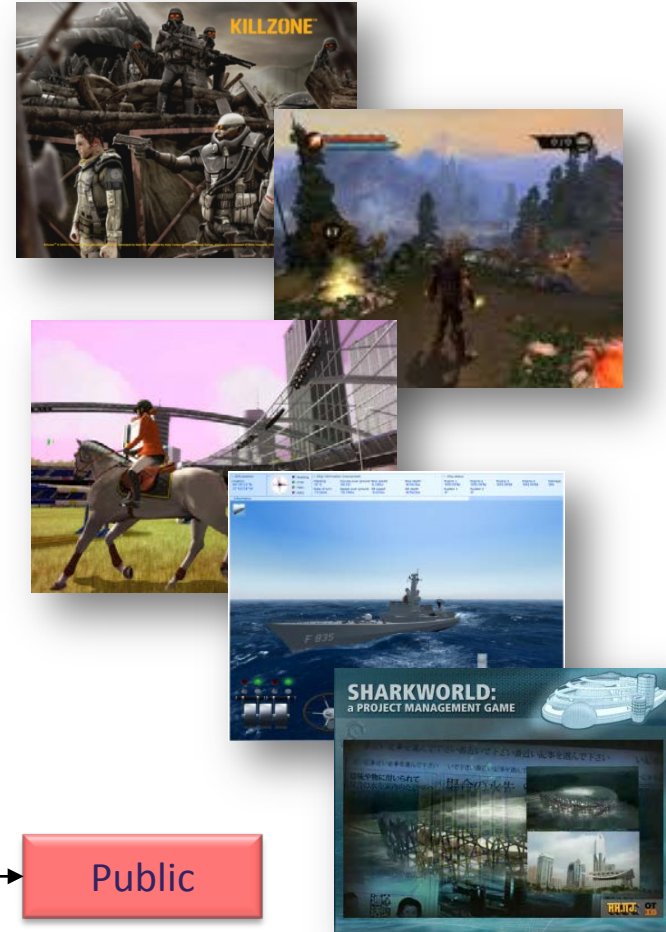
Late start

Spectacular growth

Multidisciplinary collaboration

Building the ecosystem

National Top Areas



Three aspects:

- **Simulation of the world**
 - Real or imaginary
 - Environment
 - Characters
- **Gameplay**
 - Interaction
 - Perception
- **Storytelling**
 - Content design
 - Learning
 - Cognition

Research projects:

- Modeling the virtual world
- Virtual characters
- Interacting with the world
- Learning with virtual worlds

Pilot projects:

- Education
- Health
- Safety

Knowledge Transfer Projects



- **13.00 Modeling the virtual world**
Virtual characters
Discussion
- **14.45 Interacting with the world**
Learning with virtual worlds
Discussion
- **14.30 Break**
- **15.00 Education**
Health
Safety
Discussion
- **16.00 General Discussion**

