

Serious Gaming – The Future



Today's generation of 'gamers' is a core part of the military and high-tech employee market and tomorrow's recruits. If future training solutions fail to mirror the highly engaging environments found in contemporary computer games, they run the risk of investing in training that fails to motivate people to learn, achieve and reach their full potential.

An innovative partnership between global solutions provider VEGA Group plc and leading European games company Blitz Games, with UK universities and specialist industry consultants is creating robust training games, embedding validated training protocols with tracking and assessment tools while maintaining the engagement of an entertainment game.

Addressing changing needs

This expert and highly experienced partnership is focused on the delivery of affordable interactive 3D training solutions through the application of cutting-edge computer games technology and techniques.

The group aims to mesh the best of instructional and games design to capture the spirit of engagement and excitement of the video games industry and to apply this – using a range of proven techniques and tools – to lifelong learning and technology-based training programmes.

Training Design Innovation

Current research, supported by a £1million grant from the UK Department of Trade and Industry-led Technology Programme is identifying the type of issue that could respond to a Serious Games approach, how to design Serious Games solutions and to ensure learning transfer and retention from Serious Games so that we can plan to include Serious Games in a blended training solution with confidence.

Serious Games Production Innovation

Current innovation sees the rapid development of high fidelity, emotionally responsive and believable human figures; reducing game production times and introducing new possibilities for quickly customising content and characters for bespoke use. This work is partly supported by the EU FP6 SALERO programme.



Interactive Trauma Trainer produced in collaboration with HFI DTC

Early adopters

We are working with groups from the UK's NHS, defence medicine and other communities to develop Serious Games to deliver new solutions and value in three areas.

- Decision Making
- Attitudinal Change
- Team Development

We expect Serious Games to have applications in defence areas such as combating terrorism, resource management and dealing with natural or man-made disasters.

Benefits of Using Serious Games

- Games and simulations offer a safe environment to acquire essential knowledge and develop key skills for real-life scenarios.
- Multiplayer games offer exciting opportunities to develop vital team working skills.
- A significant return on investment is possible from the improved speed, quality and consistency of the learning experience generated by these learning environments.

VEGA Group PLC
2 Falcon Way, Shire Park,
Welwyn Garden City, Hertfordshire, AL7 1TW
Tel: +44 (0)1707 391999 Web: www.vega-group.com



High fidelity, believable expressive human faces support engagement in serious games

VEGA is an independent consulting, technology and managed solutions company that specialises in Programme and System Assurance. The Group has nearly three decade's experience of delivering integrated training solutions into the Defence, Government, Space, Health and Financial Services markets. Its solutions match the bespoke training requirement of an individual organisation with the right blend of innovative training technologies with traditional training techniques to ensure optimum learning results. VEGA provides full lifecycle services from an analysis of the initial business requirement, through solution design to delivery.

TruSim is a division of leading video game developer Blitz Games Ltd. It was founded in 2005 with the aim of applying the company's leading edge games industry technology and skills to produce engaging, innovative and validated training simulations and visualisation tools (called Serious Games) for the military, healthcare, corporate and education markets that are technologically advanced while still being highly accessible and affordable.

