



Game research
for training and
entertainment

Ga{t\m}e Over



The GATE project (Game research for Training and Entertainment) is running towards its end. The goal of the project is to develop awareness, insight and technology that can be used both in the entertainment gaming industry and in the serious gaming industry, with a special focus on learning and training experiences. We have worked in various forms on success factors for effective gaming and training transfer:

- Realistic and challenging problem situations and scenarios.
- Realistic behavior of computer controlled entities.
- Realistic modeling, visualization, and simulation of the environment.
- A high level of interaction.
- Options for analysis of skills, effectiveness of procedures, fitting with training goals.

The project started in 2007, funded from the FES funds for strengthening the infrastructure in the Netherlands. GATE is strengthening the game research infrastructure. The project has been successful in its research, taken the number of scientific papers and PhD projects. The project has also been successful in the transfer of knowledge to companies; they can develop new initiatives they couldn't have done

without GATE. And, the project is fruitful in terms of raising awareness: both nationally and internationally, the Netherlands have a very strong reputation in (serious) gaming.

'Challenges for Serious Gaming Research' was the final symposium organized by the GATE project. In this symposium we showed results from pilots, research, and innovation, and looked ahead at future developments. How will game technology help address the grand challenges for our society? What is needed for creating engaging virtual worlds, populated by meaningful virtual characters, which initiate natural interaction, and result in effective transfer of gaming? The program consisted of a mix of presentations, and demo's. Anyone could play with the results of our innovative game pilots in education, health, and safety. The participants were enthusiastic, and there was a lot of playful interaction.

For GATE it is game over, up to level 2!

Remco Veltkamp
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Level 2: GATHER

Now that the GATE projects ends, let's move on!

The government has appointed a number of Top Sectors in the Dutch industries, one of which is Creative Industries, www.top-sectoren.nl/creatieveindustrie, which contains the innovation network for gaming: GATHER - GAMES for SafeTy, Health, Education, and IndustRy. The GATHER innovation network aims at growth of the sector by increasing

competitiveness and increasing productivity. It is broader than the GATE project. There are three action lines in this innovation program: strengthening the gaming eco-system in the Netherlands by organizing a constant match-making between parties; developing games, demonstrators, and innovative pilots; a research agenda on game worlds, users and interaction, and transfer of gaming. Funding agencies and participating parties are currently assigning budgets and developing plans to implement this innovation network.