

New Tools for Real-time Decision Making: Leveraging Tech & Trends from the Video Game Industry

Brian Pene
Sr. Principal Researcher

(!) Autodesk Confidential Information (!)

- We may make statements regarding planned or future development efforts for our existing or new products and services. These statements are not intended to be a promise or guarantee of future availability of products, services or features but merely reflect our current plans and based on factors currently known to us. These planned and future development efforts may change without notice. Purchasing decisions should not be made based upon reliance on these statements.
- These statements are being made as of [today] [the date of this presentation/ document] and we assume no obligation to update these forward-looking statements to reflect events that occur or circumstances that exist or change after the date on which they were made. If this presentation is reviewed after [today] [the date of its original publication], these statements may no longer contain current or accurate information.

Class Summary

If you want to see what innovation looks like, just look at the Computer Games Industry. With the advancement of real-time interactive 3D graphics engines, low cost, high powered computer graphics hardware and new types of input devices, the video games industry is transforming the way others are leveraging these technologies. As a result, new trends and solutions are now being adopted by businesses and organizations outside the gaming industry to streamline the understanding of complex projects and information and better the overall ability to make faster, more informed decisions.

This talk will give you a bird's eye view of how others in government, military and corporate businesses sectors are adopting trends and leveraging technologies from the video game industry to create solutions that would otherwise not be possible with traditional industry tools.

Learning Objectives

At the end of this class, you will understand:

- 1. What is gamification?
- 2. What is real-time interactive 3D and how can it help make faster decisions?
- 3. How can game engines and gamification help create better decision-making tools?
- 4. What are some examples of how others have leveraged video game technologies and trends for their industry?

Games are the New Normal

Design Process = Feedback Loops Explore, Analyze, [repeat]

Digitized Reality The Power of 3D and the Computer Model

Simulating the Built Environment Breathing Life in to CAD

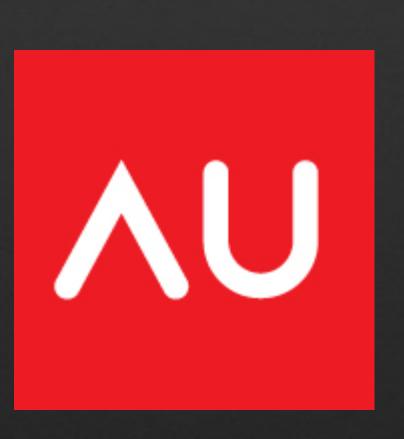
Real-time Interactive 3D Are Game Engines the New CAD?

Virtual Collaboration

Predictive Analysis

Untethered Experiences Cloud, Mobile, Social

The Next New Normal Augmented Vision and Mixed Reality



Autodesk, AutoCAD* [*if/when mentioned in the pertinent material, followed by an alphabetical list of all other trademarks or trademarks or trademarks or trademarks belong to their respective holders. Autodesk reserves the right to alter product and services offerings, and specifications and pricing at any time without notice, and is not responsible for typographical errors that may appear in this document. © 2012 Autodesk, Inc. All rights reserved.