



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

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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

