Professional Gaming as innovative keyproject for the National Dutch Police

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Outline of Presentation

1. Introduction Dutch Police
   - National picture
   - Knowledge Management
2. Program Professional Gaming
   - Vision
   - Trailer
   - Goals
   - Strategy
   - Pilots
3. Backbone as basic architecture for 25/7
   - Open Standards
   - Market Impulse
4. Connection Geo Science and Professional Gaming
   - Common interests
5. Possibilities for a Breakthrough
   - Gaming as policy development in the Geo domain

Dutch National Police

Key facts:

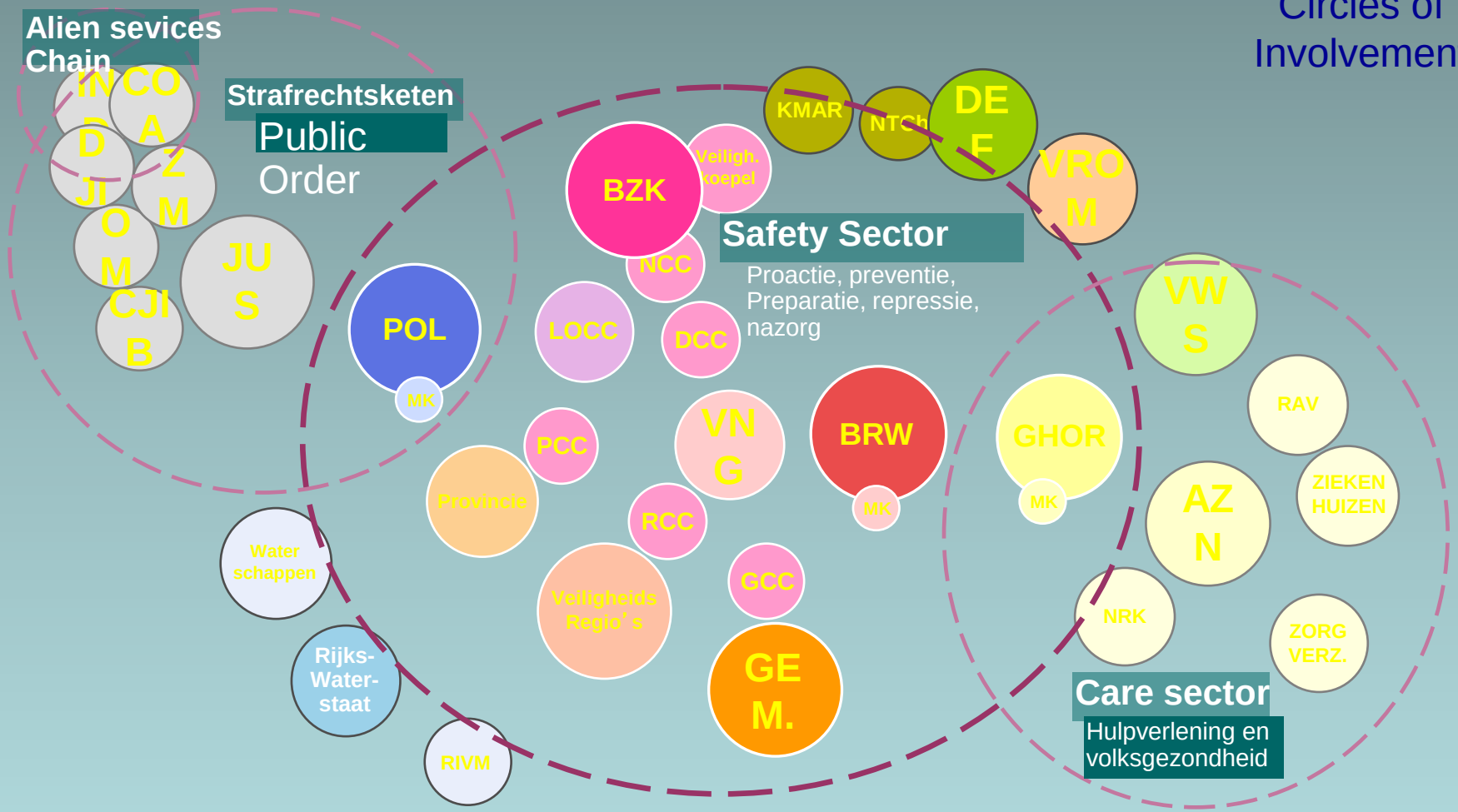
- > 60.000 employees
- 10 geographical units
- 1 national specialised unit
- 1 shared service centre
- 1 Police Academy
- Police Knowledge Net

Reorganisation in progress

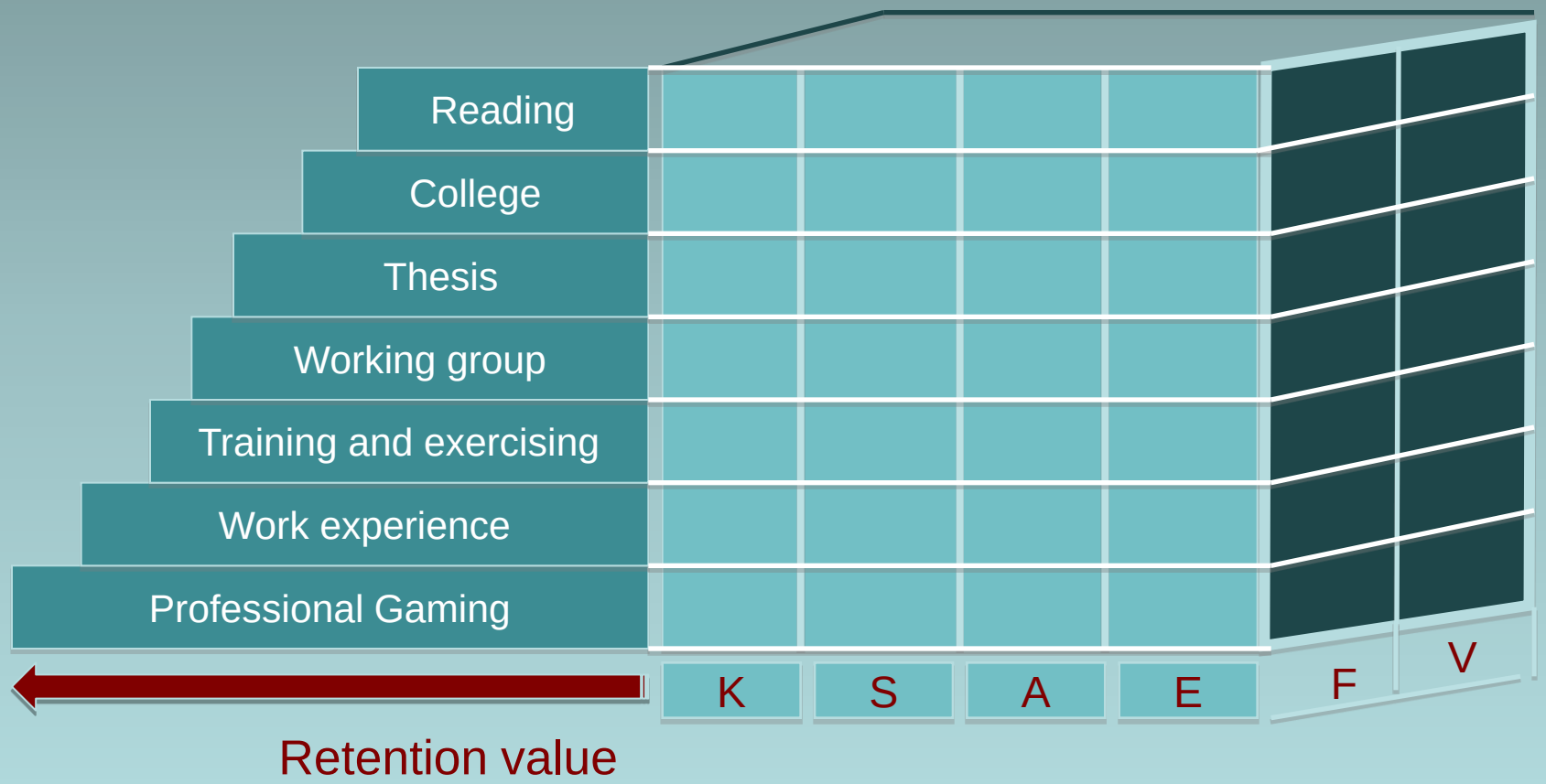
- Delay in implementation
- ICT is a key asset
- Business Intelligence apps
- Serious Gaming as an upcoming strategy

Police training in the past

Multi Agency Safety Arena

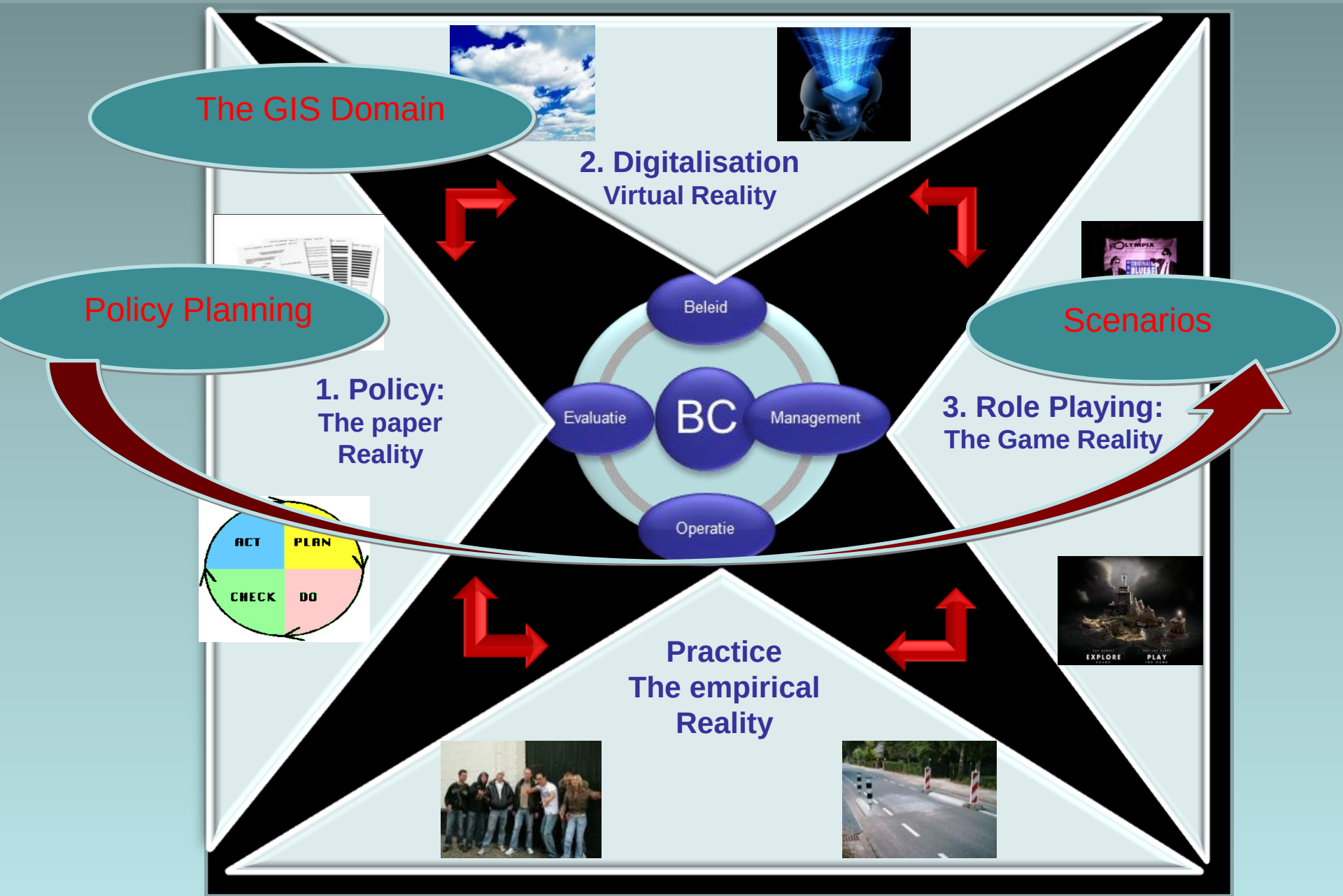


Action Learning: Didactic Matrix

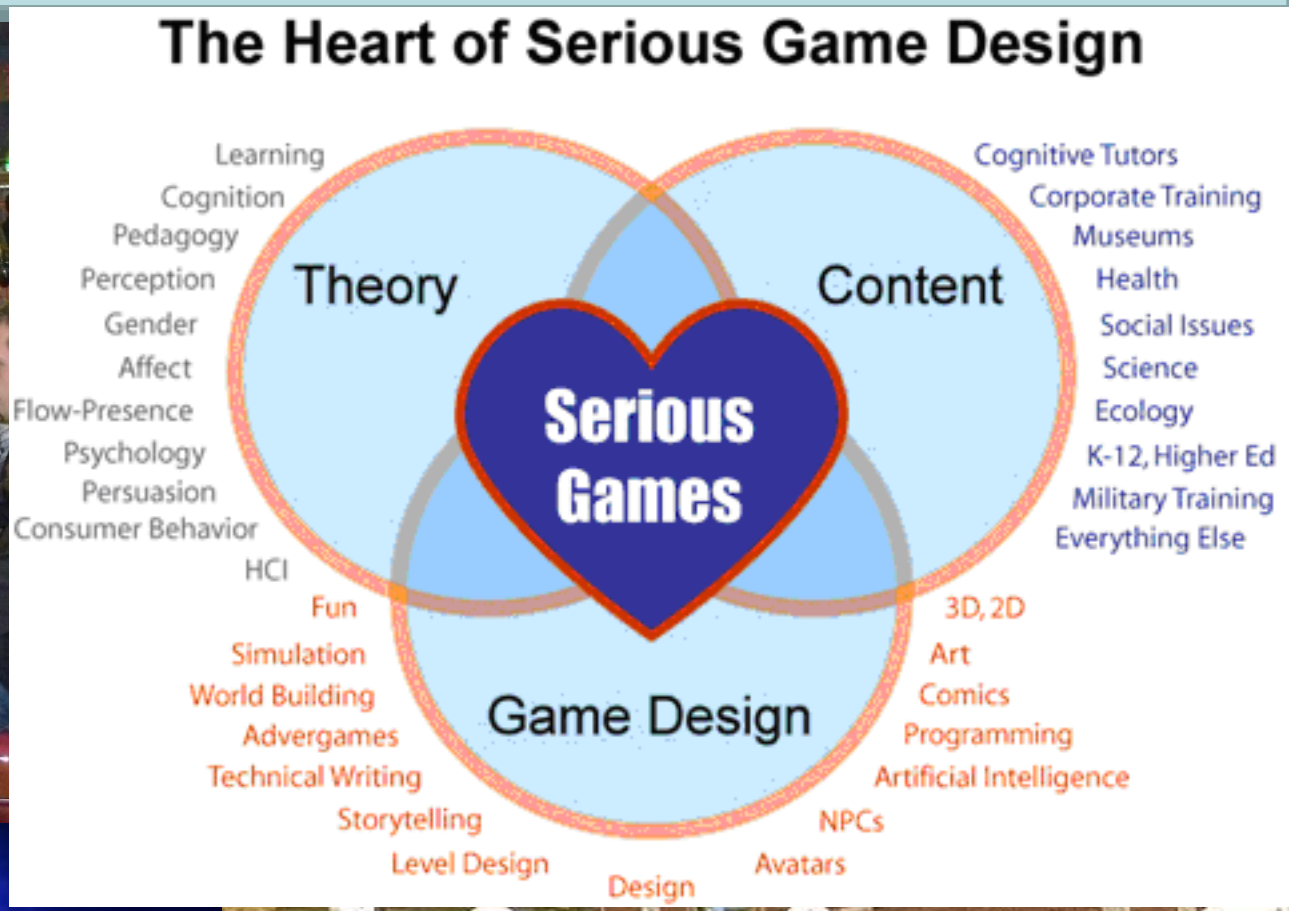


Policy Development 2.0

A combination of real time intelligence and real time policy development



Entertainment Gaming >> Serious Gaming

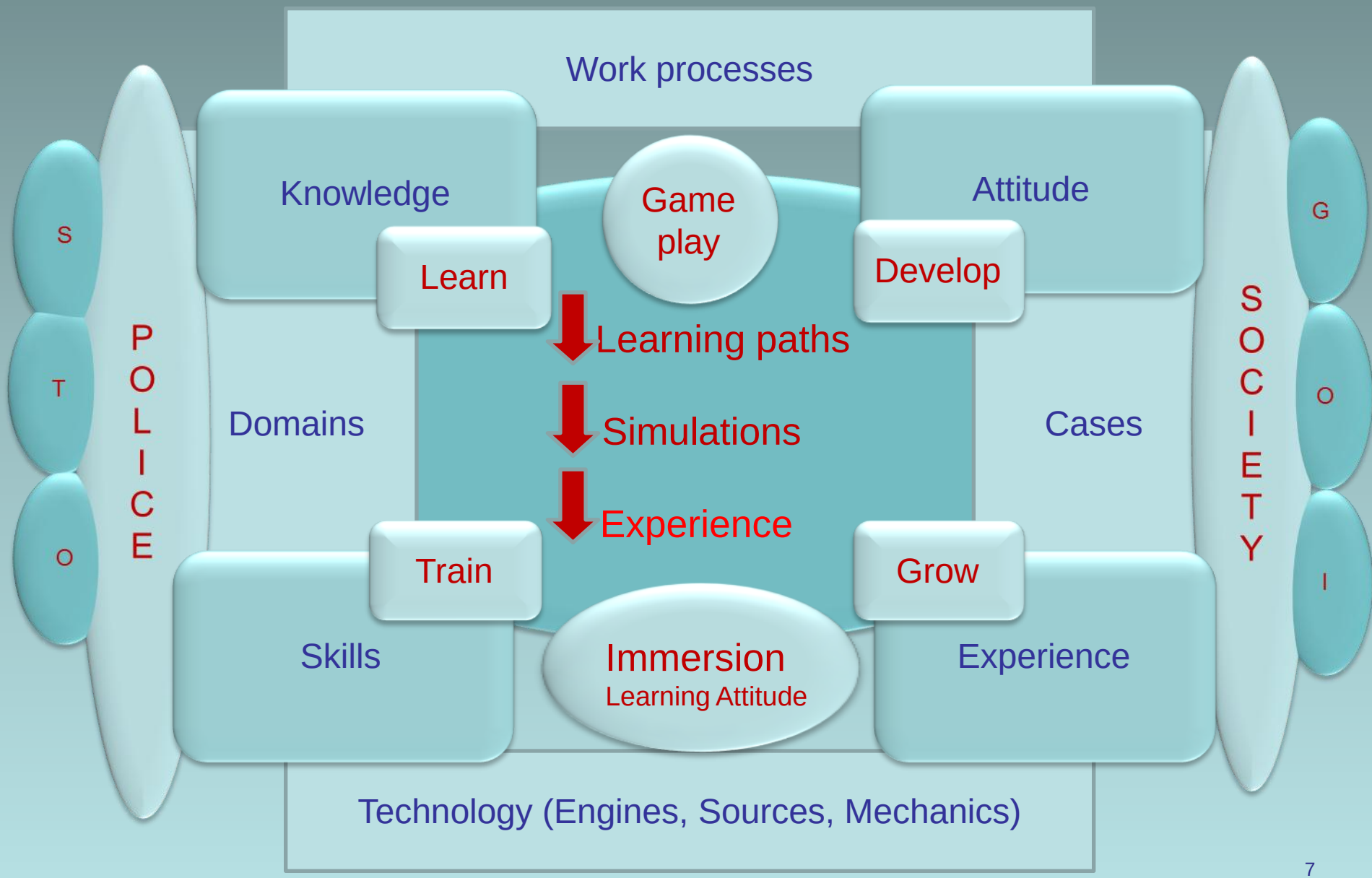


Flickr photo by MarkKelly: http://www.flickr.com/photos/markkelly/1022720488/
... Mobile is always on ..

The unpredictable Reality

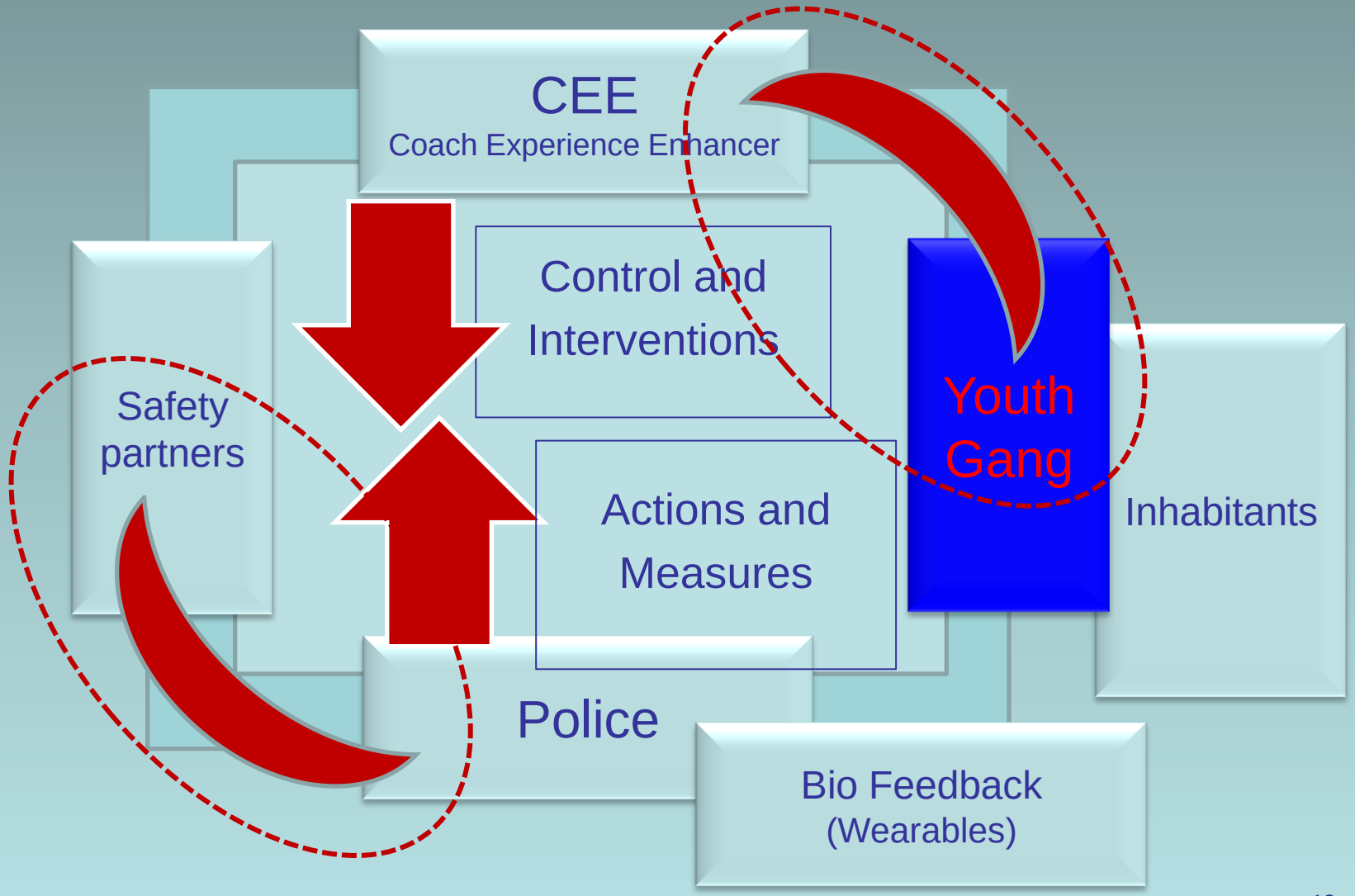
Trailer of a Professional Game

Conceptual Long Term Model

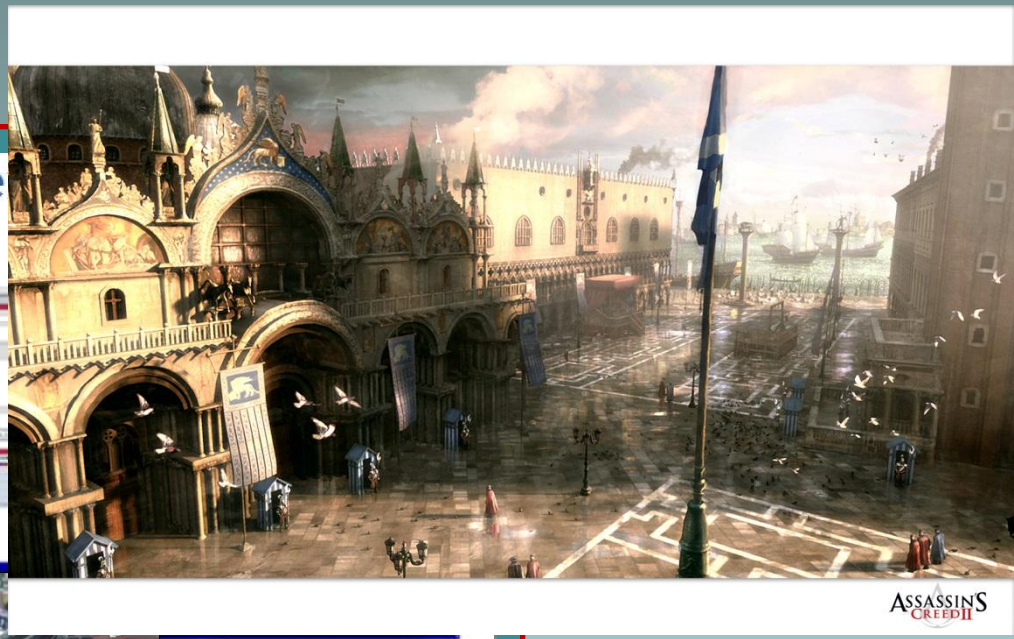


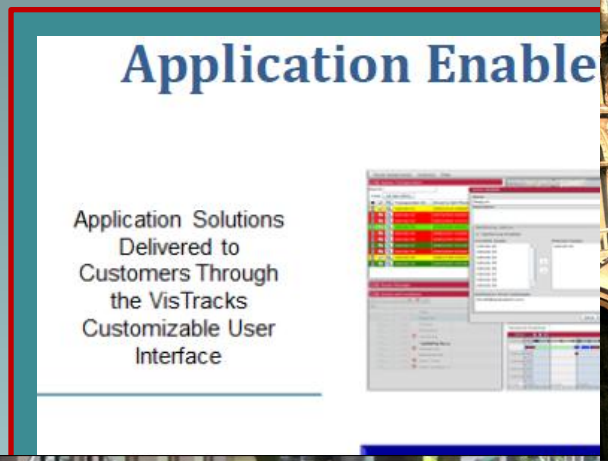
Play and Counter play Network Game

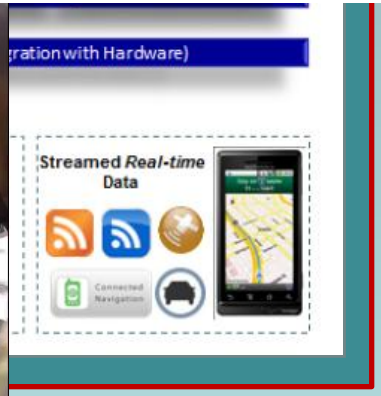
Single and Multi User



Virtual Cross Over between real and simulation







The extra dimension of a 25th hour in an Alter World

25/7

- A living lab for development of new policies and strategies
- A life long learning environment for policemen in a challenging world

From a Backbone >> 25/7 environment

Transreality to an Alter World

Eco System

Generic Games

Specific Games

Supragame >> 25/7

Organisation Development

Professional Development

Connection levels

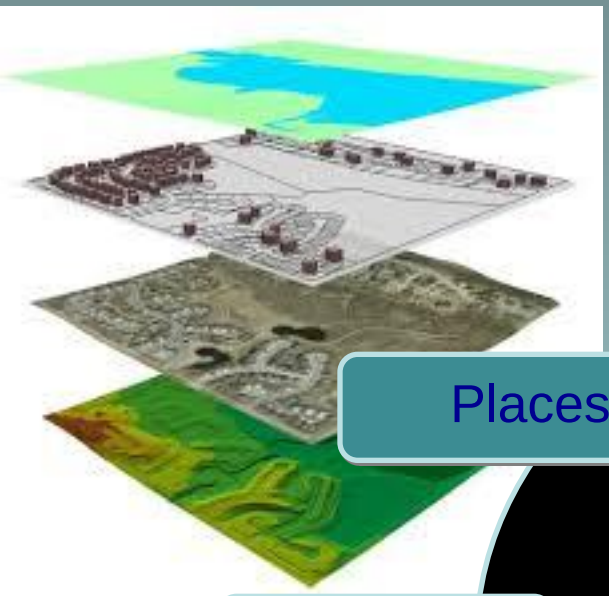
Standards

Backbone

Sources

Game Mechanics

Basic elements 25/7 environment



Goals

Places

Game Play

Challenges

Storylines

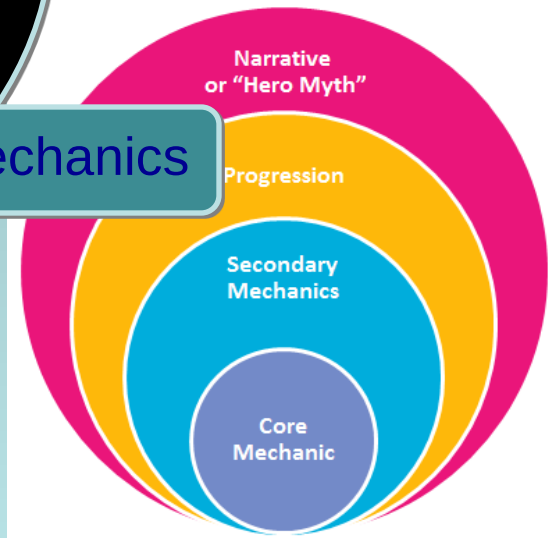
Actors

Goals

Rules

Time

Mechanics

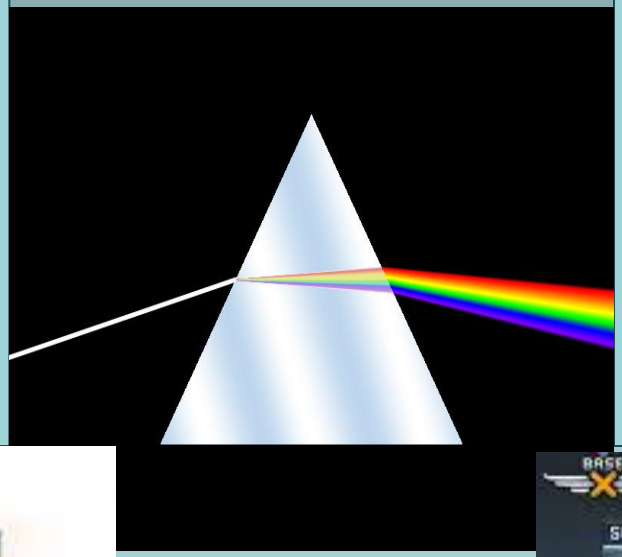


Measures

The GG Connection: Gaming stimulates the use of GIS

GEO Solutions

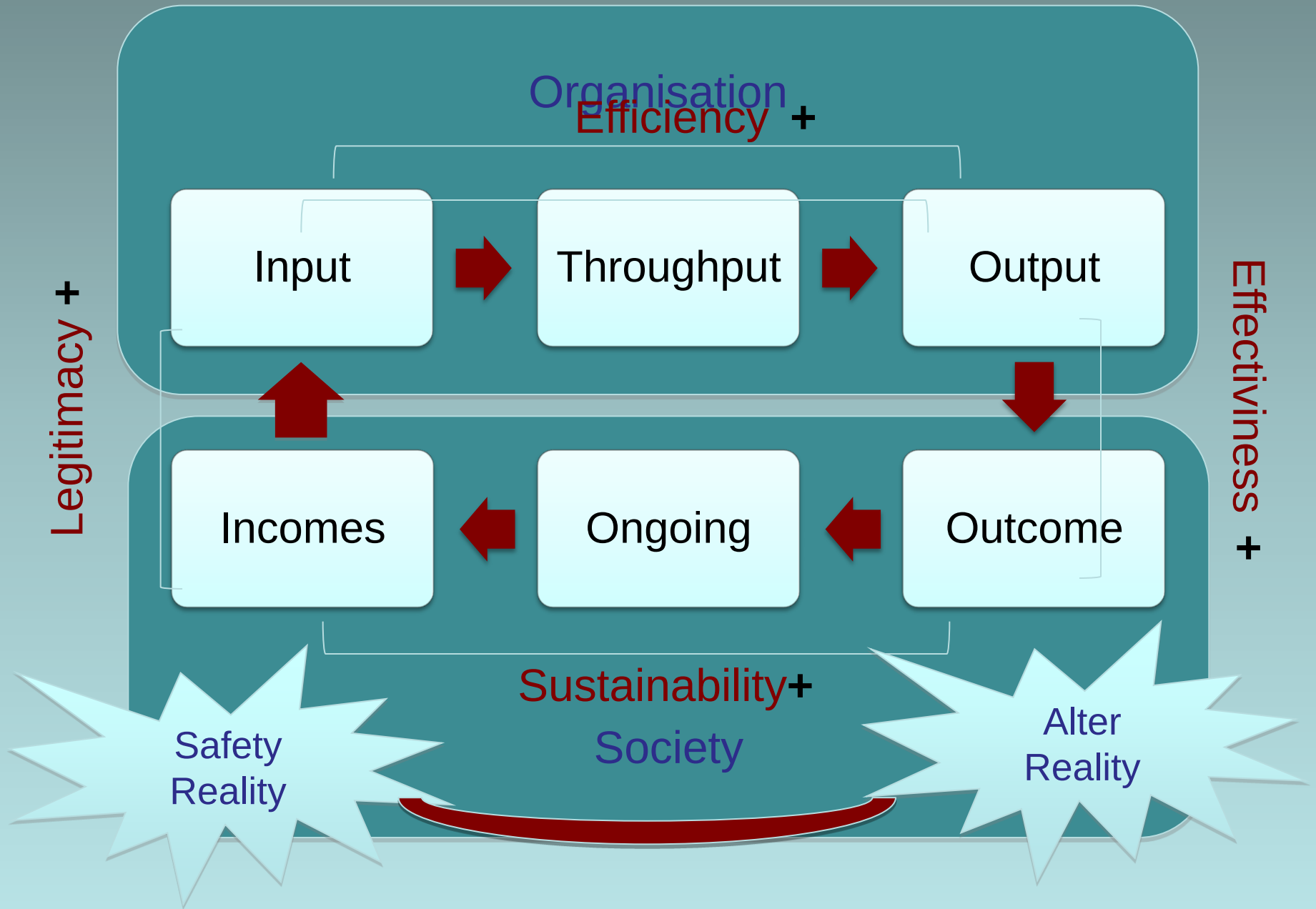
- Information Layers
- Overviews
- Analysis
- Prospects
- Strategies
- Consultancy



Professional Gaming

- Scenario Development
- Simulations
- Challenges
- Involvement
- Planned outcomes
- Side effectis

25/7: The Governance model



A tender for the Dutch game market

Thank you for your attention

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