Professional Gaming as innovative keyproject for the National Dutch Police

Drs. Wim Broer
Program Director
Professional Gaming
Wim.broer@vpkteam.nl
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

Circles of Involvement

Safety Sector
- Proactie, preventie, Preparatie, repressie, nazorg

Care sector
- Hulpverlening en volksgezondheid
<table>
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<tr>
<th>Professional Gaming</th>
<th>Work experience</th>
<th>Training and exercising</th>
<th>Working group</th>
<th>Thesis</th>
<th>College</th>
<th>Reading</th>
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Retention value
Policy Development 2.0
A combination of real time intelligence and real time policy development

1. Policy:
The paper
Reality
Practice
The empirical
Reality

2. Digitalisation
Virtual Reality

3. Role Playing:
The Game Reality
Scenarios

The GIS Domain
Policy Planning

Practice
The empirical
Reality
Entertainment Gaming >> Serious Gaming

The Heart of Serious Game Design

- Learning
- Cognition
- Pedagogy
- Perception
- Gender
- Affect
- Flow-Presence
- Psychology
- Persuasion
- Consumer Behavior

Theory

- HCI
- Fun
- Simulation
- World Building
- Advergames
- Technical Writing
- Storytelling
- Level Design
- Design
- Avatars

Content

- Cognitive Tutors
- Corporate Training
- Museums
- Health
- Social Issues
- Science
- Ecology
- K-12, Higher Ed
- Military Training
- Everything Else

Serious Games

Game Design

- 3D, 2D
- Art
- Comics
- Programming
- Artificial Intelligence
- NPCs
... Mobile is always on ..
The unpredictable Reality
Trailer of a Professional Game
Conceptual Long Term Model

Knowledge
- Learn
- Game play
- Learning paths
- Simulations
- Experience
- Skills

Attitude
- Develop
- Cases
- Grow
- Experience

Domains
- Technology (Engines, Sources, Mechanics)

Work processes
- Learn
- Train
- Grow
- Experience
- Immersion
- Learning Attitude
Play and Counter play Network Game
Single and Multi User

Inhabitants
Play and Counter play Network Game

CEE
Coach Experience Enhancer

Control and Interventions

Youth Gang

Safety partners

Police

Actions and Measures

Bio Feedback (Wearables)

Inhabitants
Virtual Cross Over between real and simulation

Application Enable

Application Solutions Delivered to Customers Through the VisTracks Customizable User Interface
The extra dimension of a 25\textsuperscript{th} 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

Backbone

- Connection levels
- Standards

- Sources
- Game Mechanics
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 effects
25/7: The Governance model

- Input
- Throughput
- Output

- Incomes
- Ongoing
- Outcome

- Efficiency
  - +

- Legitimacy
  - +

- Sustainability
  - +

- Effectivness
  - +

- Safety Reality

- Society

- Alter Reality
A tender for the Dutch game market
Thank you for your attention

wim.broer@gmail.com