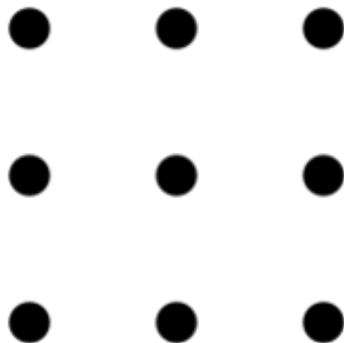


GAMING & VR TECHNOLOGY AS A GAME CHANGER

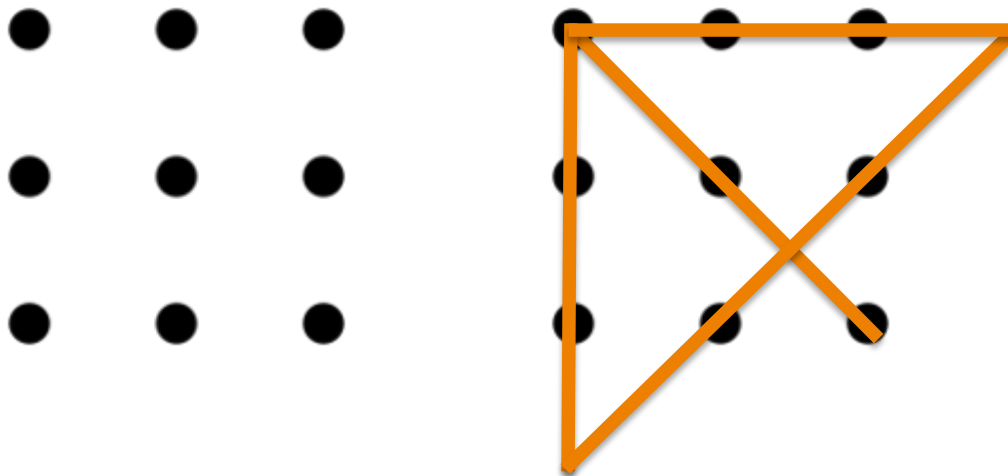
Gaming saves lives and money | Kleyheeg, F.F.A. (Frans)

TNO innovation
for life

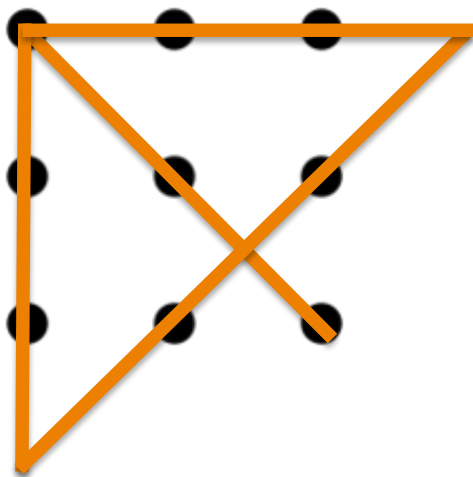
CONNECT THE DOTS; 4 STRAIGHT LINES



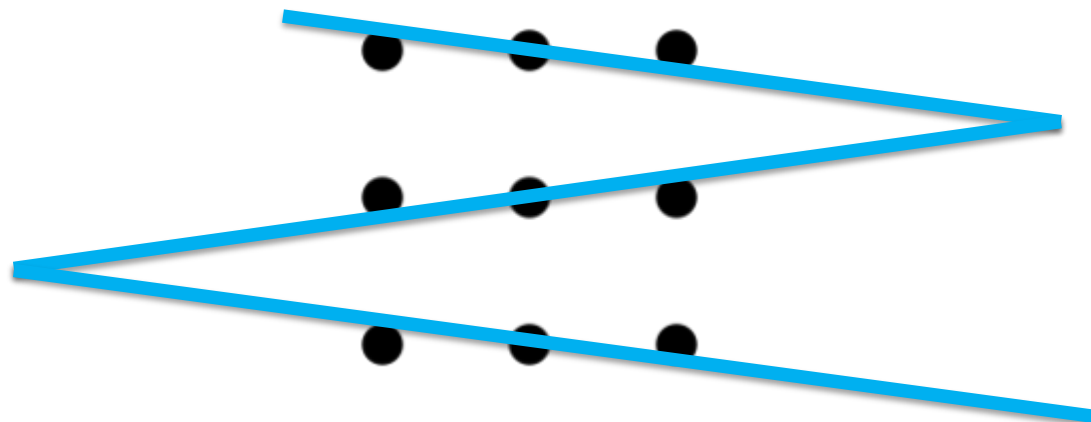
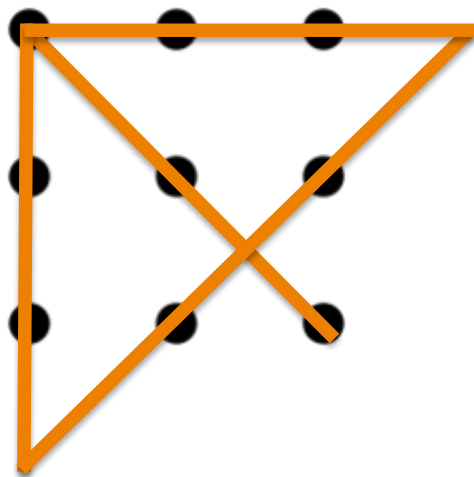
CONNECT THE DOTS; 4 STRAIGHT LINES



CONNECT THE DOTS; 3 STRAIGHT LINES



CONNECT THE DOTS; 3 STRAIGHT LINES



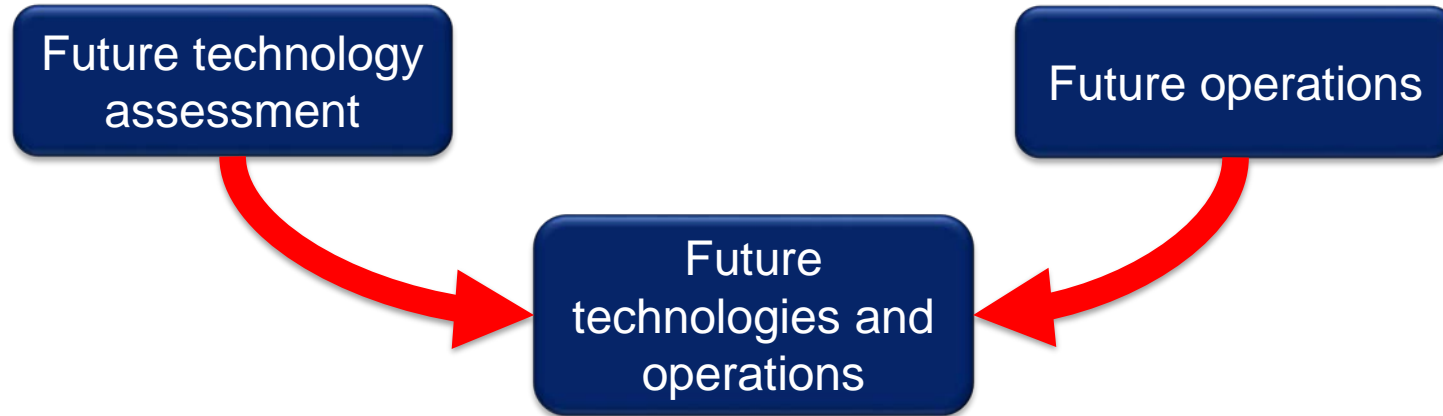


CLASSICAL PROCUREMENT PROCESS

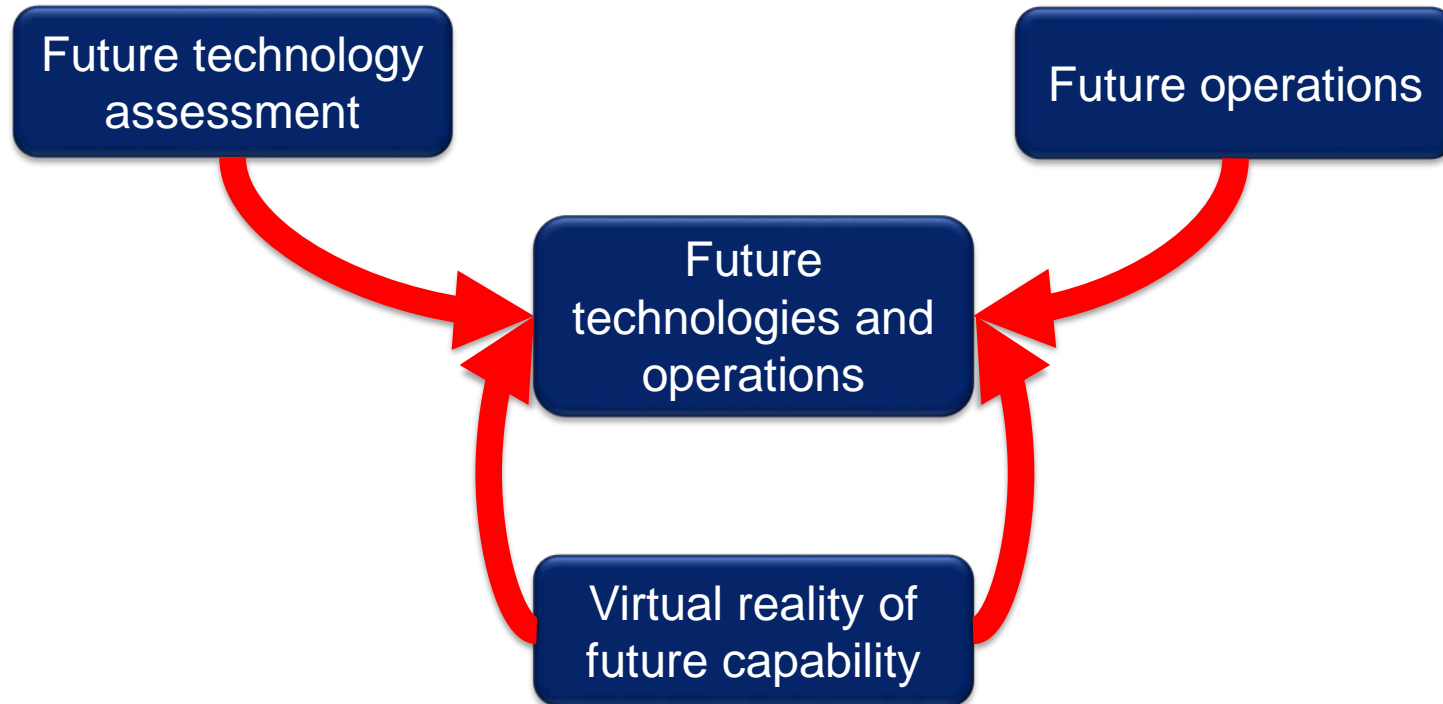
- › Structured process with several go / no go decisions.
- › Lengthy process while technology moves fast.
- › If multi national, alignment of requirements is needed which again takes time
- › Decisions are made by people with a technical background but less operational experience or the other way around



FUTURE CAPABILITIES



FUTURE CAPABILITIES



EXAMPLE: THE NEW DUTCH SUBMARINE



IN SHORT

- › Combine wargames about future technologies and operations into one game.
- › Create a virtual reality representation of the capability and use the game scenarios to play with it the new capability
- › Test new technologies and (models of) capabilities to identify the added value to the operation
- › Keep the virtual environment because the can be reused for training purposes. Again this saves money
- › The use of gaming and virtual reality technology also helps to identify changes need in DOTMLPFI elements

Gaming and virtual reality used in this way save lives and money

DOTMLPFI: Doctrine, Organization, Training, Material,. Leadership, Personnel, Facilities, Interoperability],

› THANK YOU FOR YOUR
ATTENTION

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Take a look:
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