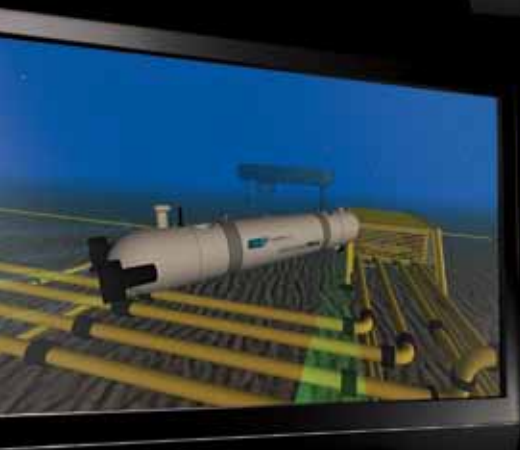


# SERIOUS GAMES AND VISUAL SIMULATORS

SPECIFICATION AND DEVELOPMENT  
OF SOLUTIONS FOR EDUCATION,  
TRAINING AND CERTIFICATION



**INESCTEC**  
TECHNOLOGY & SCIENCE



# SERIOUS GAMES AND VISUAL SIMULATORS

SPECIFICATION AND DEVELOPMENT OF SOLUTIONS  
FOR EDUCATION, TRAINING AND CERTIFICATION

---

## DESCRIPTION

Specification and development of Serious Games applications and Visual Simulators for Education, Training and Certification, based on 3D virtual environments controlled by rule engines and enabling multiplayer interaction.

## ADVANTAGES

- Reduces training and certification costs
- Avoids interaction with costly equipment in early training/certification phases
- Allows the simulation of complex or hazardous situations
- Enables flexible and remote training/certification
- Allows more training hours per trainee
- Increases the interest, the engagement and, therefore, the success of participants

## MAIN FEATURES

- 3D virtual environments
- Rule-based engine
- Multiplayer
- Web technologies, enabling remote use

## EXAMPLES

- F-16 aircraft engine maintenance simulator for teams
- Sea search and rescue AUV (Autonomous Underwater Vehicle) simulator
- Car driving simulator

## POTENTIAL USERS

- Armed Forces
- Civil Protection
- Flight Schools
- Aircraft Maintenance Companies
- Aircraft Industry



**INESCTEC**  
TECHNOLOGY & SCIENCE  
ASSOCIATE LABORATORY  
PORTUGAL

CAMPUS DA FEUP  
R DR. ROBERTO FRIAS 378  
4200 - 465 PORTO  
PORTUGAL

T +351 222 094 000  
F +351 222 094 050  
[www@inescporto.pt](mailto:www@inescporto.pt)  
[www.inescporto.pt](http://www.inescporto.pt)



QUADRO  
DE REFERÊNCIA  
ESTRATÉGICO  
NACIONAL  
PORTUGAL.2007.2013



UNIAO EUROPEIA  
Fundo Europeu  
de Desenvolvimento Regional



Fundação para a Ciência e a Tecnologia  
membro da associação robica