A game for requirements formulation for a distributed gaming and simulation environment.

Summary: ProRail is the owner of a number of high fidelity train traffic simulators for designing and managing the physical rail infrastructure. Gaming simulation is used to support the analysis and redesign of rail management and control processes. The games should use the existing train traffic simulators as much as possible to reduce costs and keep the existing knowledge base and acceptance. Because of their high fidelity level, these simulators lack the more abstract level that is necessary for interaction with humans in a gaming setting. Therefore they need to be adjusted. As there are several simulators to be used and multiple disciplines involved, this is not a trivial task. On the basis of the played Early Decision at Disruptions Game it is examined what requirements need to be fulfilled to make ProRail simulators suitable for use in gaming, in order to maximize profits of the coupling between simulators and games. This paper describes the process followed and provides a refined set of requirements for coupling of simulators for use in management and control games in rail (physical) infrastructures.

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