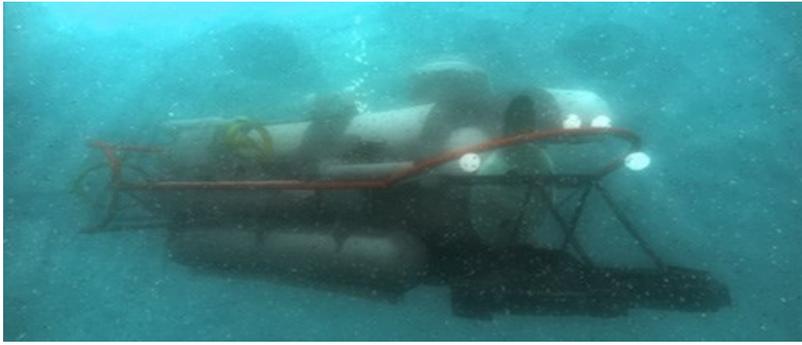


## Birmingham Serious Games Team



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**Serious Games** – a new genre of interactive 3D content development and rendering tools, many available at very low cost or even free of charge via the Web.

This development is significant in that it promises to “open up” simulation to (previously non-specialist) 3D user communities to a much greater extent than had been the case with developments in, for example, Virtual Reality during the closing decade of the last Century. Serious gaming focuses on the exploitation of computer games software tools such as those underpinning the “first person shooter” (FPS) or “role-playing” games currently being enjoyed by youngsters and adults alike, all around the world.

These tools take the form of software development kits (SDKs), released by leading games developers shortly after the publication of a new product, such as FarCry or Half-Life 2, together with a growing number of supporting content generation packages.

The tools enable games players to develop their own virtual humans (“avatars”) or computer-generated forces, environments, weapons and adversaries, thereby prolonging the longevity of the game they have purchased. Since 2004, the availability and affordability of these tools have also very rapidly generated interest from the serious applications community, including those responsible for designing training and real-time visualisation systems for defence, medicine and education, to mention but three examples.

### Related Links

- **Defence Management Journal**
  - [Serious Games \(/Documents/college-eps/eece/research/DMJ312241BobStoneATL.pdf\)](/Documents/college-eps/eece/research/DMJ312241BobStoneATL.pdf)
  - [Applications in Defence \(/Documents/college-eps/eece/research/DMJ32ProfRobertStoneATL.pdf\)](/Documents/college-eps/eece/research/DMJ32ProfRobertStoneATL.pdf)

Current Research is listed below, or [click here for further details \(PDF 750 KB\) \(/Documents/college-eps/eece/research/currentSGresearch.pdf\)](/Documents/college-eps/eece/research/currentSGresearch.pdf).

- Rapid (Human Factors) Assessment of Tasks and Contexts
- For Synthetic Environments and Serious Games
- Interactive Trauma Trainer
- Pulse!!
- Aberrant Anatomy
- Post-Traumatic Stress Disorder
- Alchemy 1 & 2 Unmanned Vehicle (Land/Air) Demonstrators
- Helicopter Rear-Door Aircrew
- Part-Task Training for the Royal Navy's Dillon Minigun
- Virtual HMS Scylla
- Pre-Simulator Performance Capture Tool for Junior Warfare Officers (Royal Navy)

[Serious Games projects under way at Birmingham - a complete summary \(PDF 540 KB\) \(/Documents/college-eps/eece/research/SeriousGamesattheUniversityofBirmingham.pdf\)](/Documents/college-eps/eece/research/SeriousGamesattheUniversityofBirmingham.pdf)