



# Moving from Bespoke Project Development to a Technology Platform-based Approach to Serious Games

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- Founded by me in 2001
  - Spun out of the University of Abertay, Dundee (Scotland)
  - Focus on collaborative multiplayer games for learning in the corporate and education market
  - Building serious games development platforms with a focus on facilitation and assessment
  - Multi-disciplinary team of 20
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# Infiniteams



- Started life as a collaborative multiplayer teambuilding game set on a remote island (think Lost!)
- Gradually transitioned into flexible learning tool for skilled facilitators
  - Leadership, communication, problem solving
  - Used for recruitment, induction, mngt. training
  - Over 60 organisations (primarily blue chip)
- Won “Best in Show” award at TechLearn 2005



# Infiniteams Architecture



- GBL-specific features (facilitation, logging etc.)
- Problem Solving Module (PSM) re-use to develop Eduteams
  - Extended framework to support multiple teams
  - Over 60 schools
- Isometric engine re-use to develop numerous bespoke projects
  - Each project adding new functionality to the core engine



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# New Requirements

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- Browser-based deployment
    - As well as Internet-based server
  - Must run on very low spec PC's
    - Without 3D acceleration
  - Increased architectural modularity, flexibility and maintainability
    - To support growing organisation and external use
  - Management system
    - Rather than on a per application basis
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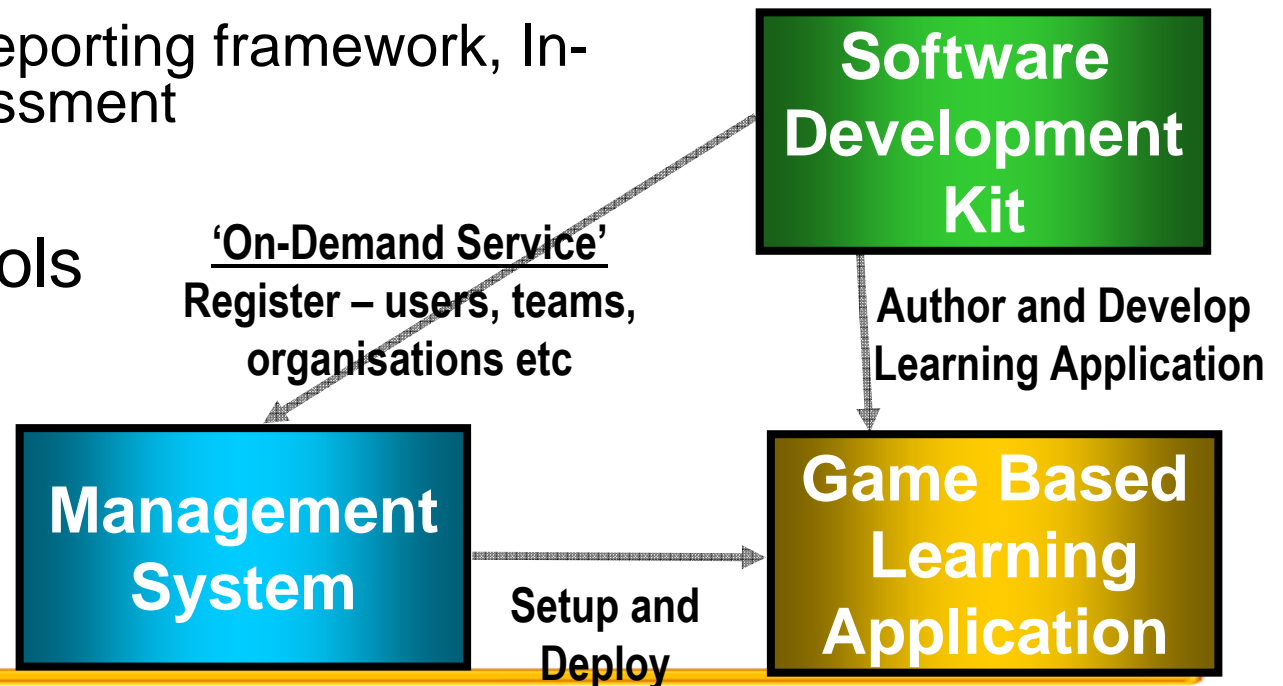


**t p l d** LEARN DIFFERENTLY **Game-based Website**

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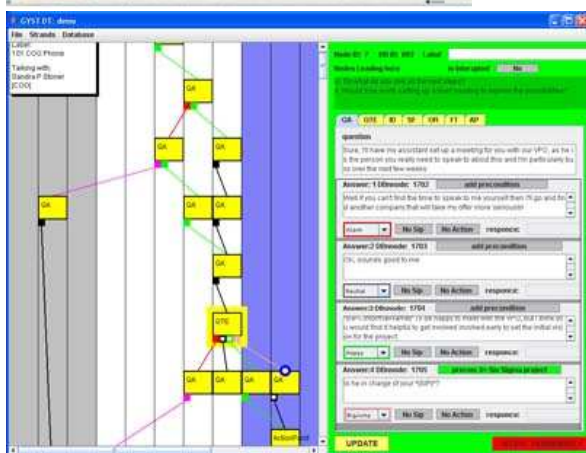
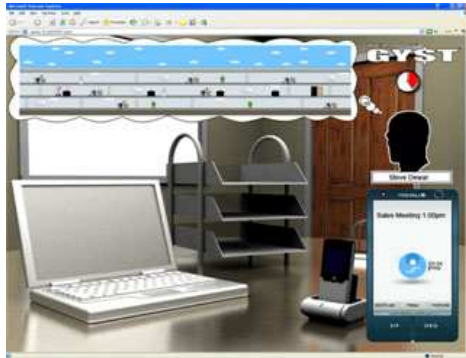
- 2D isometric version of Second Life (before it existed)
    - Persistent online world with chat capabilities
    - Integrate or link out to external material
    - Community authored content with simplified, graphical toolset
  - Proof of concept to create TPLD game-based website
  - Project aborted at pre-alpha stage, due to lack of perceived market demand or readiness
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- **GBL-specific features**
  - Account mngt with Player profiles
  - Product mngt and configuration
    - Surround builder
  - Assessment tools
    - Logging, Reporting framework, In-game assessment
  - Event mngt
  - Facilitator tools





# TPLD IP2 Example - GYST



- 6 months for full development (including design)
  - Rather than 12-18 months without IP2 platform
  - Co-developed with an external company (DSC)
- Added new functionality to platform
  - Scenario builder
  - Dialogue engine and toolset
  - Document editor
- Product will be deployed using the Management System in January 2007



- Collaborative R&D project to build a software engineering game with the University of Paisley
  - Eduteams now been ported successfully to IP2
  - Infiniteams will be ported and updated in 2007/08
  - IP2 strategy is to build at least 4 applications internally or with close partners before releasing it to a wider audience
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- Release scheduled for 2008



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# ITI GBL Platform



Current Objective: **Wash Your Hands** Score: **0** Time left: **9:48**



**iti** Techmedia | ITI Scotland  
ITI Energy  
ITI Life Sciences

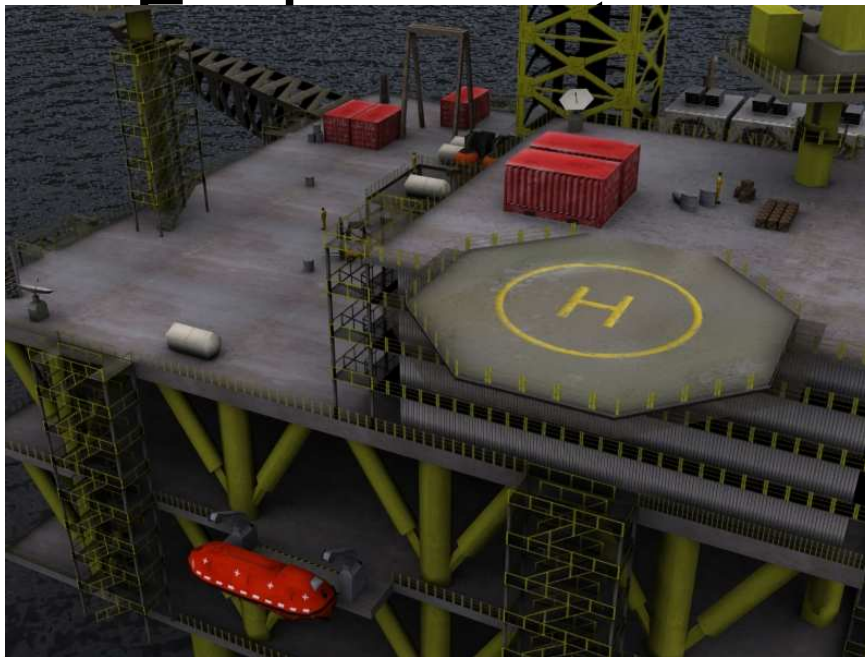
- Targeted at higher end 3D/simulation market
  - Health
  - Oil and Gas / Health and Safety
  - Military / Emergency Response
- Based on Virtools technology
- GBL-specific features
  - In-game assessment
  - Facilitator interface
  - Customisation framework
- TPLD were involved with the scoping and technology development and hope to take the platform to market in early 2007



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- MRSA prevention in hospitals
- Health and Safety on Oil&Gas Platforms
- Quality Control in Laboratory



- Always plan for re-use
  - Architect a platform to take in requirements from multiple applications
    - “Conceptualisers” are often required here
  - Avoid bespoke developments where possible; particularly when no incremental benefit to underlying technology platform is derived
  - Think carefully about the level and flexibility of authoring/customisation you will provide to your customers
  - Be mindful of the target hardware / deployment platform at all times
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