

**Sandia
National
Laboratories**



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GDC Panel: U.S. National Investment in the Future of Games?

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Who am I?

Elaine M. Raybourn, Ph.D.

Just a kid from Panama with a penchant for high adventure.

- Social scientist with a background in Fine Art and Human-Computer Interaction from Sandia National Labs on assignment to Advanced Distributed Learning Initiative (ADL)
- Working in transmedia learning since 2010, serious games, virtual worlds, social simulations, and intelligent community systems since 2000
- GDC Serious Games Advisory Board, 2005-2007
- GameTech Program Chair, 2011
- Greatest passions: communication, culture, technology, art, & science
- Favorite question: *Why not?*



Investment in the future of games...

DoD invests in people, methods, technology

- **Cognitive agility**
 - How can we train people to adapt, and think on their feet?
- **Scaling up quickly**
 - How can we leverage crowdsourcing, peer learning?
- **More realistic characters and personalized avatars**
 - How can we improve AI for patterns of life and personalization
- **Transmedia Learning**
 - How can we create more immersive, connected experiences?
- **Assessment**
 - How can big data and game analytics help DoD understand the effectiveness of training?



Real people with real stories



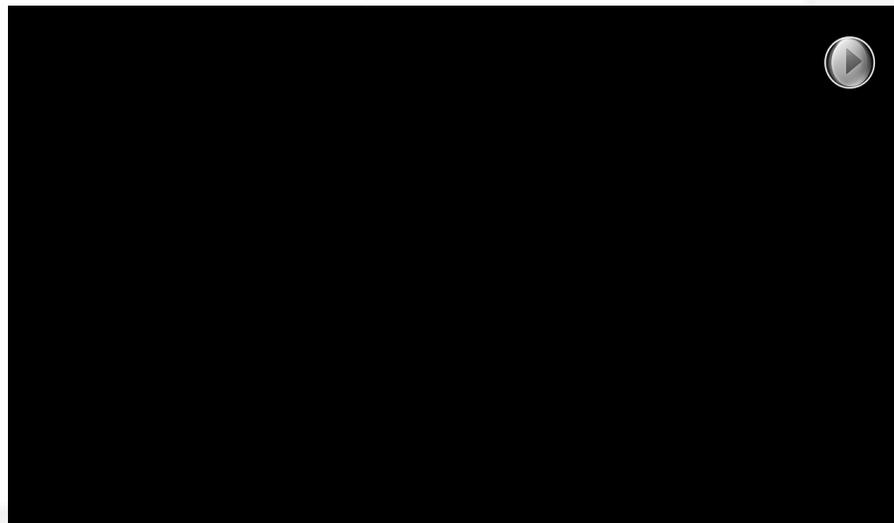
Photo courtesy of NTC



Photo taken by E. Raybourn, USMC MAGFTC, 29 Palms



Photo courtesy of US Embassy, Iraq



Get to know the players

Attend the conferences



THE NATIONAL CENTER
FOR SIMULATION



Mark Long, GameTech keynote, 2011

<http://www.gametechnference.com/>

<http://www.youtube.com/user/GameTech2013/videos>

<http://www.iitsec.org/>

<http://www.itec.co.uk/Content/Welcome>

Get noticed

<http://sgschallenge.com/> <http://www.iitsec.org/>

<http://simtect.com.au/sg-showcase>

Indie games welcome!



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Opportunities are out there

eric.j.hackathorn @ noaa.gov

Job Posting for NOAA

3D Visualization & Games Application Designer, Boulder, CO
National Oceanic and Atmospheric Administration, Technology Outreach
Branch (TOB)

Create 3D interactive content comprised of models, multimedia & graphic design elements, and code frameworks to interface with visualization engines

Present work at scientific meetings, in science journals, technical reports
A bachelor's degree in computer science, electrical engineering, physics
Familiarity with game development engines such as Unity
Understanding of the basic concepts in a 3D rendering pipeline

Familiarity with Java or C#

Experience in software design and development

Excellent problem-solving skills and logical thinking ability

Strong interpersonal, oral, and written communication skills

Takeaways

- National investments by DoD in games depend on the ability of the community to help meet challenges and solve complex interdisciplinary problems
- You are not alone, there is a path forward and a community you can reach out to

Share your story

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