How to apply immersive factors of games to aviation training

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Innovation and strategy of online games

- Imperial College Press, UK
- 2008
Why game is so immersive
Do you know and play Korean online games?
Online games

• Lineage 2 by NCSoft

• https://www.youtube.com/watch?v=NENR1sqpI6A
Factors

1. Competition and cooperation
   • Lineage 2, Guild or Clan
2. Reward

- Level up
- Item
- Cyber money
- Leadership
How to apply to aviation training
Technical changes of training

• VR based training
• But thinking the game factors in virtual or in real environment
Adding game design factors

• Competition and cooperation
  ➔ Training team vs training team
• Guild master, Leadership
• Level up, Item, Cyber money
• Symbol of Korea airborne forces like game items
• How about introducing into aviation training

• Entertaining?
• NTT case: man wearing wedding dress

https://www.topweddingsites.com/wedding-blog/dresses/men-wearing-wedding-dresses
One more thing to consider

• Game generation to come
• Korean Bitcoin trading by 20’s
• Like game item trading
• Game is a culture of younger people
• They hate hierarchy but like organization like game playing
• StarCraft eSport in my university at FEB 2018
• Waiting for the event in spite of -10 degree
Thank you

Q&A