

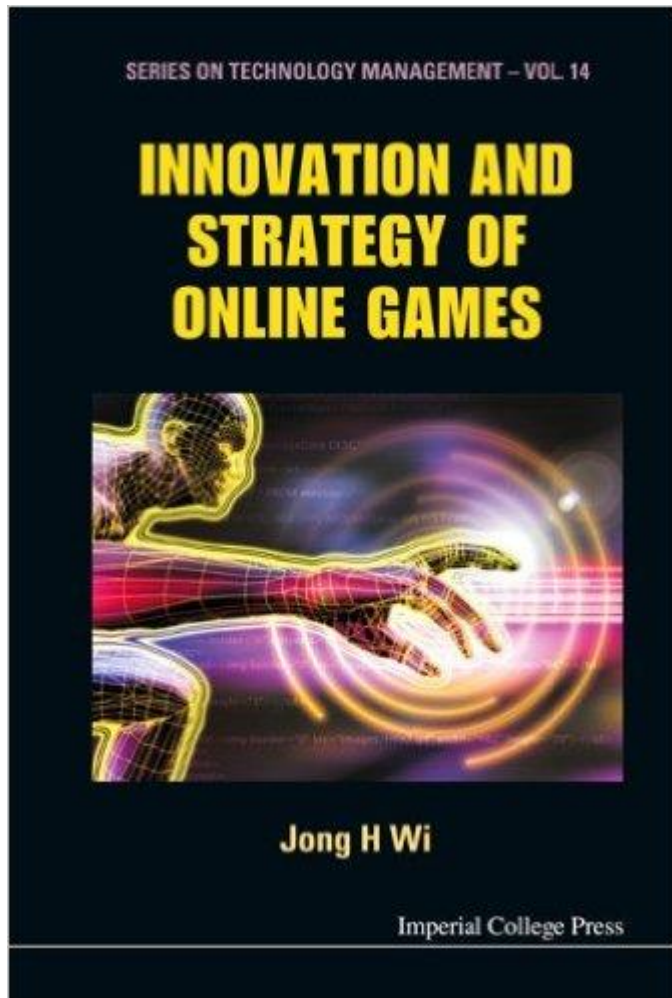
How to apply immersive factors of games to aviation training

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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

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금성월계휘장



▶ 노란별 1개
: 강하횟수 100~199회
▶ 노란별 2개
: 강하횟수 200~299회
▶ 노란별 3개
: 강하횟수 300~399회

금장월계휘장



▶ 강하횟수 1000회 이상

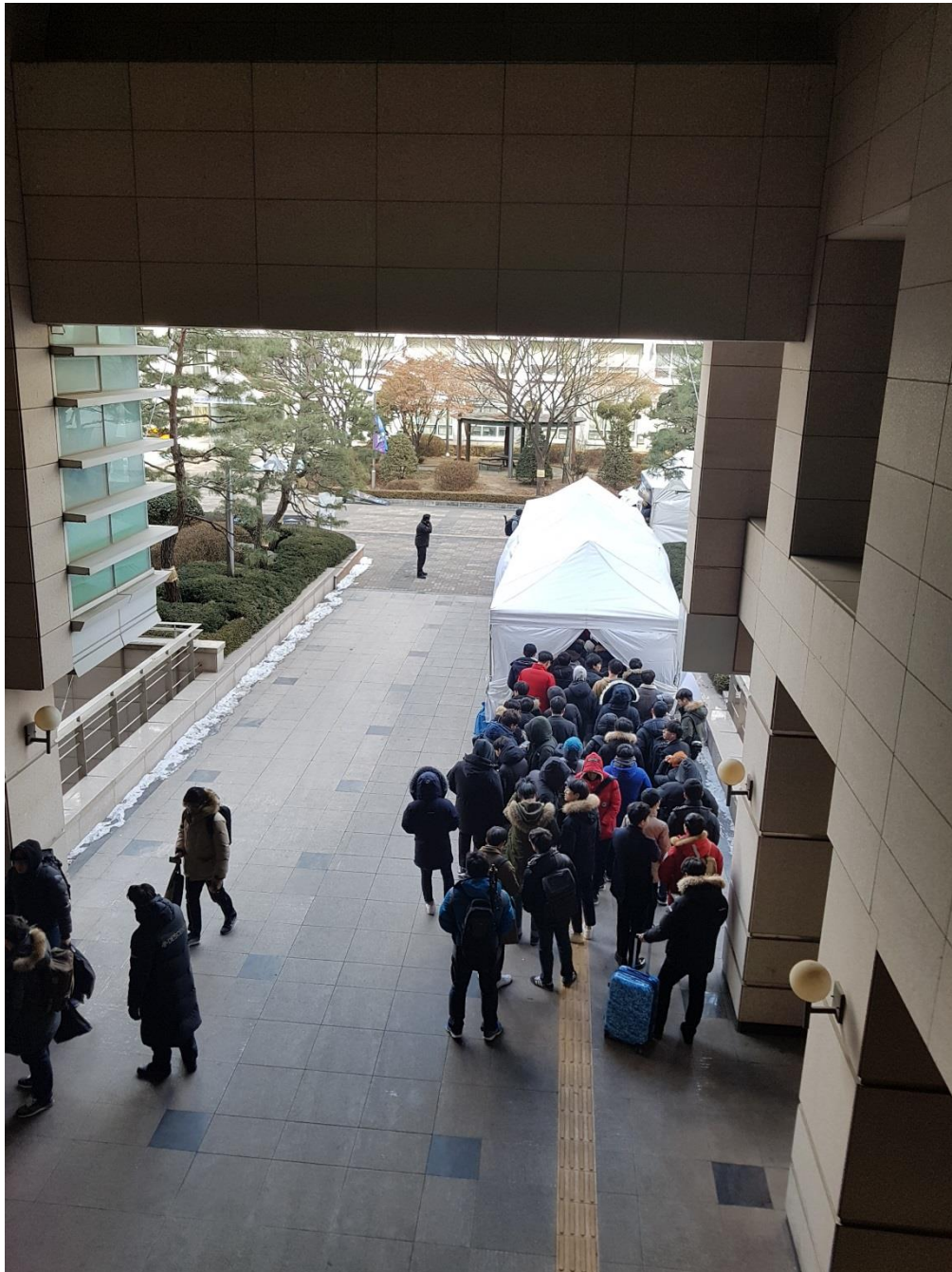
http://bemil.chosun.com/nbrd/gallery/view.html?b_bbs_id=10044&num=175821

- Entertaining?
- NTT case : man wearing wedding dress



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