Radiological Control Technician Training Simulation

Background

Mission Statement
Develop computer games that educate as well as entertain.

Problem
Currently radiological control technicians take a mock oral examination to prepare them to become certified.

Solution
Develop a simulation that would take the place of the mock oral examination.

Game

1. Background
   ~ Multiple layers to easily add objects
   ~ Invisible objects for radiation
   ~ Objects can be made moveable

2. Instructions
   ~ Short and Simple
   ~ Give gameplay hints

3. Map
   ~ Easy to navigate
   ~ Can travel to any room from any location

4. Inventory
   ~ Adequate space for tools
   ~ Pictures and captions on each item

Progress

Accomplishments
Programmed proof of concept scenario
Incorporated audio effects
Designed future scenarios
Created backgrounds for future development
Completed beta testing at Argonne National Laboratory

Future Plans
Convert to an EnPro
Implement more complex scenarios

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Usability Testing

- Had the amazing opportunity to test our prototype at Argonne National Lab
- Received invaluable feedback from qualified Radiological Control Technicians
- Validated the effort our group put into the game this semester
- Proved that this game could serve as a useful tool in the professional world

Team

Programming Team

Brandon Potoki  Yu Tan
Jason Kloepping

Design Team

Anthony Smith  Joseph Crowley
Shravani Pasupneti

Project Management Team

James Aguirre  Chris Hahn
Keith McManus

Faculty Advisors

Laurence Friedman  Susan Feinberg

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