Radiological Control Technician Training Simulation

Background

Mission Statement

Develop computer games that educate as well as entertain.

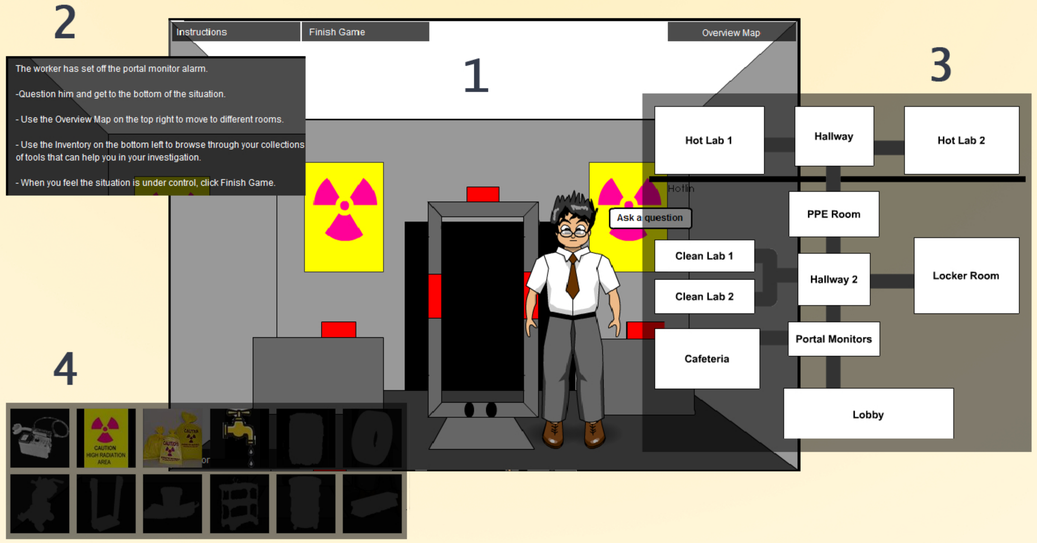
Problem

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
   ~ Invisibile ojects 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

Visit our Website www.iit.edu/~ipro329s07

Radiological Control Technician Training Simulation

Team

Programming Team

Brandon Potoki

Jason Kloepping

Yun Tan

Design Team

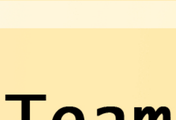
Anthony Smith

Shravani Pasupneti

Joseph Crowley

Project Management Team

James Aguirre



Keith McManus

Chris Hahn

Faculty Advisors

Laurence Friedman

Susan Feinberg

Usability Testing

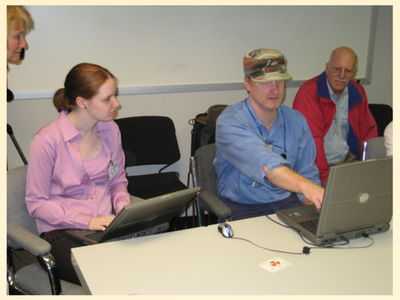
~ Had the amazing opportunity to test our prototype at Argonne National Lab

~ 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

User navigating the game



User asking question

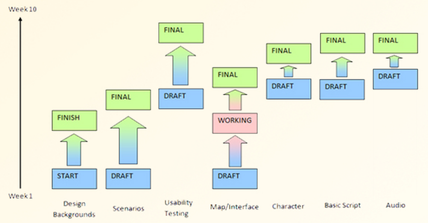
User filling out survey

User giving feedback

Project Management

Development Hierarchy

Development Timeline



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