MainTrain

A serious game on complexities of rail maintenance

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Schedule

- Rail maintenance and why is it important
- Methodology
- Our approach and results

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Context

Part of Serious Game Design Course

- Real clients & real complex situations

Case study

- The Netherlands and the rail network
- Issues with maintenance perception

Types of rail maintenance

Focus on **planned maintenance**

Schedule

- Rail maintenance and why is it important
- Related work and methodology
- Our approach and results

Slide missing: visualization of existing work

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Approach

Develop Rail Maintenance Game

- Convention/fair audience

Show Difficulty of Scheduling

- Convey ‘Someone Will Lose’ Principle
- Rolling Stock, Track, Stations

Game Facets

- Short Duration, ~10 minutes
- Increase Difficulty
- Mimic Real-Life Aspects

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- Rail maintenance and why is it important
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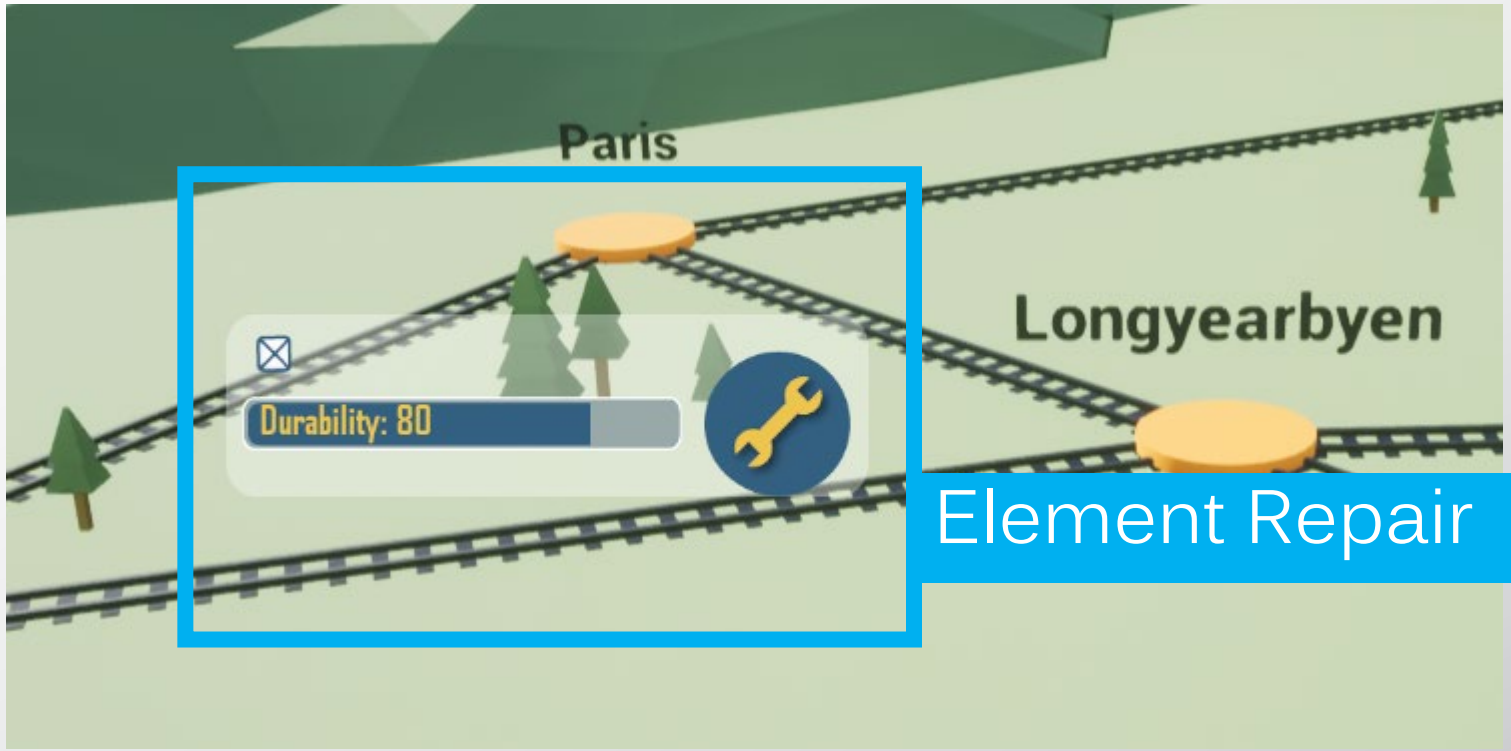
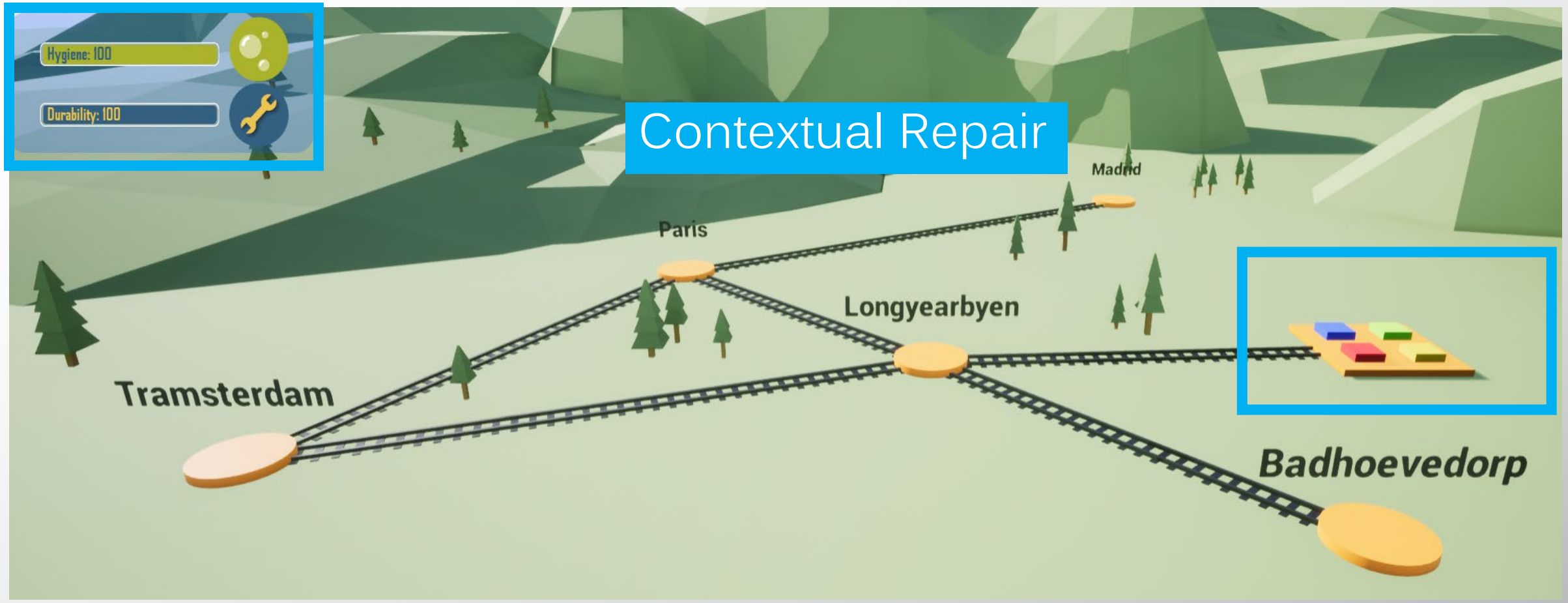
Madrid
Paris
Longyearbyen
Badhoevedorp
Start: Madrid
End: Tramsterdam
00:01
9
Start: Longyearbyen
End: Badhoevedorp
00:05
9
Start: Madrid
End: Badhoevedorp
00:10
18
Transport Goal : 70
Passengers transported : 56
Passenger Happiness

Madrid
Paris
DeRAILED!
You transported 76 people
Replay
Badhoevedorp

Feature overview



Feature overview



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Demostration

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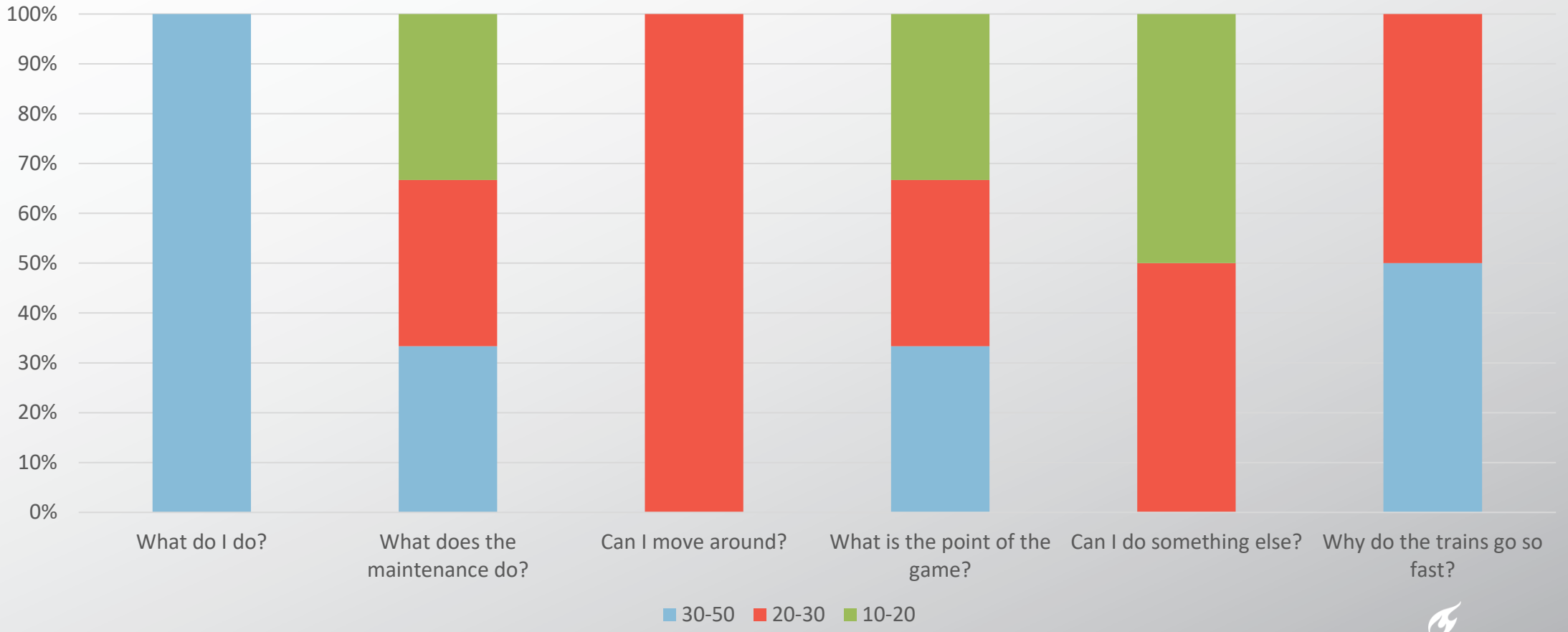
MAINTRAIN
Play
Exit

Testing results

NEEDS IMPROVEMENT



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Future Development

- Expansion of Network
- Night & Day Cycle
- Network & Rolling Stock Upgrades
- Additional Variables for Satisfaction
- **Focus on Player Maintenance Understanding**

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Questions?