

## A System for Translating Conventional Training Curriculum into Serious Game Training Application

### TECHNOLOGY DESCRIPTION

This invention is a system to translate conventional training curriculum into serious game to support skill and safety knowledge transfer.

### TECHNOLOGY FEATURES

This invention provides a new set of design principles for designing and developing a serious game training environment. There are 14 Design Principles used in this technology for effective educational design criteria to support effective learning. The invention also fulfils the construction industry application and can be extended to cover all aspects of building technology transfer in industrialized building classification. These activities are grouped into three namely, Instructional Design, Serious Game Instrument Development and Serious Game Assessment Reporting Phases.

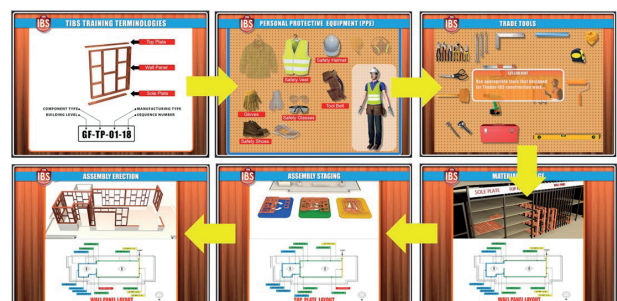
### ADVANTAGES

- simplifying learning process
- easy to handle
- applies multi-perform feature

### INDUSTRY OVERVIEW

#### Prospect Industry: Training in the construction industry Vocational training at higher education institutions

There are more than 2,000,000 low-skill laborers who need skill and knowledge training on IBS technologies. This innovation of translation system and method can be extended to other IBS systems for technology transfer training conducted by Construction Industry Development Board Malaysia (CIDB) IBS Centre. This innovation is especially suitable for E-Training at construction schools in Malaysia such as public universities (UM, UTM, UKM, USM), private universities (Heriot-Watt University Malaysia, University of Reading Malaysia, Monash University Malaysia, UTAR, TARUC, SEGI University, IUKL), vocational schools, polytechnic colleges, and construction industry trainings under CIDM Malaysia. Currently, there are several local players such as IBS Centre Malaysia, Jabatan Kerjaya Malaysia, Construction Industry Development Board and Innovacia Sdn Bhd. In addition, game development companies may also be interested in this invention as its application may be extended outside the construction industry. Game development companies who may be interested include Unity Technologies, Zynga, Oculus, Electronic Arts, Activision, Sony, Nintendo, Apple, Microsoft, Sega and Epic Games.



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