MainTrain

A serious game on the complexities of rail maintenance
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Schedule

Why?
- Rail maintenance and why is it important

What?
- Related work and approach

How?
- Results and testing
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Case study
The Netherlands and the rail network

Issues with maintenance perception

The case was given by maintenance processes experts
Types of rail maintenance

Focus on **planned maintenance**
Schedule

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Reisplanner

Nijmegen

Amsterdam, Leidseplein

Vertrek 10:52 maandag 6 juli

Extra

Via station, extra overstap, etc

Plannen
Approach

Develop rail maintenance game
e.g. Convention/fair audience

Show difficulty of scheduling
Convey ‘someone will lose’ principle
Rolling stock, track, stations

Include game features as:
Short duration, ~10 minutes
Increasing difficulty
Mimic real-world aspects
Schedule

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Starting point
make players frustrated, but curious
Core elements

Maintenance

Scheduling
Feature overview

Element Repair
Feature overview

Contextual Repair
An average game lasts 4-5 minutes, including tutorial.
Demostration
MAINTRAIN

Play

Exit
Schedule

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How?
- Results and testing
Most importantly, users get frustrated and start raising questions.
Next steps

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

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