# 052 : STILLS : OFFICE : DELFT





# **BY KINGMA ROORDA**





SERIOUS GAMING SCENARIO.



VIRTUAL REALITY SCENARIO.

As the red heart beats wildly and a terrorist attack is thwarted in the blue lungs, a group of gamers immersed in green intestines studies a complicated problem. Security Innovation Lab – α homey virtual-reality workshop in Delft – was designed for Thales Research and Technology by Kingma Roorda, whose Niels van Ham explains.

### What is SILab?

Think of it as a goal-oriented, computercontrolled pressure cooker for finding new solutions to complex problems.

# Sounds exciting.

This isn't Wi-Fi. These games tackle problems related to public order and safety. Participants are here by invitation only.

#### How does it work?

In the theatre, a problem is presented to everyone, after which groups of six – each with a moderator – work in three colourcoded gaming units. Solutions return to the theatre for feedback.

#### Why the body as a blueprint?

We wanted a very cosy, accessible lab – and what's more familiar than your own body?

## The heart accommodates the server?

Visitors look through one of six orange apertures to view the technology that operates the heart.

# The lab's an open space with freestanding units. For privacy?

It was a way to solve several practical issues: acoustics, wiring and a sense of security. Units can be relocated when the space is used for virtual reality. **Blood vessels are wiring?** 

We deliberately left cables and conduits visible to reinforce the idea of a pulsating body.

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