



Online Gaming and its Effects

“...a 21-year-old has spent 10,000 hours gaming, close to about the same amount of time spent in school from 5th to 12th grade”

“We invest 3 billion hours weekly playing online games”

Jane McGonigal – 2010 © TED Conferences, LLC





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Optimizing Network Situational Awareness using 3D Game Development

Andrew Moran

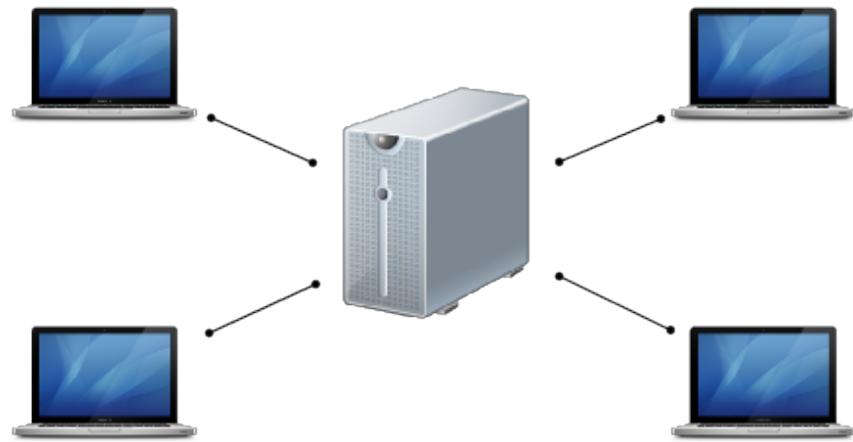
Storyboard Talk

24 September 2013





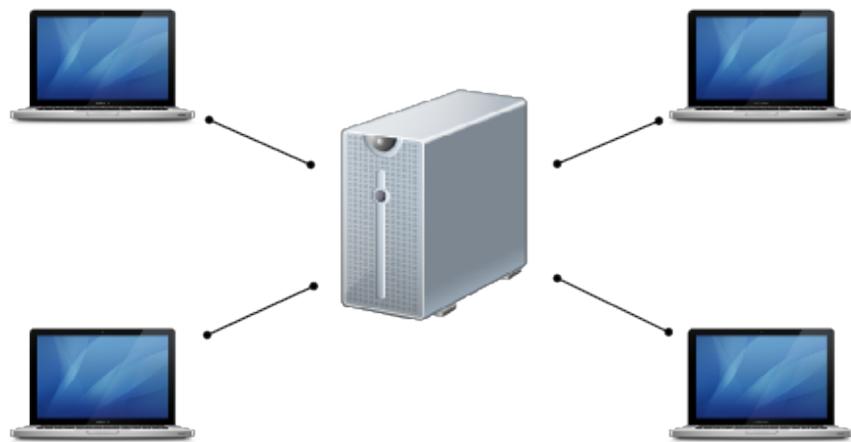
How to (Visually) Manage a Network



Network
• **Links**
• **Nodes**
• **Servers**



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Monitor & Management

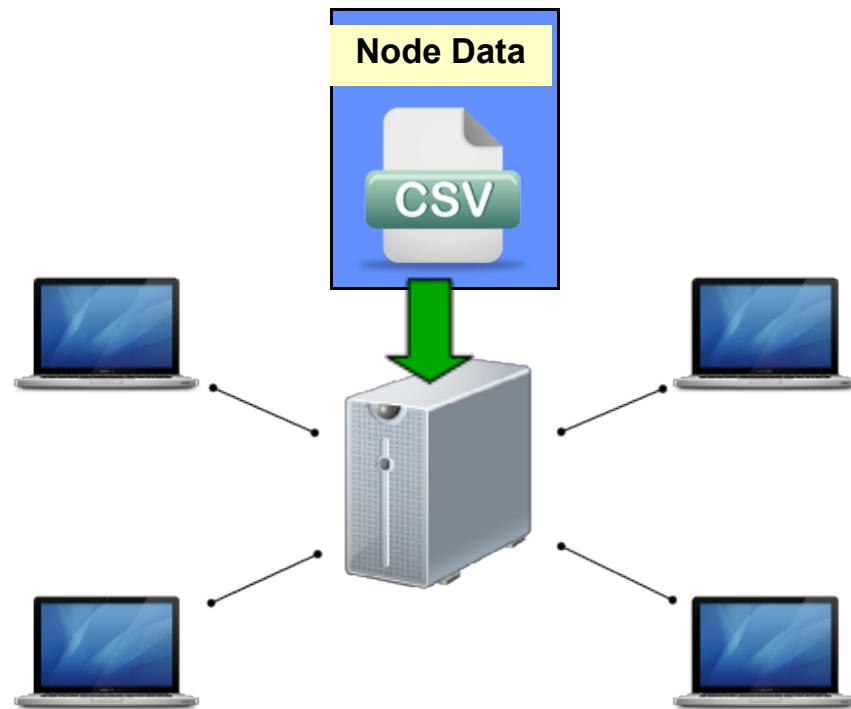


Situational Awareness

- Perception *View*
- Comprehension *Alert*
- Projection *Take Action*



How to (Visually) Manage a Network



LLGRID

Interactive Parallel Computing System

Network

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Monitor & Management

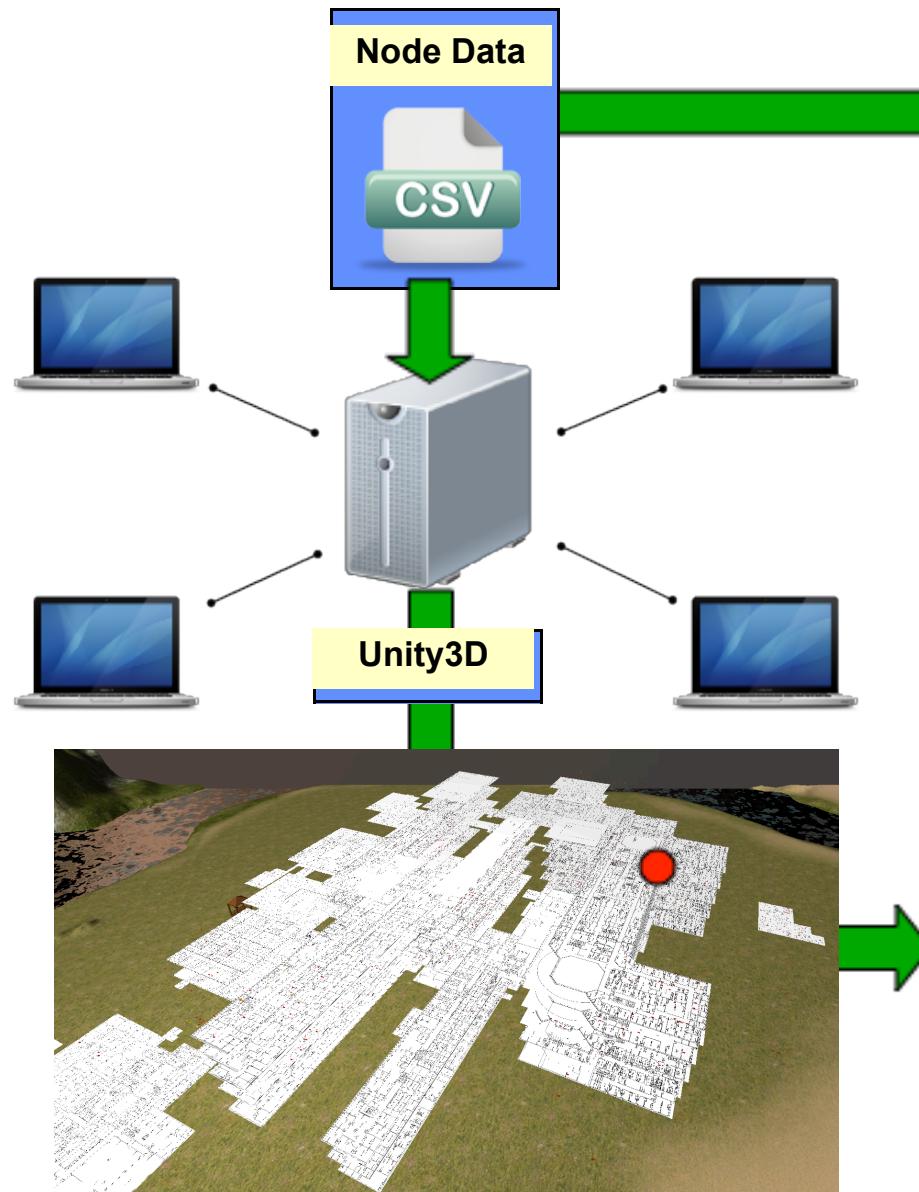


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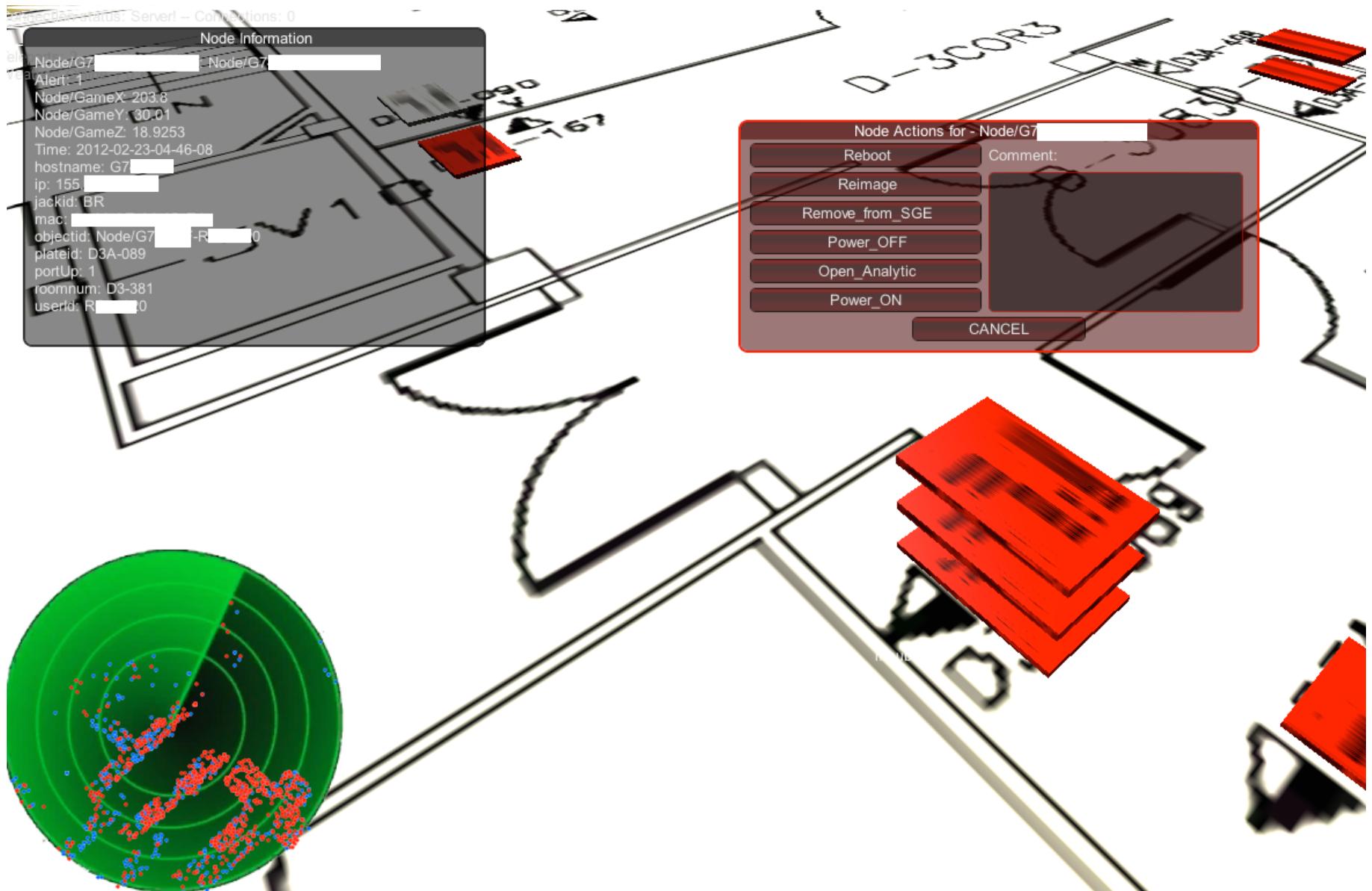
Monitor & Management

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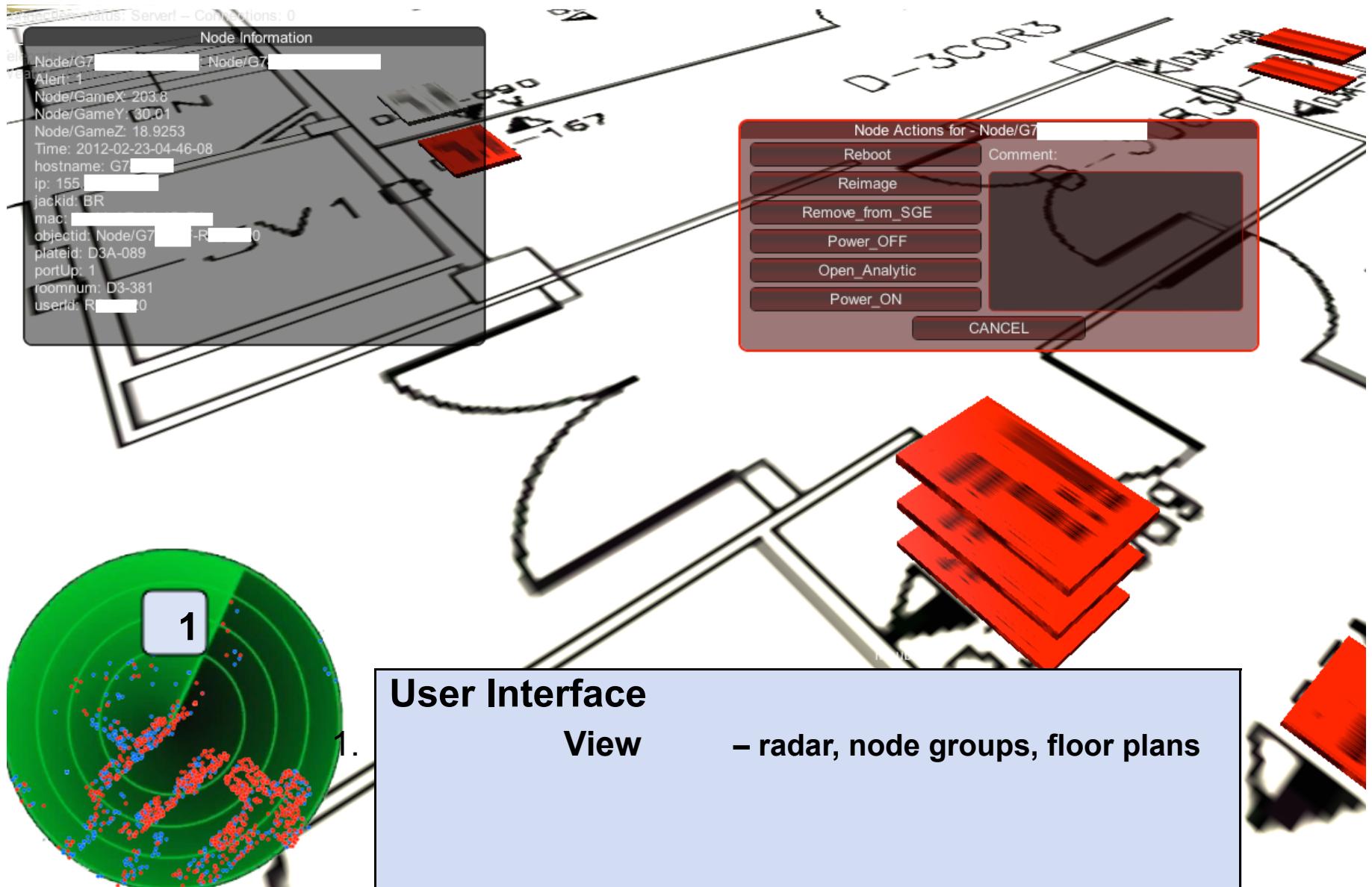


Example of Situational Awareness



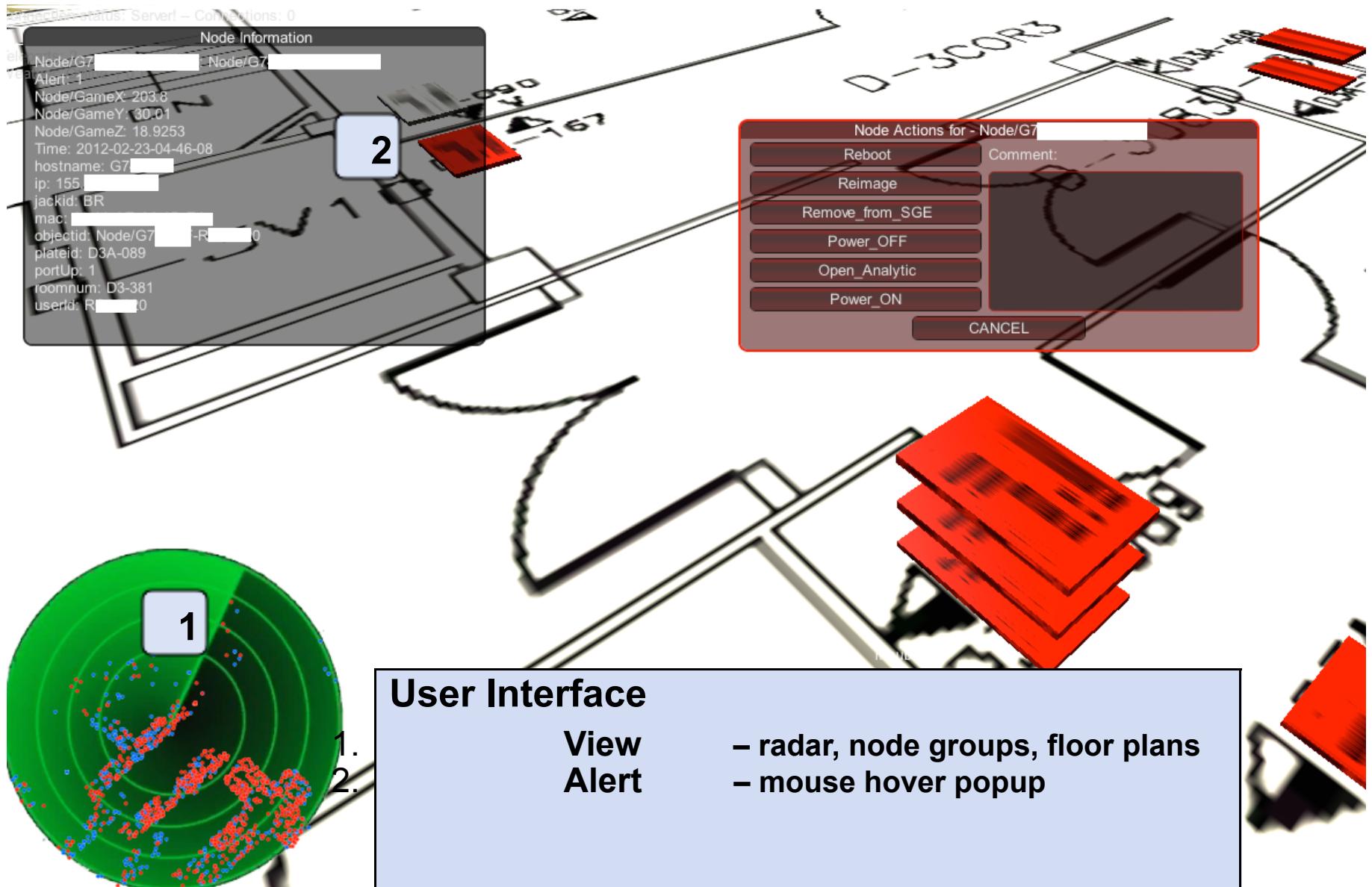


Example of Situational Awareness





Example of Situational Awareness





Example of Situational Awareness

