

# Tatiana Volkova

## HUMAN PREDICTIVE SIMULATION FOR EARTH AND SPACE EXPLORATION

Decision-support computer tool driven by Artificial Intelligence processing, to find optimal solutions to non-intuitive architectural issues.

**GAME ENGINE** provides:

- o 3D architectural modalisation
- o Artificial Intelligence implementation
- o Character behavior simulation
- o Physical simulation (gravity, mechanics)
- o Compatible with high-level programming languages, such as C++, Python, C#

**GENETIC ALGORITHM** proceeds an iterative process, capable of modifying the modular architecture according to the Fitness Function

**HOLISTIC APPROACH** fuses the physical, cognitive and social aspects of work, offering a broader perspective on organizational effectiveness via design

- o **PHYSICAL** study of body size, capabilities-fit of the workplace to the individual
- o **MENTAL** work load, job tasks, software interface, the individual at work
- o **SOCIAL, COLLABORATIVE** formal and informal group work, transitions between modes-group spaces

Volkova Tatiana, Ph.D. candidate

EPFL EDCE/Swiss Space Center, [tatiana.volkova@epfl.ch](mailto:tatiana.volkova@epfl.ch)

Dr. Olivier Boisard, École Centrale de Lille

