Distributed Online Training Simulation for Railway Dispatcher

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***Abstract*—Computer Simulations can be considered as a powerful tools for learning such as analysing, designing, and interacting.**

The purpose of this study is to provide train traffic control in a distributed simulation system. The system consists of an instructor five students and a scenario-editor. The system use real train route model located in Turkey. During the simulation, dispatchers console can controls traffic of trains which have different size and speed in system. Success in educational outcomes can be measured.

Instructor console make decisions about the organization of teaching and learning experiences, classroom management, and responses to individual students. The user is able to monitor and track the progress of five targeted students throughout the course of the simulation.

I. Introduction

Computer simulations provide a method for checking our understanding of the real world by modelling the structure and dynamics of a conceptual system or a real environment. They facilitate interactive practice of real-world skills by focusing on essential elements of a real problem or system

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II. RELATED WORK

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III. SYSTEM DESIGN

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IV. Conclusion

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References

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