SAFECITI

Simulation Platform for the Analysis of Crowd Turmoil in Urban Environments with Training and Predictive Capabilities

LISBON, 5-8 OCTOBER

- Type: FP7 Collaborative Project / Open topic for SME / Security

- Coordinator: Next Limit (Spain)

- Goal: Training system for crowd control and Police operations

- Budget: 1.9 M€

- Partners: 6

- Advisory Board / Ethical Board

- Timeline: 24 months (Feb2014 – Feb2016).

- Expected results: demostrator

- SAFECITI <u>is more than a videogame</u>. It is base on serious gaming technology.

- SAFECITI <u>is more than a training platform</u>. It has predictive capabilities (AI).

The display (visualization) is important, but more important are the lower layers

OBJECTIVES

SAFECITI project aims the creation of a simulation platform for police intelligent analysts to simulate and predict the behaviour of crowds (up to ten thousand people) in urban environments in order to train and help to develope safety plans and tactics operations. The system is based in "Serious Game" technology and is designed as a platform for training puposes providing advanced training capabilities through the implementation of artificial intelligence algorithms.

PARTNERS

NEXT LIMIT TECHNOLOGIES

Griffin

golaem
human ex machina

esri

POLITECNICO DI TORINO
Dipartimento di Scienze Matematiche
G.L. Lagrange

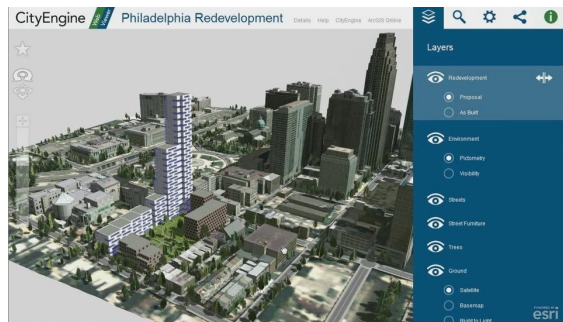CUERPO NACIONAL DE POLICÍA

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SEVENTH FRAMEWORK PROGRAMME

SPECIFIC OBJECTIVES

- Create a practical training tool for police analysts using a serious game model. Spanish National Police to become a real user.

- Imrove the ability of the analysts to prevent and mitigate risks in a crowd protest, reducing injuries and damages.

- Provide a simulation platform to recreate complex crowd behaviour.

- Provide automatic predictive capabilities to assess the analysts.
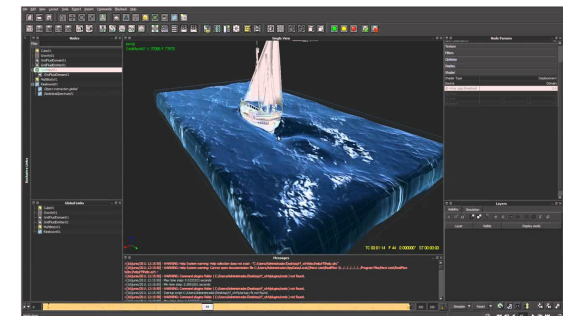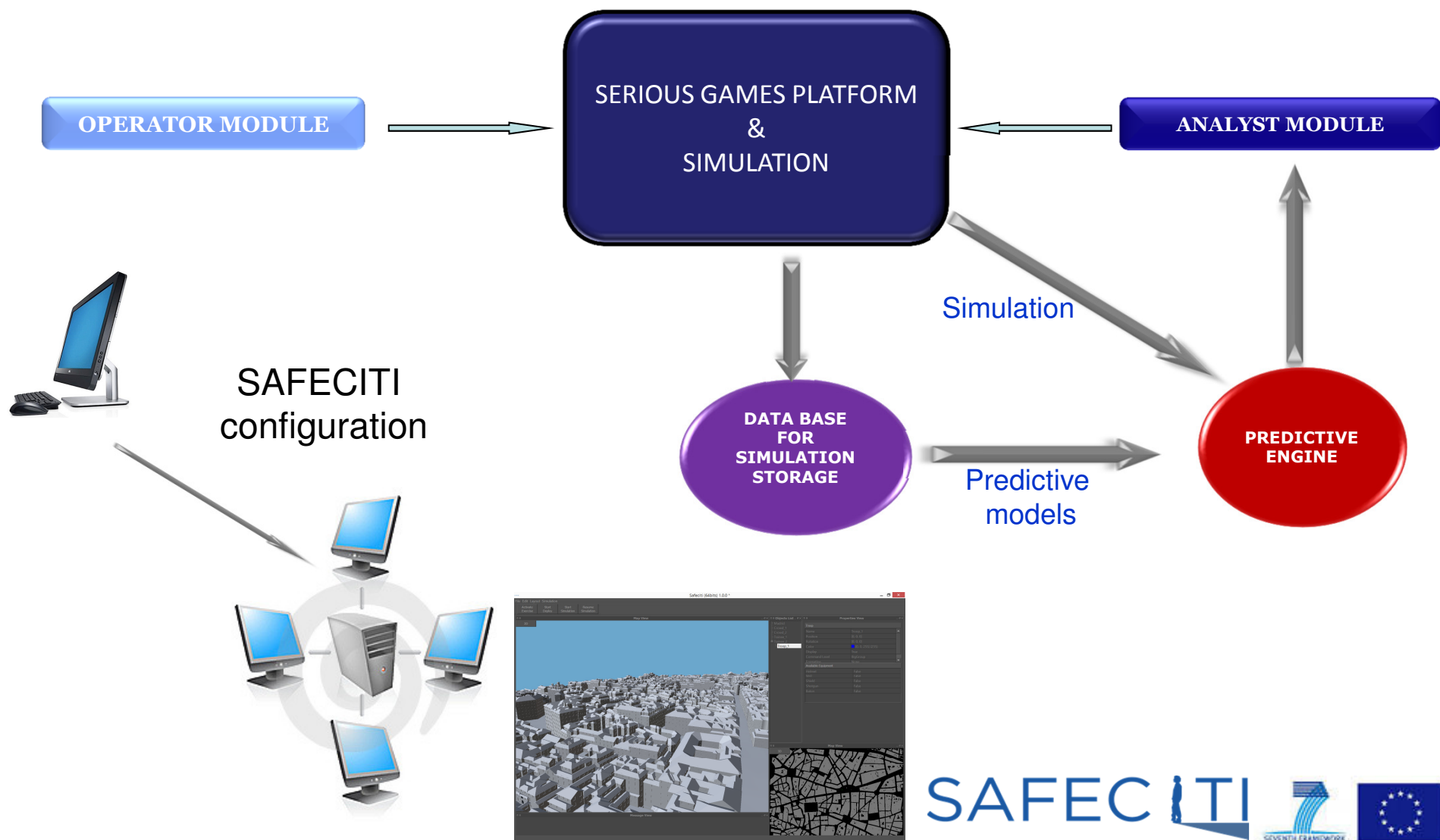
- Develope a scalable system for further developments..

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SEVENTH FRAMEWORK PROGRAMME

TECHNOLOGIES INVOLVED

Crowd simulation engine / behaviors / reactions
WP4

Urban generation
WP5

3D graphics and system logic
WP7

Predicitive engine
WP6

HOW DOES IT WORK?.
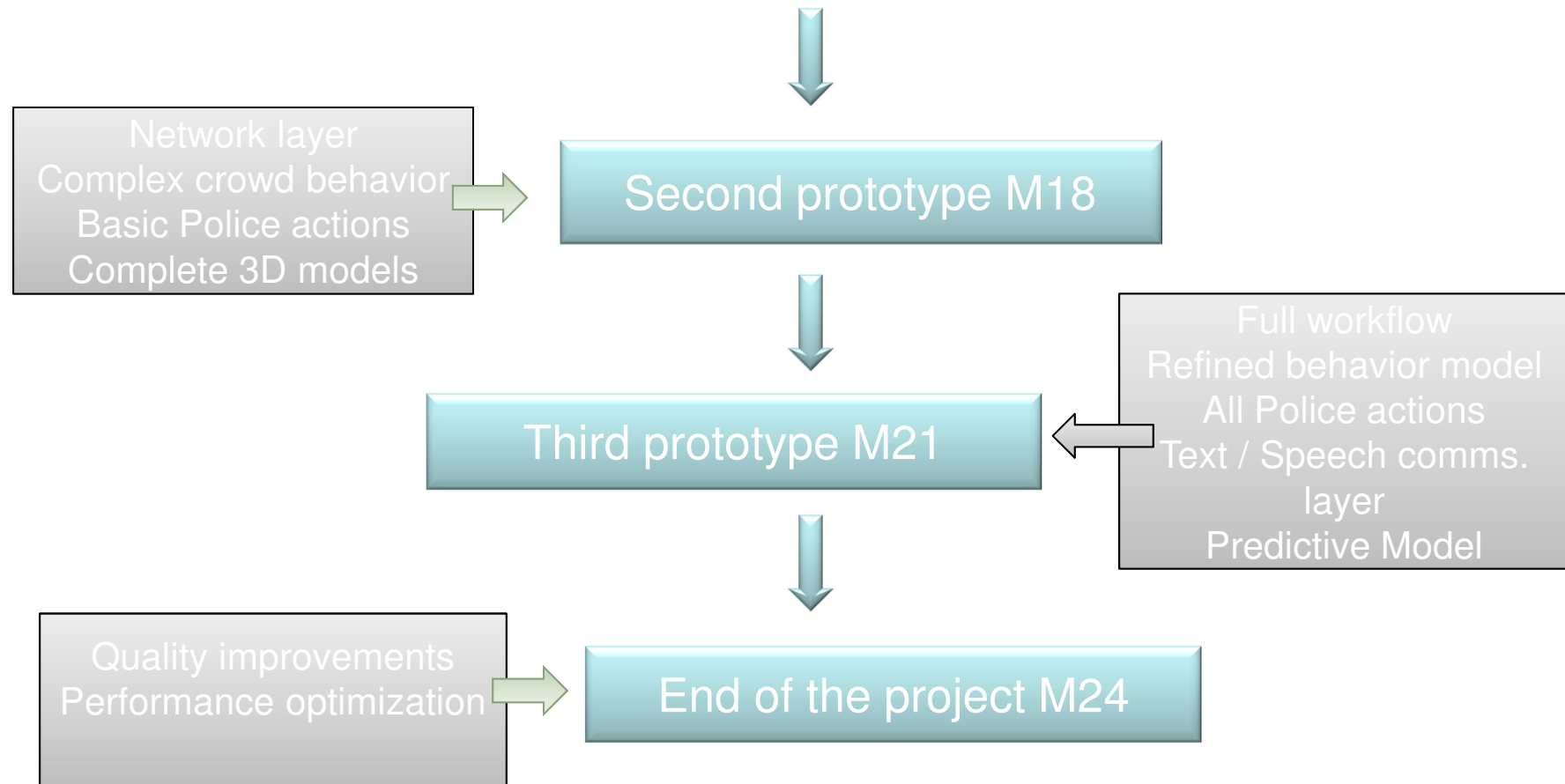
Kick-off

Specifications M5

Integration test M12

First prototype M15

Second prototype M18

Third prototype M21

End of the project M24

Network layer
Complex crowd behavior
Basic Police actions
Complete 3D models

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Second prototype M18

↓

Third prototype M18

←

Full workflow
Refined behavior model
All Police actions
Text / Speech comms.
layer
Predictive Model

↓

Quality improvements
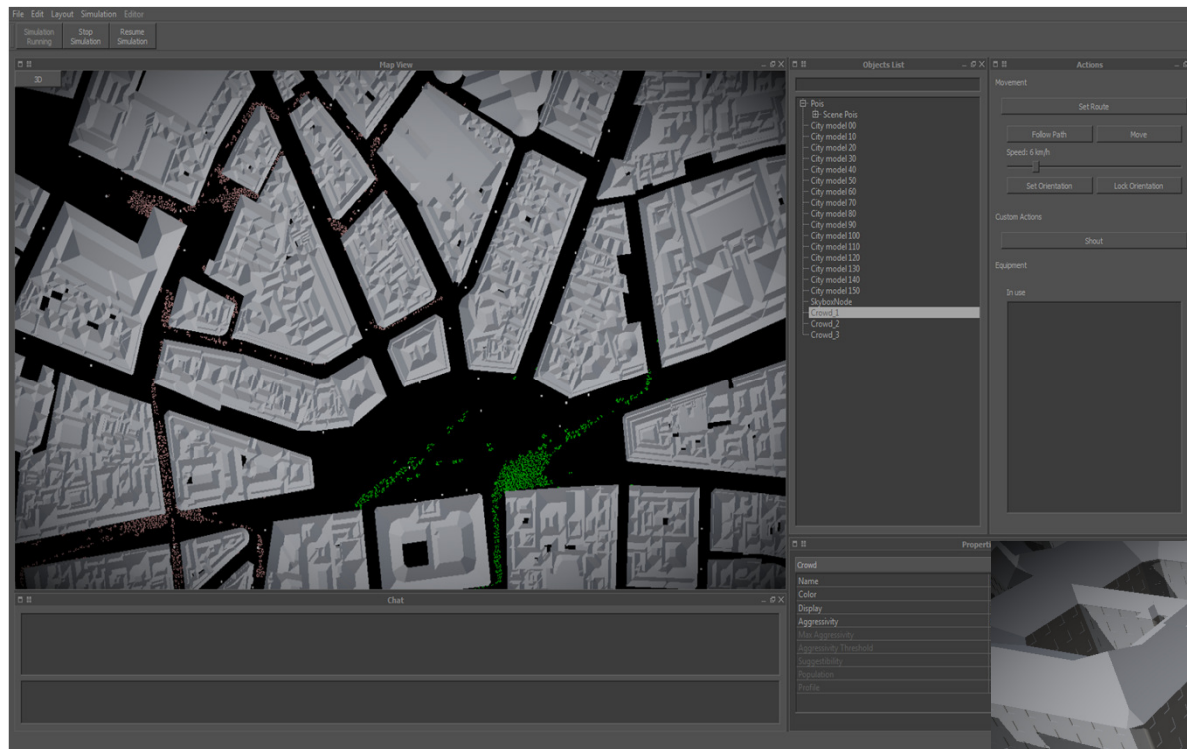Performance optimization

→

End of the project M24

A PERMANENT SHOW ROOM WILL SET UP

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THANK YOU!!!!

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