

# DX BC SIMULATION GAMING ENGINE

## Main Menu



Player 1

Start Game

Leaderboard

Settings

Exit Game

Digital Twin  
CONSULTING SERVICES



REAL TIME INFORMATION  
MANAGEMENT SYSTEMS

Version 1.0.0 (beta)

### Technical Detail:

- The "DX BC Simulation Gaming Engine" is a Technology Readiness Level 7 (TRL 7) application prototype developed using the Unity platform for training and orientation in mining operations.
- It provides an immersive 3D environment simulating in-stope processes like drilling, face cleaning, and blasting, relevant to Real-Time Information Management Systems (RTIMS) technology.
- The game, modeled on a "Miner's" daily routine, focuses on five key operational processes (Travel-In Times, Safety, Drilling, Cleaning, Blast Quality) and utilizes simulated data sets across three dashboard types (Monitor & Control, Analyse & Improve, Overall Performance) to track KPIs and profitability.
- Users can invest in RTIMS technologies to unlock datasets and improve performance, with the primary objective of maximizing mine profitability through data-driven decision-making.

### Benefit:

- The "DX BC Simulation Gaming Engine" provides an immersive training platform for mining personnel, from front-line supervisors to decision-makers, to build competence and awareness around the value of real-time data from RTIMS technologies.
- By simulating realistic mining scenarios and operational processes, the game empowers users to make data-driven decisions that enhance safety, productivity, and profitability, ultimately maximizing mine profitability and preparing them for the adoption of RTIMS solutions.

