



Quad Chart

Award Date: 2004, Now in Year 4 of 3-Year Renewal

Mission

To evaluate the risks, costs, and consequences of terrorism, advance the science, and provide decision support tools and analysis to protect the Nation; Provide DHS-relevant education.

Partners

Wisconsin, NYU, Arizona State, RTI, Georgetown, RAND, UCSD

MSI Partners

CSULA, Haskell Indian Nations Univ., Hawaii, Howard, UT-SA

International Partners

Technion, London School of Economics

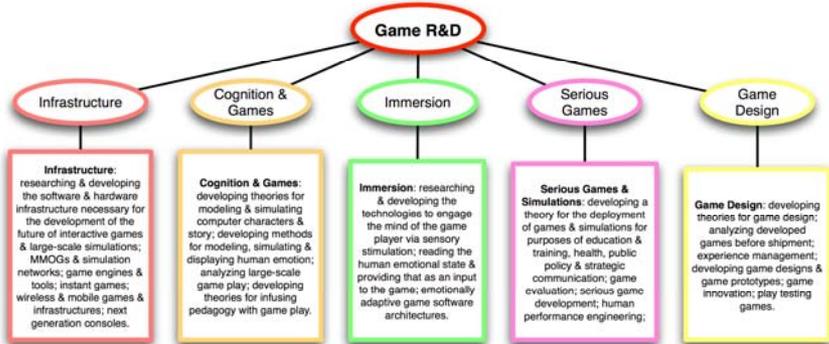
Recent Impact and Relevance

- Randomization Strategies for Checkpoints and Patrols
- Expert Elicitation Methodology for Risk Assessment and Economic Analysis of Biological Terrorism Events
- Risk-based Resource Allocation for Buffer Zone Protection Program
- USC Family of Five Schools

Customers

- DHS S&T Divisions
- NBACC
- Customs and Border Protection
- Immigration and Customs Enforcement
- DHS Infrastructure Protection
- State Homeland Security Agencies
- LAX
- Local Governments and Communities

Serious Games for STEM Ed



GamePipe Lab

FIRESCOPE: INCIDENT COMMANDER



Helicopter view available to Incident Commander trainee

CTIN 484 (2) Intermediate Game Development
CTIN 489 (2) Intermediate Game Design Workshop

Game Designs from CTIN, FA & CS Students from Spring & Summer before

CS-281 Pipelines for Games & Interactives

3D models, animations & assets CS & Fine Arts students

CTAN-2xx Animation for Games (planned to begin Spring 2008)

Game animations & MOCAP CS, CTAN & FA students

CS-522 Game Engine Development

Game engines & advanced game software technology CS students

CS-491A & CTIN 491A Final Game Project
CS-529A Advanced Game Projects
CS-486 Serious Game Development * and other courses

Produced Game Prototypes Joint Demo Day CS, CTIN, CTAN & FA students

Concurrent courses

Final & advanced game projects as interdisciplinary exemplar as embedded in the BS in Computer Science (Games) & MS in Computer Science (Game Development) degree programs.

* Other courses utilizing production pipeline:
CS-523 Networked Games
CS-524 Networked AI
CS-526 Mobile Games

DHS MMOG Objective: the STEM Recruitment Challenge

