Geneva International

Product Lifecycle Management (PLM)

Conference and Exhibition

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PEGASE Workshop
Workshop: Serious Games for PLM: PEGASE

PEGASE is an example of the Serious Game approach to learning. It’s aimed at helping people learn about, and use, PLM effectively.

The Workshop is in five parts:
- understanding the PEGASE environment
- carrying out the activities of a process without the use of a PLM system
- carrying out the activities of the same process using a PLM system
- collecting feedback
- discussion

PEGASE (Plateforme sErious Game d’Accompagnement et de Suivi du changEment) is an innovative research project piloted by the SYSCOM (University of Savoie) and LIESP (University of Lyon) laboratories in partnership with Audros Technology, supplier of the PLM layer (Audros).

PEGASE offers an original Serious Games approach for setting up an environment to support change management in industrial technologies. Serious Games combine a serious objective (such as educational, informational, communicational, ..) with components from video games.

The purpose of the project is to provide a Serious Game platform to help industrial companies to effectively help their staff with the changes brought about by the overhaul of their information systems in the implementation of PLM. The PEGASE project aims to help understand PLM systems by combining a fun environment with scenarios enabling learning about PLM.

The project is supported by the DGCIS (Direction Générale de la Compétitivité de l'Industrie et des Services).