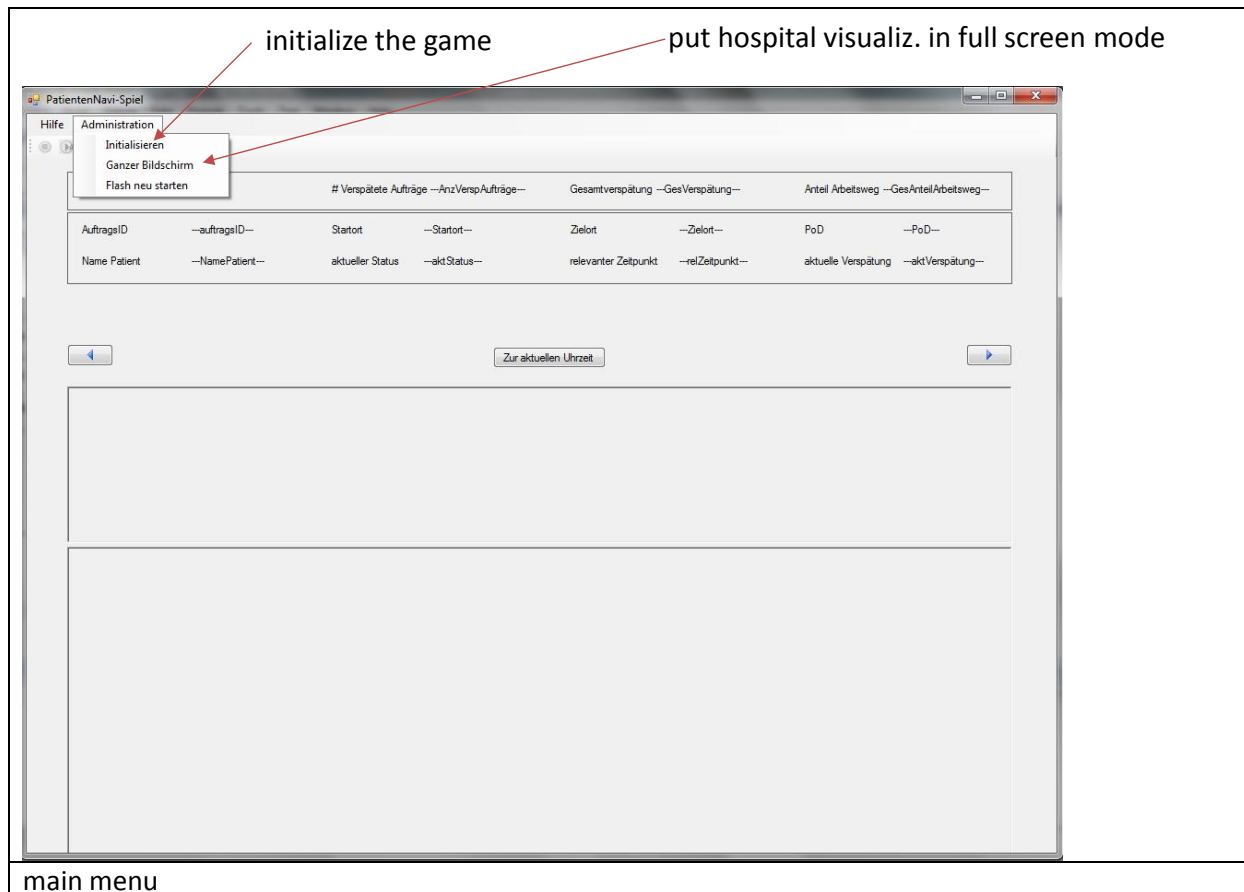


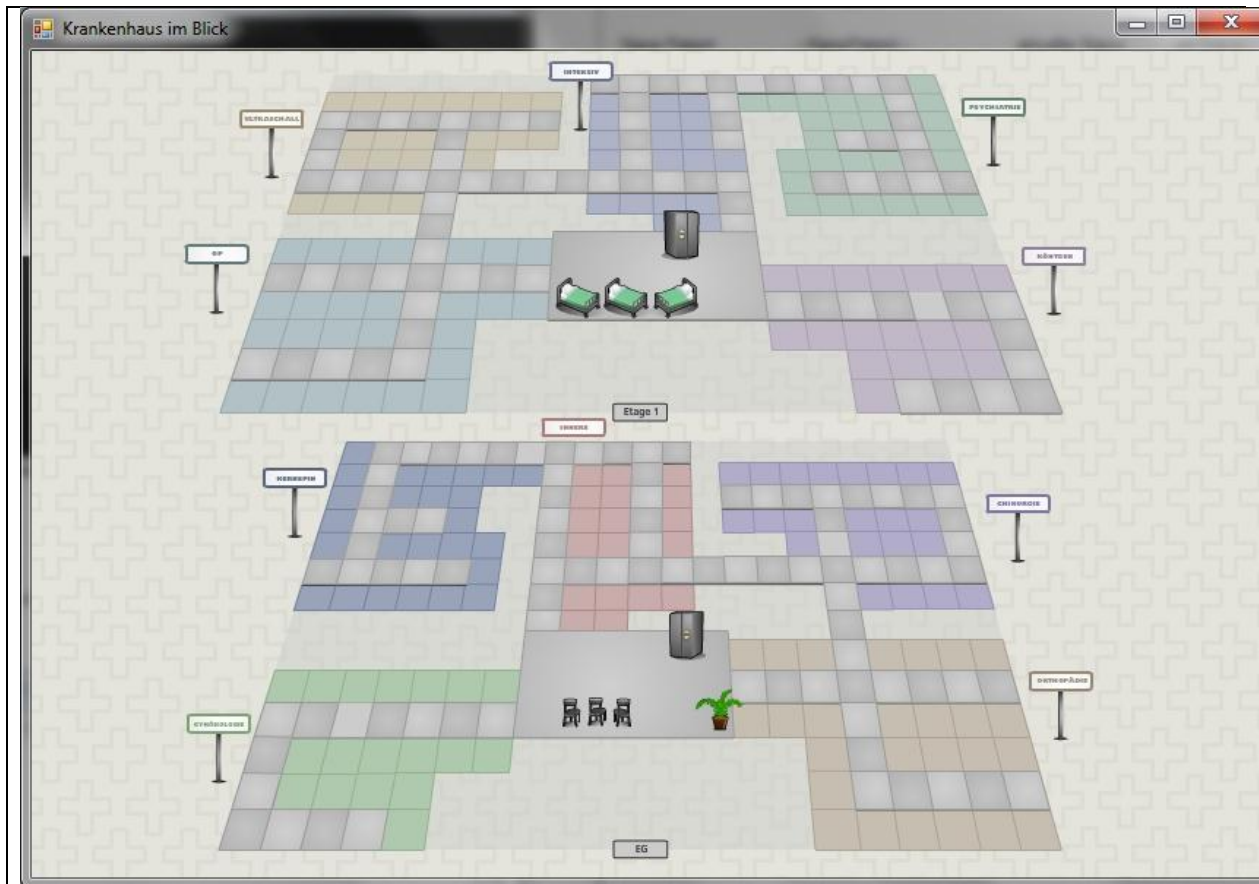
2012-12-28, "Patient navigation game", instructions for usage

After startup of the application, two menu operations are relevant:

1. Initialization of the game.
2. After the hospital visualization has been moved to the second screen (extended desktop), it can be put into full screen mode.

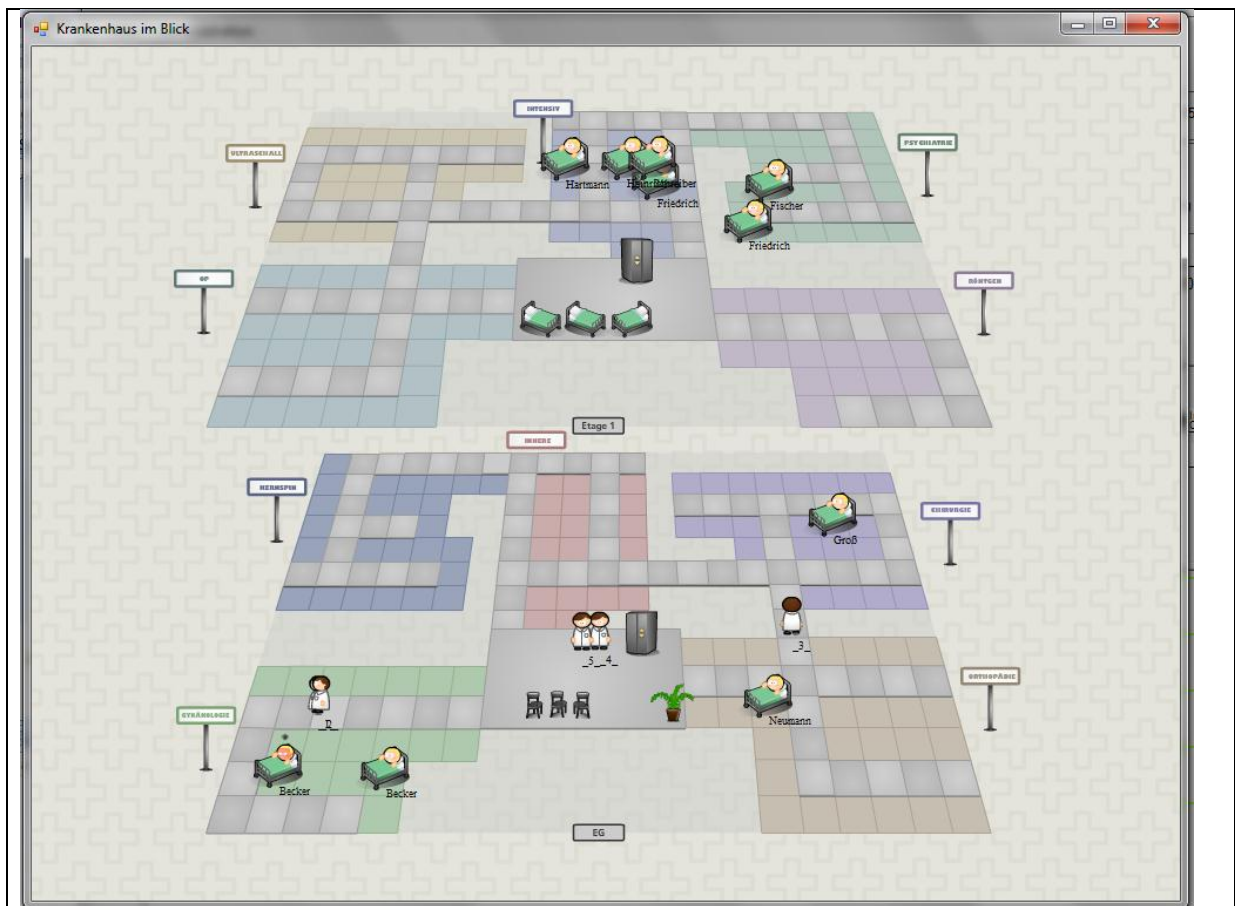


The eye-catcher of the game is the hospital visualization. At the exhibition, it should be displayed on a large screen in full screen mode.

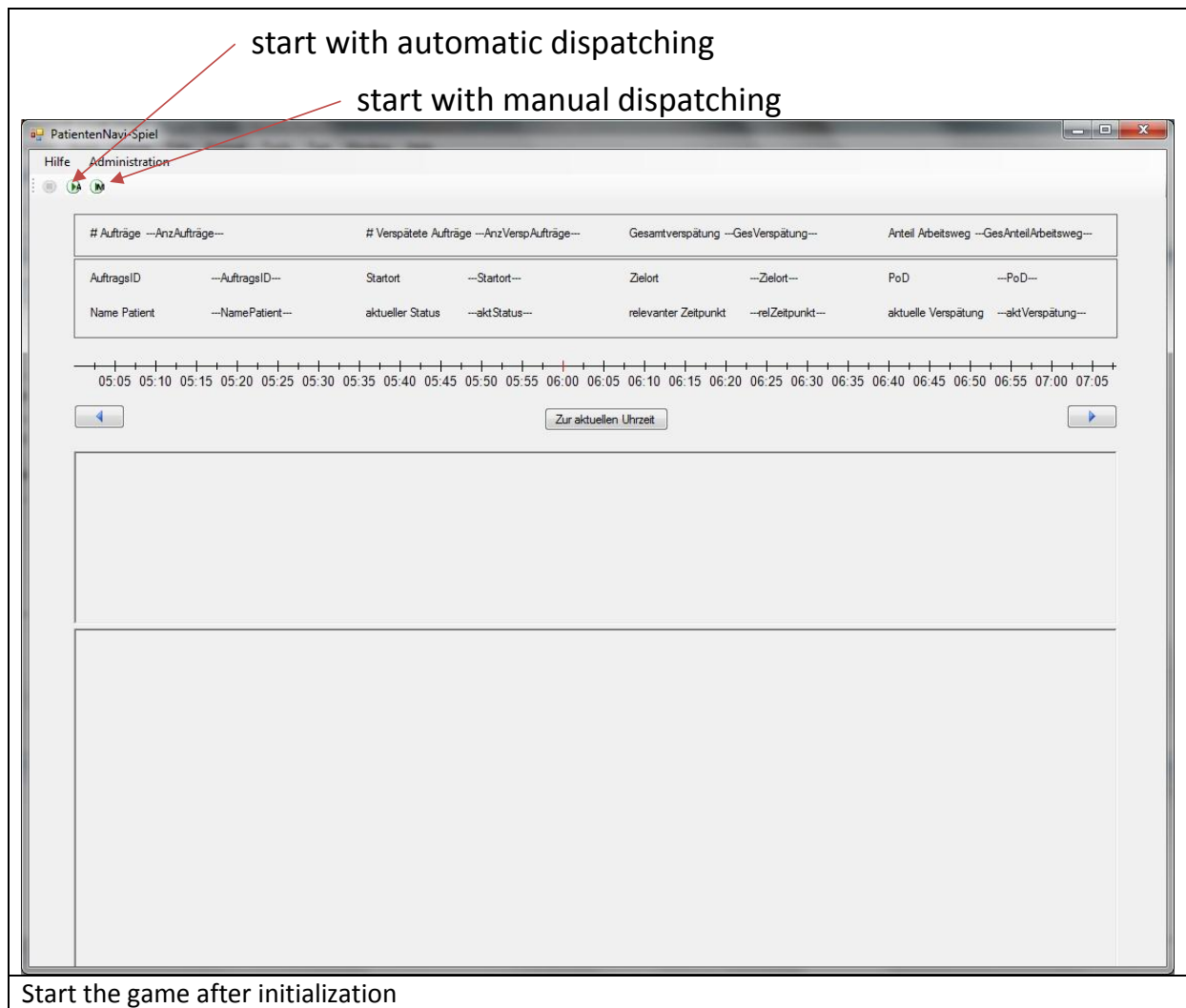


Hospital Visualization – show as eye-catcher on second screen (extended desktop)

The hospital visualization is not interactive, but during the game it shows patients waiting for transport, and the five transport staff members. They can be waiting for a request or walking to pick up a patient, or transporting the patient. Patients become angry if their transport is delayed too much.



Hospital visualization after the game has been started.



If the game is started with automatic dispatching, no further interaction is necessary. The optimization engine dispatches the pending requests to the transportation staff members. These execute their assigned transportation tasks. They react not like machines but like humans, i.e. they start execution when they think it is time.

navigate on timeline

pending requests

assigned requests

Transporteur_1: #Auftr: 1 | #versp: 1 | Summe Versp: 00:13 | Anteil Arbeitsweg: 65%

Transporteur_2: #Auftr: 1 | #versp: 0 | Summe Versp: 00:00 | Anteil Arbeitsweg: 68%

Transporteur_3: #Auftr: 1 | #versp: 0 | Summe Versp: 00:00 | Anteil Arbeitsweg: 62%

Transporteur_4: #Auftr: 0 | #versp: 0 | Summe Versp: 00:00 | Anteil Arbeitsweg: n. def.

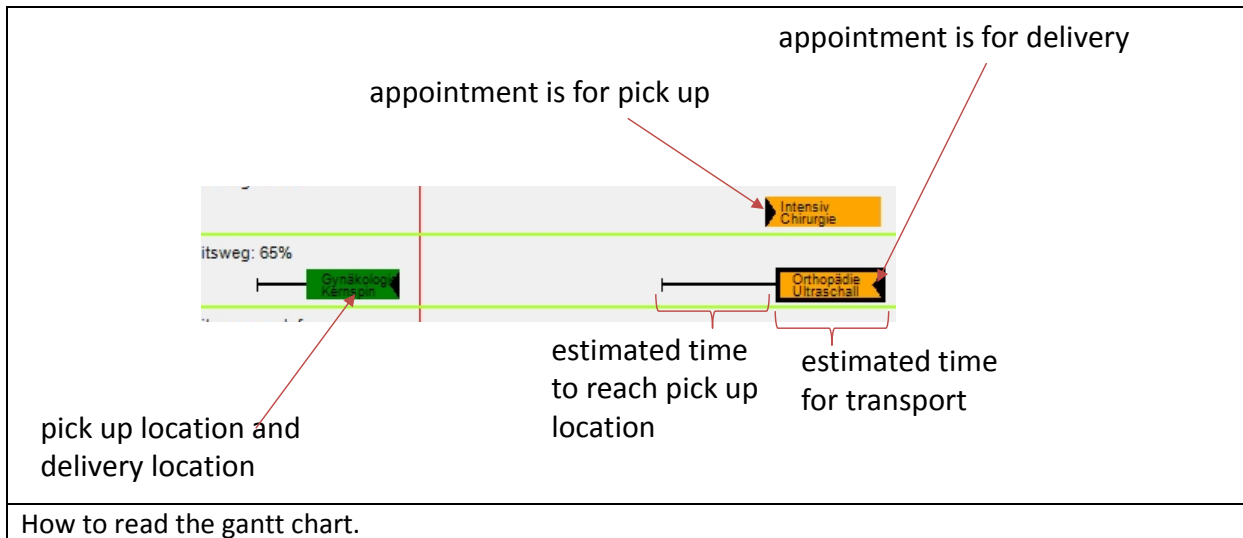
Transporteur_5: #Auftr: 0 | #versp: 0 | Summe Versp: 00:00 | Anteil Arbeitsweg: n. def.

In automatic mode.

Color code for assigned requests:

- green: request completed
- red: request in operation, i.e. patient currently transported
- light magenta: request dispatched to staff
- magenta: staff member is on his way to pick up the patient

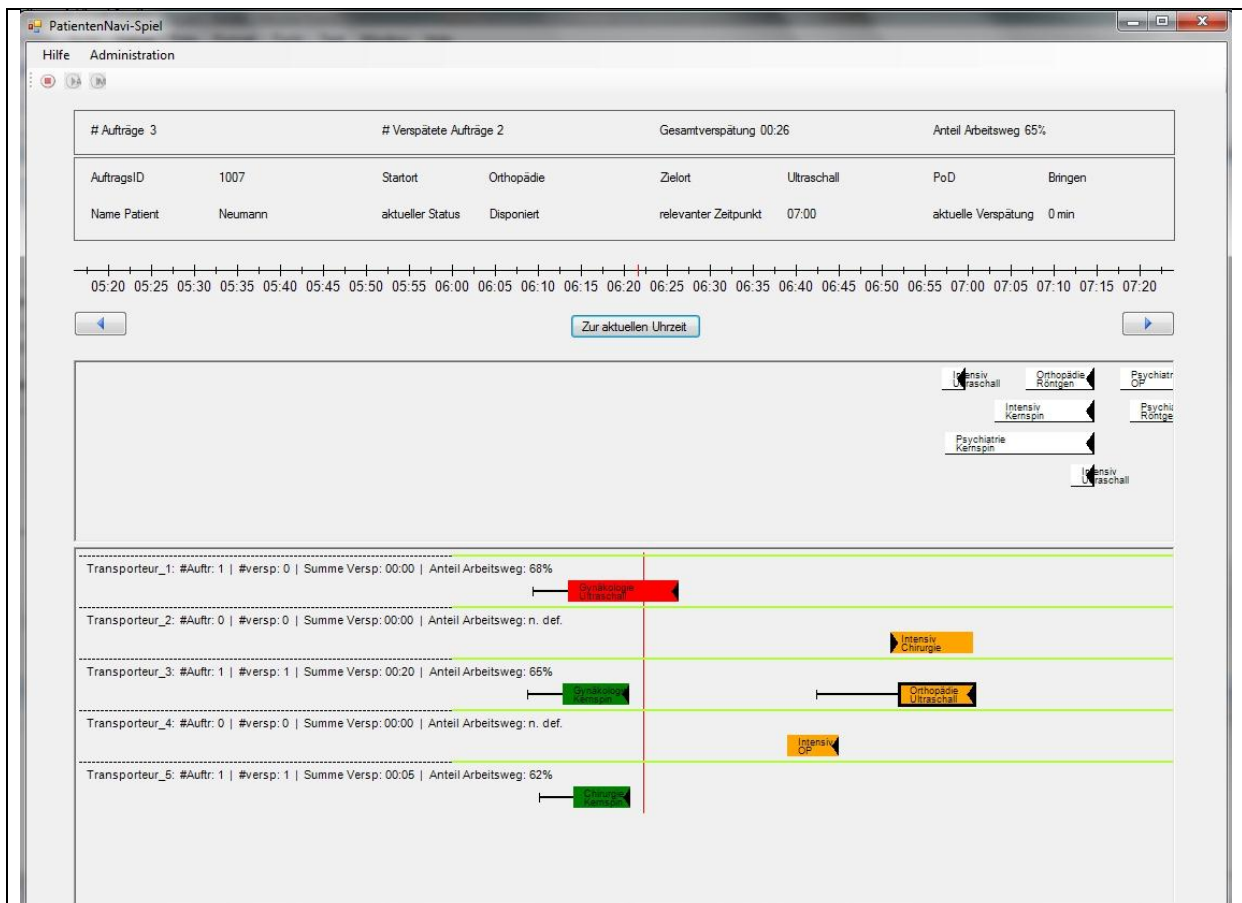
In automatic mode, from time to time the gantt chart should be adjusted to the current time with the button "Zur aktuellen Uhrzeit".



The second mode is manual dispatching. The transportation staff will wait to get requests assigned by the user. The user plays the role of a dispatcher in the logistics control room of the hospital. In the morning, at 6 o'clock there is not much to do. However after eight the transportation staff will become quite busy and cannot avoid delays.

The statistics indicate the number of executed requests, the number of delayed requests, the total delay and the percentage of productive walking time (walking time while transporting a patient as a fraction of total walking time – i.e. the efficiency of the usage of resources).

Manual mode: dispatching a request



Manual mode in operation.

Color code:

- orange: tentatively assigned requests, can still be dispatched to another staff member
- other colors: same as in automatic mode