



Ludanta

Ludanta specializes in serious gaming and carries out projects in the social domain. We make tough issues easier and more enjoyable with the support of serious gaming. Ludanta focuses on strengthening the relationship between the citizen and the government. Ludanta wants to give citizens a voice by using alternative instruments like gaming.

We use a serious game, that can help you with organizing participation in the spirit of the new Environmental law. In a 3D game, interested parties, citizens and entrepreneurs may individually or together redesign a certain area or neighbourhood. They must take real-life indicators as quality of life and/or safety in their design within the budget and real-life government regulations. The Tygron Engine brings all the knowledge in each area, creating a realistic 3D environment.

Master thesis project

We are looking for a student who might be interested in taking on a subject for their master thesis on the subject of collecting data for traffic in neighbourhoods. What we would like to know is:

1. How does the government or other organisations collect local traffic information?
2. Which models are used to predict traffic streams?
3. What are the benefits and disadvantages of these methods of gathering traffic data and traffic models?
4. Are there new ways of gathering traffic data and is Internet of Things a solution that can solve these problems of collecting local data?
5. Are there new technologies that can provide traffic data, that can be used for improving traffic safety in neighbourhoods in cooperation with citizens and local shopkeepers?

If you are interested in this subject and you would like more information, you can contact Ludanta via Dispuut Verkeer.