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On the Use of Serious Game Engineering for 5G System Performance Evaluation

Abstract— This paper summarizes the current proposal of the METIS-II project on the use of serious game engineering approach for the evaluation and visualization of 5G technologies. Based on UNITY 3D, a realistic scenario has already been implemented, including a portion of a city with every level of detail.

This article discusses the representation of results and interaction with a conventional simulation tool, showing clear cohesion between these two entities.

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