

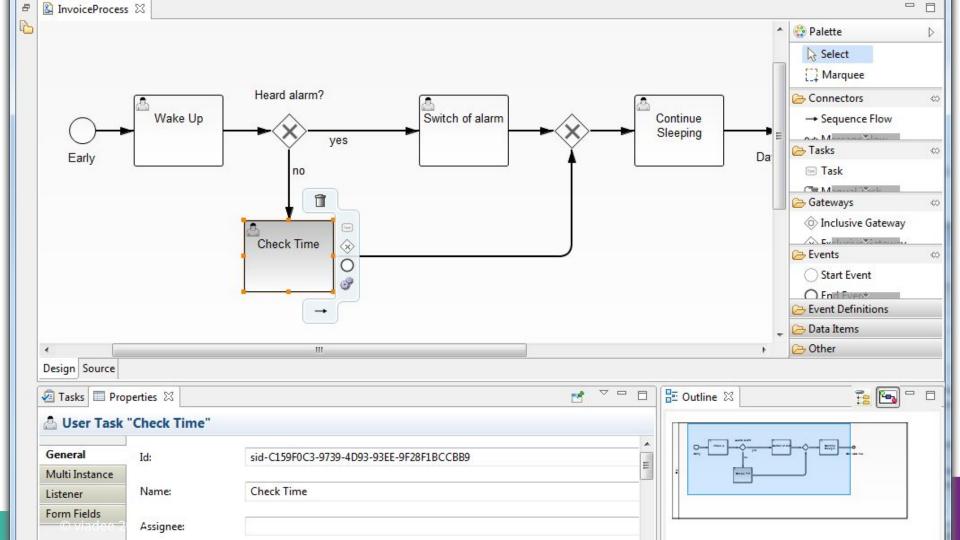
GAMIFYING PROCESS OPS

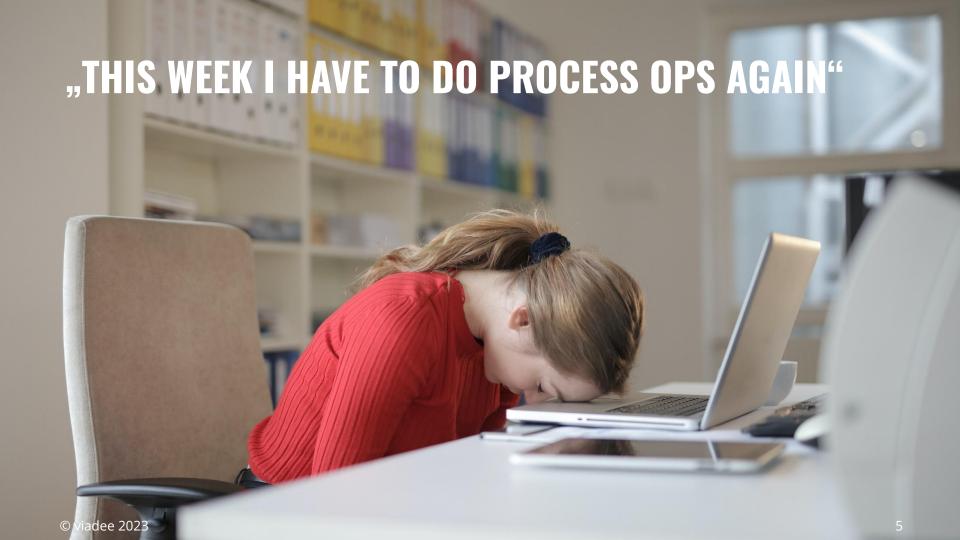
The Virtual Reality Cockpit for Camunda

David Zang









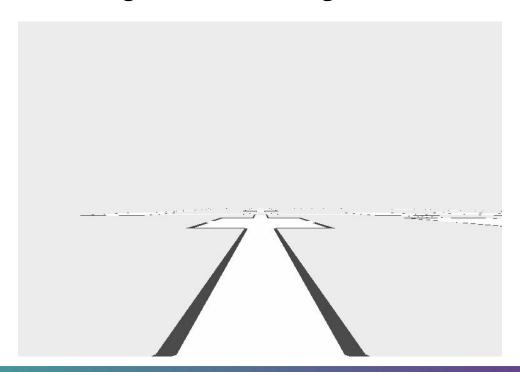




HOW DO WE WANT TO VISUALIZE THE PROCESS?

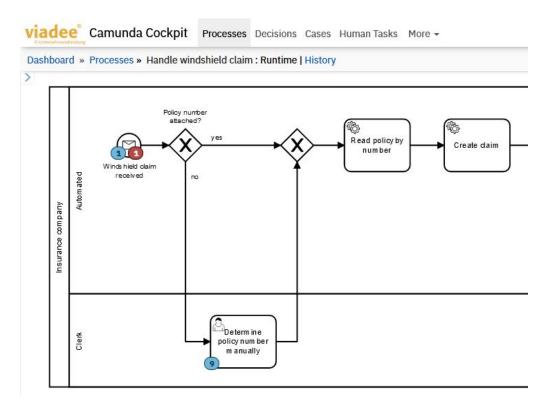


https://camunda.com/blog/2018/02/creating-a-3d-renderer/



KEEP OVERVIEW OVER PROCESS







"But you would have to develop something to parse the BPMN-XML-Files and also reimplement something like bpmn-js in a game engine in order to display the process in 3D and..."

"Yes!"

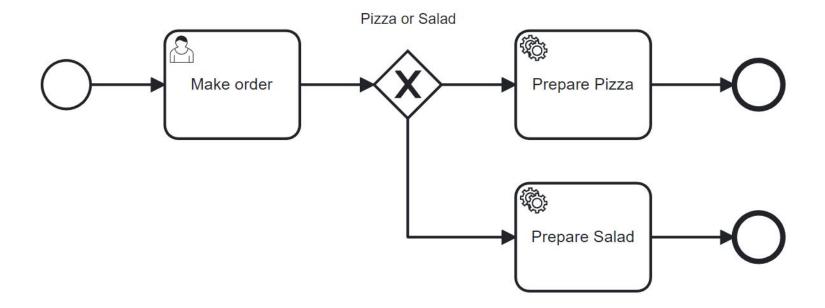
PROTOYPE



- Display 1 process model at a time
 - and only the newest version of that process model running in the Camunda engine
- Display all current activity instances (blue tokens) in this process
- Display any incidents (red tokens) in this process
- Modify process instances: "Drag tokens around"

BPMN-COVERAGE OF PROTOTYPE





ALLOWED BPMN ELEMENTS FOR ORGANIZATION





https://blog.viadee.de/en/bpmn-3.26.0-bpmn-element-restriction

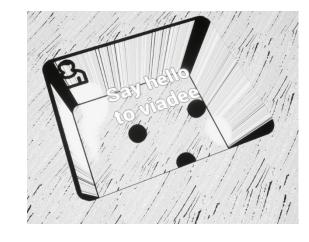


3D TASK





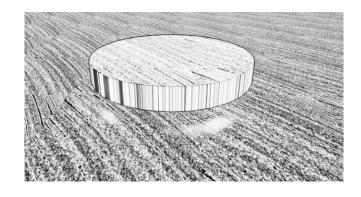
3 activity instances



3D TOKEN

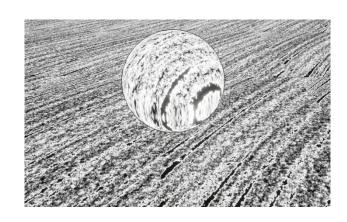


3D Token



OR

3D Token



GAME ENGINES



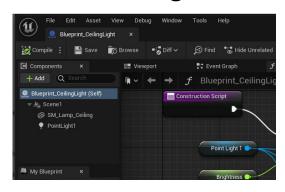
Frameworks to develop video games (and more)

- 3D Level Editors
- 3D Image Renderer
- Code Editors

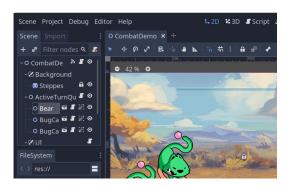
Unity



Unreal Engine



Godot



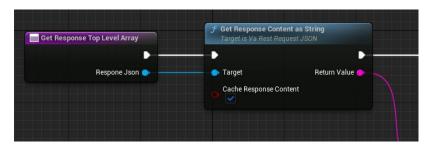
PROGRAMMING LANGUAGE





OR

Blueprints



CAMUNDA REST-API



Camunda REST-API



Query BPMN XML and process state



Modify process instances

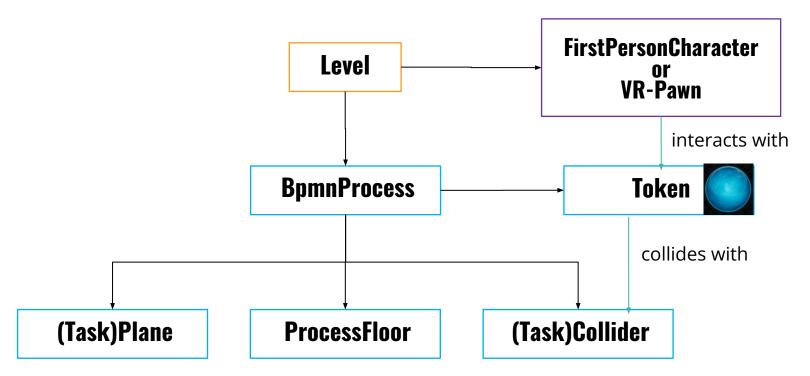
Camunda VR-Cockpit

- 1. GET /process-definition/
- 2. GET /process-definition/key/<someProcessDefinitionKey>/xml
- 3. GET /process-instance?processDefnitionId=<someProcessDefinitionId>
- **4.** GET /process-instance/<someProcessInstanceId>/activity-instances
- **5.** POST /process-instance/<someProcessInstanceId>/modification



BLUEPRINT ARCHITECTURE









THANK YOU VERY MUCH!





David Zang

X

david.zang@viadee.de

in

https://www.linkedin.com/in/david-zang-b68126151/



https://www.viadee.de/en/

