Planning offshore operations with game technology

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Goontech – Key facts and figures

• Started as game development company Henchman & Goon in 2012
• Spin-out to Goontech in 2014
• 6 full-time employees, + small team in Ukraine
• Offices in Bergen and Oslo
• 5.5 million NOK revenue in 2018
• Owned by the founders (Bootstrapped)
Goontech - Industrial Projects

We use data to create visualization tools for decision support, resource management and optimized planning of operations.

Make data available to the end user, by turning it into meaningful insight and information that can be used for answering questions and thereby make decisions.
What is game technology?

“A game engine is the software that provides game creators with the necessary set of features to build games quickly and efficiently.”

Easy to work with:
- 2D and 3D graphics
- Environment
- Physics
- Animation
- Interactivity
- Logic
Data available on all platforms
Why is visualization important?

But one of those people is wrong, someone painted a six or a nine, they need to back up and orient themselves, see if there are any other numbers to align with. Maybe there's a driveway or a building to face, or they can ask someone who actually knows.

People having an uninformed opinion about something they don't understand and proclaiming their opinion as being equally valid as facts is what is ruining the world. No one wants to do any research, they just want to be right.
Data has **zero** value until it informs a decision
Visual collaboration tool for mobilization and seafastening calculations
John Sverre Gundersen fant opp enklere sikring av last til sjøs.

Fikk ideen da han mistet oljejobben.
Offshore operations

Explained by an IT guy 😊
Current tools for layouts - CAD
Current tools for seafastening

Match-CAD and Excel
Demo
Example mobilizations
Data is available – but....

- Hard to get access due to organizational barriers
- Necessary conversion of data is very labor intensive
- Uncertainty around legal framework for data sharing
Thank you!

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