ABSTRACT:
The subject of Project is Industry 4.0 Simulation Game by Siemens that is a simulation computer game. It depicts a different super-classification of computer games, as we have intended to nearly simulate parts of a real or fictional reality. Siemens has several simulation software or games about Industry and Industry 4.0 but they have a different design and target. Therefore, Siemens's new project is more instructive and a solution to newly hired people than others. The project provides people to train themselves and to be fast adaptation in knowing Siemens's products and their

METHODS:
• Price information of PLC, CPU, Digital/Analog Input & Output, Memory Card structures over P&ID
(Piping & Instrumentation Diagrams is a detailed diagram of the process)
• Using of XML format
• Concept of Pop-up quiz questions
• Designing of scorecard
• Designing of game structure
• Analyzing of system required and system model (setup of mock up)
• Required limitation and formulation of the game
• Concept of Configuration

RESULTS:
• Learning the facts which are essential tasks for a Siemens project engineer's work-day will help a newly hired R&D Engineer.
• Playing that game saves the learning time of the job tasks
• Getting used to some possible work scenarios. After finishing the game, employees will find out what is plc, hmi, io and some motor structures.
• Interacting the clients and their possible problems
• Aiming to make proximate game of the real work structures.
• In this game, firstly gamer receives a mail from costumer which has offer for Siemens AG and P&ID configuration then Siemens AG gives a price list and detailed information about components.
• Mail tab consist of customer orders mails, acceptation or rejection of mails from customers, detailed information of the intended work mails from customer and notification mails from the game itself.