



Serious Game

**Marja Helena Kankaanranta, Pekka
Neittaanmäki**



Serious Game:

Serious Games Clark C. Abt, 1987 The author explores the ways in which games can be used to instruct and inform as well as provide pleasure He uses innovative approaches to problem solving through individualized game techniques

Serious Games Ute Ritterfeld, Michael Cody, Peter Vorderer, 2009-09-10 Serious Games provides a thorough exploration of the claim that playing games can provide learning that is deep sustained and transferable to the real world Serious games is defined herein as any form of interactive computer based game software for one or multiple players to be used on any platform and that has been developed to provide more than entertainment to players With this volume the editors address the gap in existing scholarship on gaming providing an academic overview on the mechanisms and effects of serious games Contributors investigate the psychological mechanisms that take place not only during gaming but also in game selection persistent play and gaming impact The work in this collection focuses on the desirable outcomes of digital game play The editors distinguish between three possible effects learning development and change covering a broad range of serious games potential impact Contributions from internationally recognized scholars focus on five objectives Define the area of serious games Elaborate on the underlying theories that explain suggested psychological mechanisms elicited through serious game play addressing cognitive affective and social processes Summarize the empirical evidence on the effectiveness of serious games Introduce innovative research methods as a response to methodological challenges imposed through interactive media Discuss the possibilities and limitations of selected applications for educational purposes Anchored primarily in social science research the reader will be introduced to approaches that focus on the gaming process and the users experiences Additional perspectives will be provided in the concluding chapters written from non social science approaches by experts in academic game design and representatives of the gaming industry The editors acknowledge the necessity for a broader interdisciplinary study of the phenomena and work to overcome the methodological divide in games research to look ahead to a more integrated and interdisciplinary study of digital games This timely and singular volume will appeal to scholars researchers and graduate students working in media entertainment and game studies in the areas of education media communication and psychology

Serious Games Ralf Dörner, Stefan Göbel, Wolfgang Effelsberg, Josef Wiemeyer, 2016-08-25 This textbook provides an introduction to the fundamentals of serious games which differ considerably from computer games that are meant for pure entertainment Undergraduate and graduate students from various disciplines who want to learn about serious games are one target group of this book Prospective developers of serious games are another as they can use the book for self study in order to learn about the distinctive features of serious game design and development And ultimately the book also addresses prospective users of serious game technologies by providing them with a solid basis for judging the advantages and limitations of serious games in different application areas such as game based learning training and simulation or games for health To cater to this heterogeneous readership and wide range of interests every effort was made

to make the book flexible to use All readers are expected to study Chapter 1 as it provides the necessary basics and terminology that will be used in all subsequent chapters The eleven chapters that follow cover the creation of serious games design authoring processes and tools content production the runtime context of serious games game engines adaptation mechanisms game balancing game mastering multi player serious games the effects of serious games and their evaluation player experience assessment techniques performance indicators and serious games in practice economic aspects cost benefit analysis serious game distribution To familiarize the readers with best practice in this field the final chapter presents more than 30 selected examples of serious games illustrating their characteristics and showcasing their practical use Lecturers can select chapters in a sequence that is most suitable for their specific course or seminar The book includes specific suggestions for courses such as Introduction to Serious Games Entertainment Technology Serious Game Design Game based Learning and Applications of Serious Games

Serious Games Bobbie Fletcher,Minhua Ma,Stefan Göbel,Jannicke Baalsrud Hauge,Tim Marsh,2021-10-04 This book constitutes the refereed proceedings of the 7th Joint International Conference on Serious Games JCSG 2021 as virtual event in January 2022 The 17 full papers presented together with 3 short papers were carefully reviewed and selected from 28 submissions JSCG 2021 is dedicated to serious games and its interdisciplinary characteristics combining game concepts and technologies required in the different application domains Chapters 1 and 19 are available for open access under a Creative Commons Attribution 4.0 International License via link [springer.com](https://www.springer.com)

Serious Game Design and Development: Technologies for Training and Learning Cannon-Bowers, Jan,Bowers, Clint,2010-02-28 With an increasing use of video games in various disciplines within the scientific community this book seeks to understand the nature of effective games and to provide guidance for how best to harness the power of gaming technology to successfully accomplish a more serious goal Provided by publisher

Serious Games Mariano Alcañiz,Stefan Göbel,Minhua Ma,Manuel Fradinho Oliveira,Jannicke Baalsrud Hauge,Tim Marsh,2017-11-14 This book constitutes the proceedings of the Third Joint International Conference on Serious Games JCSG 2017 held in Valencia Spain in November 2017 This conference bundles the activities of the 8th International Conference on Serious Games Development and Applications SGDA 2017 and the 7th Conference on Serious Games GameDays 2017 The total of 23 full papers 3 short papers and 4 poster papers was carefully reviewed and selected from 44 submissions The topics covered by the conference offered participants a valuable platform to discuss and learn about the latest developments technologies and possibilities in the development and use of serious games with a special focus on how different fields can be combined to achieve the best possible results

Design and Use of Serious Games Marja Helena Kankaanranta,Pekka Neittaanmäki,2008-12-25 During the last few years a new area of creative media industry namely Serious Games has started to emerge around the world The term serious games has become more popular for example in the fields of education business welfare and safety Despite this there has been no single definition of serious games A key question what the concept

itself means has stayed unsolved though most have agreed on a definition that serious games are games or game like interactive systems developed with game technology and design principles for a primary purpose other than pure entertainment In this book serious games are understood as games which aim at providing an engaging self reinforcing context in which to motivate and educate the players Serious games can be of any genre use any game technology and be developed for any platform They can be entertaining but usually they teach the user something The central aim of serious games is to raise quality of life and well being As part of interactive media industry the serious games field focuses on designing and using digital games for real life purposes and for the everyday life of citizens in information societies The field of serious games focuses on such areas as education business welfare military traffic safety travelling and tourism

Serious Games Jan L. Plass,Xavier Ochoa,2024-10-31 This book constitutes the refereed proceedings of the 10th Joint International Conference on Serious Games JCSG 2024 held in New York City NY USA during November 7 8 2024 The 19 full papers 5 short papers 12 posters and 5 demos included in this book were carefully reviewed and selected from 63 submissions They were organized in topical sections as follows Artificial intelligence in serious games Serious games analytics Serious game design Impact studies Extended realities Healthcare and wellbeing Applications *Serious Games* Stefan Göbel,Augusto Garcia-Agundez,Thomas Tregel,Minhua Ma,Jannicke Baalsrud Hauge,Manuel Oliveira,Tim Marsh,Polona Caserman,2018-10-30 This book constitutes the proceedings of the 4th International Conference on Serious Games JCSG 2018 held in Darmstadt Germany in November 2018 The 15 full and 12 short papers presented in this volume were carefully reviewed and selected from 40 submissions They were organized in topical sections named serious games studies game based learning and teaching game development serious games design models tools and emerging technologies and serious games for health *When VR Serious Games Meet Special Needs Education* Yiyu Cai,Qi Cao,2021-05-04 This book presents selected research and development on virtual reality VR and serious games SG applications to assist children with Autism Spectrum Disorder ASD in their learning of different skills Children with ASD have challenges to learn skills of learning living and working due to their cognitive and behavioral limitations The authors and their research teams of this book have many years research experience developing innovative and interactive VR and SG technology for the special needs education More specifically several VR serious games are designed to train children with ASD on learning skill life skill and job skill Such games are often developed based on the needs of special education and used by special needs schools in Singapore This book is a useful resource for students scholars and designers of learning material who want to embrace VR and SG for children with ASD **Serious Games** Minhua Ma,Bobbie Fletcher,Stefan Göbel,Jannicke Baalsrud Hauge,Tim Marsh,2020-10-27 This book constitutes the refereed proceedings of the 6th Joint International Conference on Serious Games JCSG 2020 held in Stoke on Trent UK in November 2020 The 19 full papers presented together with 3 short papers were carefully reviewed and selected from 38 submissions The papers offer a wide range in the use of serious games in several

fields like learning simulation training health well being management assessment or marketing and much more

Psychology, Pedagogy, and Assessment in Serious Games Connolly, Thomas M., Hainey, Thomas, Boyle, Elizabeth, Baxter, Gavin, Moreno-Ger, Pablo, 2013-11-30 This book addresses issues the potential of games to support learning and change behaviour offering empirical evidence pertaining to the effectiveness of Serious Games in the key areas of psychology pedagogy and assessment

Handbook of Research on Promoting Economic and Social Development Through Serious Games Bernardes, Oscar, Amorim, Vanessa, 2022-03-18 While gaming has become an increasingly popular leisure activity in society the success of the videogame market has also contributed to the application of serious games in many different contexts and most importantly for learning purposes This technological novelty is the basis for an innovative change in myriad environments such as education commerce marketing healthcare and many more It is of great import to understand these applications in order to improve organizational development The Handbook of Research on Promoting Economic and Social Development Through Serious Games provides reflection on the multidisciplinary applications of serious games This book contextualizes the importance of serious games in organizational and societal improvement Covering topics such as cultural heritage mental health and tourism this book is a dynamic resource for policymakers academicians interdisciplinary researchers graduate and post graduate students technology developers faculty of K 12 and higher education and government officials

Serious Games Carlos Vaz De Carvalho, Carina Soledad González González, Elvira Popescu, Jože Rugelj, 2021-06-28

Interdisciplinary Models and Tools for Serious Games: Emerging Concepts and Future Directions Van Eck, Richard, 2010-03-31 This book discusses the need for interdisciplinary awareness in the study of games and learning Provided by publisher

Serious Games, Interaction, and Simulation Carlos Vaz de Carvalho, Paula Escudeiro, António Coelho, 2016-03-24 This volume constitutes the proceedings of the 5th International Conference on Serious Games Interaction and Simulation held in Novedrate Italy in September 2015 The 16 revised full papers together with 2 keynote papers were carefully reviewed and selected for inclusion in this book They focus on the design development use and application of games for purposes other than entertainment As such they cover areas like cognition psychology technology enhanced education evaluation and assessment multimedia and information technology and feature new scientific approaches and results from experiments and real life applications

Handbook of Research on Decision-Making Capabilities Improvement With Serious Games Correia, Anacleto, Simões-Marques, Mário, 2023-07-10 How can a group be empowered to improve their ability to make decisions while also reinforcing the group s intended values beliefs and behaviors Like positive reinforcement which introduces a desirable or pleasant stimulus after a behavior has been completed and has been found to be effective for reinforcing such behavior serious games introduce the behavior as a pleasant experience through engagement and entertainment Where positive reinforcement relies heavily on the willpower of the subject to complete the behavior on their own serious games introduce a motivational factor from the beginning of the

behavior Serious games are designed for purposes other than entertainment such as training learning creating awareness or behavior transformation through the introduction of content topics narratives rules and goals They are immersive engaging and enjoyable which enhances motivation and learning The development of serious games is grounded in theoretical backgrounds such as motivation constructivism flow experience problem based learning and learning by doing This method has been used in a variety of industries including education healthcare military policy analysis and business functions such as marketing or financial purposes They facilitate problem solving through challenges and rewards and use entertainment and engagement components Serious games can address specific skills for many domains foster collaboration provide risk free environments and be used as analytical tools for educational research They reinforce intended values beliefs and behaviors of players while conveying knowledge skills and attitudes providing an integrated and effective approach to the transformation of an individual group or organization The Handbook of Research on Decision Making Capabilities Improvement With Serious Games discusses the use of advanced technologies including extended and immersive reality digital twins augmented reality AR virtual reality VR mixed reality MR and IoT sensors to improve decision making skills and learning through serious games This book discusses user engagement game adaptation content adaptation and sensor technology It showcases how to increase decision making skills in individuals and organizations and incorporates the latest developments in artificial intelligence and machine learning Led by experts with over 20 years of experience and covering topics such as serious game design intelligent content adaptation and machine learning algorithms This book is designed for professionals in education instructional designers curriculum developers program developers administrators educational software developers policymakers researchers training professionals privacy practitioners government officials consultants IT researchers academicians and students

Serious Games Mads Haahr,Alberto Rojas-Salazar,Stefan Göbel,2023-10-13 This book constitutes the refereed proceedings of the 9th Joint International Conference on Serious Games JCSG 2023 held in Dublin Ireland during October 26 27 2023 The 18 full papers presented together with 9 short papers and 14 poster papers were carefully reviewed and selected from 53 submissions They are grouped into the following topics technology and systems theoretical and design aspects health and wellbeing extended realities soft and social skills academic skills and posters and exhibits

Serious Games Development and Applications Minhua Ma,Manuel Fradinho Oliveira,Jannicke Baalsrud Hauge,Heiko Duin,Klaus-Dieter Thoben,2012-09-18 This book constitutes the refereed proceedings of the 3rd International Conference on Serious Games Development and Applications SGDA 2012 held in Bremen Germany in September 2012 The 22 revised full papers presented were carefully reviewed and selected from numerous submissions The papers cover various topics on serious games including engineering education health care military applications game design game study game theories virtual reality 3D visualisation and medical applications of games technology

Entertainment Computing and Serious Games Ralf Dörner,Stefan Göbel,Michael Kickmeier-Rust,Maic Masuch,Katharina Zweig,2016-10-05 The aim of this

book is to collect and to cluster research areas in the field of serious games and entertainment computing It provides an introduction and gives guidance for the next generation of researchers in this field The 18 papers presented in this volume together with an introduction are the outcome of a GI Dagstuhl seminar which was held at Schlo Dagstuhl in July 2015

Reviewing **Serious Game**: Unlocking the Spellbinding Force of Linguistics

In a fast-paced world fueled by information and interconnectivity, the spellbinding force of linguistics has acquired newfound prominence. Its capacity to evoke emotions, stimulate contemplation, and stimulate metamorphosis is really astonishing. Within the pages of "**Serious Game**," an enthralling opus penned by a very acclaimed wordsmith, readers set about an immersive expedition to unravel the intricate significance of language and its indelible imprint on our lives. Throughout this assessment, we shall delve into the book's central motifs, appraise its distinctive narrative style, and gauge its overarching influence on the minds of its readers.

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Serious Game Introduction

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