«Serious Game, Gamification, eLearning, and Simulation»
Accumulation of vocabulary

Simulation!

e-Learning!

Serious Games!

Gamification!

These fellows represent computer scientists

1985~

1995~

2005~

2015~
Simulation

- Modeling the real
- Training
- Testing
- Understand
e-Learning

➤ About learning with an electronic device

!/\ A costly trap
➤ Try replacing teachers
Serious Game
Defining SG

A definition for SG?

“A SG is a game where the entertainment is used for a serious achievement such as to train, to search or to promote at knowledge, skill, or behavior level.”

But entertainment implies poor job!?
What’s a game?

- Scoring & threshold
- Rules/mecanics
- Interaction
- Levels/progression
- Environment context
SG implies computer science...?

Context  Rules  User interaction

Scoring  Threshold  Reward
Intertainment for...

- promoting
- training
- researching

Knowledge: TO KNOW → Savoir

Skills: TO KNOW HOW → Savoir faire

Behavior: TO KNOW TO BE → Savoir être
Gamification

- A concept
  ➔ Real + Score

- Should include
  - Rules
  - Learning aspect
In summary

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- Unusually have  | Usually have | Should have | Must have!
Thanks!

These guys actually contributed a lot to many of the works that will be shown today 😊

Serious Games, Computer Graphics, 3D reconstruction, Real-time Visualization, Image Processing, Virtual reality

Image processing and Computer graphics group, HE-Arc-ING, HES-SO