Introduction to Serious Games –
definition, motivation, and practical self-examples

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The first half of this short seminar will focus on Serious Games (SGs) and how it can be applied in numerous of applied or research fields:

To define SGs I will first present differences with Gamification, Simulation, and eLearning emphasizing the role of key parameters for each domain such as: interaction, device, entertainment, and rule. I will then provide main tracks on related motivation & investment, levels of actions – i.e. knowledge, skill, and behavior – and interaction factors, at least from the engineer point of view! The current active areas and potential market (e.g. education, social sciences, heath, silver tech) will briefly be introduced and illustrated with several related examples we are working on at HE-Arc.

In the second part of this short seminar we will try all together to find out one or two of practical examples and how engineers would probably develop main tracks of a computer-based solution.

Finally, and for self-advertising 😊, I will conclude by introducing the Gamification & Serious Game Symposium (GSGS’17) we are organizing next late June/early July within the NIFFF.

Note: this seminar is best for up to 20 persons.