

# Serious Games

## Why do people play?

Chair for Applied Software Engineering  
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- Why is this topic important?

1. Alternative universe
2. The Social Factor
3. Learning by Choice
4. Taking Risks

- Related Work

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- Developer
  - Teacher
  - Company
  - Supervisor
  - Gamer

## Real Life

- School, Work
- stressful
- no time for your own ideas
- Teacher, Supervisor giving orders

## Consequences

- do what the supervisor says

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- School, Work
- stressful
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## Consequences

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## Games

- At Home
- no stress
- time for your own ideas
- no orders

## Consequences

- do what you think

## Magic Circle

- Concentrate on the game
- Accept the alternative rules inside the game
- Forget about the things around you
- Forget about time

Cliché: *"Gamers are lonely wolves, They have no friends."*

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- *Singleplayergames:*
  - *The gamer solves missions by himself*
  - *The player can discuss the missions with friends or other people, playing the same game*
  - *Big communities all over the internet*



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  - *Big communities all over the internet*
- *Multiplayergames*
  - *Gamers need to play together to solve missions*
  - *Ongoing chat between players, to discuss tactics, next steps, ...*
  - *Big communities all over the internet*
  - *Massively Multiplayer Online Role-Playing Game*

## Competition

- Most non-video games are based on competition
- Player Rankings, Highscores

# Learning by choice

Do you like learning?

Yes

No

# Learning by choice

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Yes

No

# Learning by choice

Do you like learning?

Yes

No

Do you like playing games?

Yes

No

# Learning by choice

Do you like learning?

Yes

No

Do you like playing games?

Yes

No

# Learning by choice

Do you like learning?

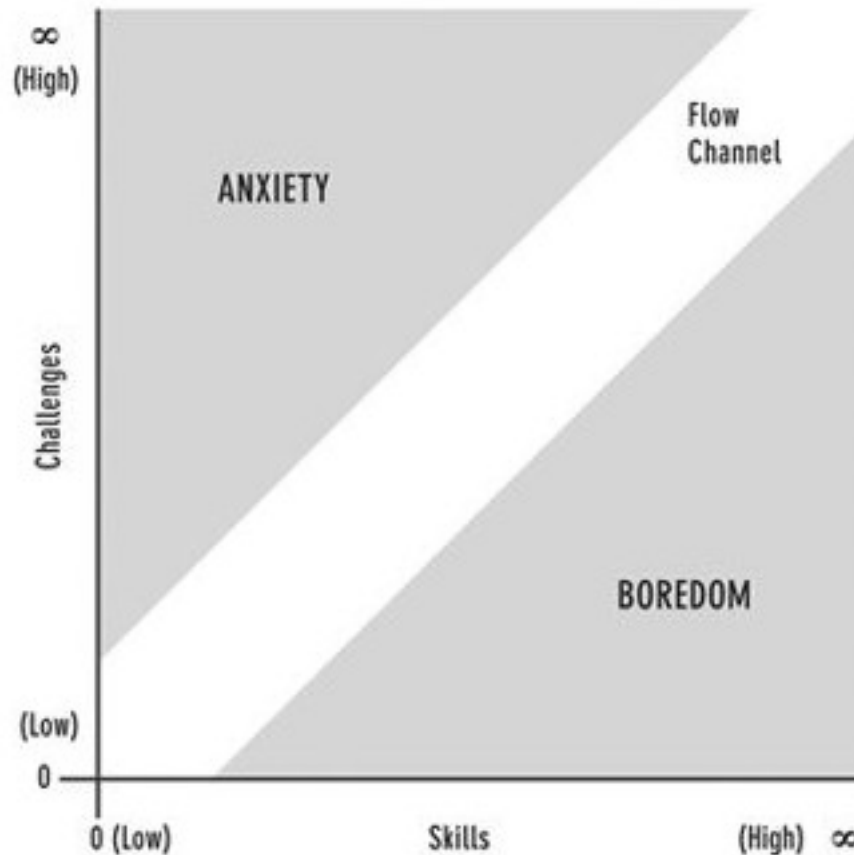
Yes

No

Do you like playing games?

Yes

No



Source: Aaron Dignan, Game F

## Rewards

- If a gamer finds a pattern, he get a rewards
- Player feels good and wants to get more rewards





Source: <http://www.cloudave.com/14667/looking-stupid-and-other-risks-of-emergent-collaboration/>

- Aaron Dignan. Game Frame: Using Games as a Strategy for Success, Free Press, New York, 2011
- Katie Salen & Eric Zimmerman, Rules of Play: Game Design Fundamentals, MIT Press, 2003
- Luis von Ahn & Laura Dabbish, Designing games with a purpose, Communications of the ACM, 2008

- What is the main reason, why you play games?

Thank you for your attention