

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, health, 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.

@ [conference poster link](#)

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.



@ http://www.afiv.com/news/2485_serious-game-time-conference-serious-game-et-