Essentials of Serious Gaming
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Hightech Entrepreneurship and new Media Course
RWTH Aachen, November 18, 2011
Index of topics

• CELSTEC and OUNL
• Some history of courseware, simulations and gaming at OUNL
• What is serious gaming?
• What are motives for serious gaming?
• How do we learn?
• The rise of the gaming market
• Functional gaming engine components: What do we need?
• (Serious) game concepts
• Having a look at the EMERGO game engine
• Having a look at the Unity3D game engine
• Current gaming research at OUNL
Current serious gaming research at OUNL
Game Design Patterns

- Enriched e-learning with game design patterns
Basic Life Support
Augmented reality (games)

• Location-based services (Layar, ALOQA poi, FLAR), semacodes/QR-codes
Thermenmuseum Heerlen
EMERGO engine

- Serious gaming toolkit and methodology
• Argumentation game (SURFnet) for MSc Learning Sciences
Streetlearn project
Emotion recognition
Language technologies: chatbots

- Gartner: in 2013 15% of Fortune top 100 use chatbots
- FP7-call: artificial human tutors
- Bachelor thesis Informatics ‘Chatbots in education’.
- Text analysis for reflection and feedback
GaLA: Games and Learning Alliance

- Serious Games Network of Excellence
  - 31 European partners
  - serious games research agenda
  - targeting research, education and gaming industrie
DEMONSTRATION AUTHORING MODE AND RUNTIME MODE