Game over? – What hampers a major uptake of SGs?

Sharkworld - Ranj

Spore - Wright

with Pulse!!!

Wow
Game over? – What hampers a major uptake of SGs?

• **Getting to know each other**
• Participants (red & green cards)
• Panel
  – Liz Boyle (University of the West of Scotland, UK)
  – Johann Riedel (Nottingham University Business School, UK)
  – Marco Luccini (CEDEP/INSEAD, France)
• Facilitators/moderators
  – Jannicke Baalsrud-Hauge (University of Bremen-BIBA, DE)
  – Rob Nadolski (Open University of the Netherlands-CELSTEC, NL)
• Serious Games & GaLA NoE ([www.galanoe.eu](http://www.galanoe.eu))
Game over? – What hampers a major uptake of SGs?

• Questions to start with
  – How much fun do we need in Serious Games (SGs)?
  – How much realism do we need in SGs?
  – Is competition needed in SGs?
  – What is needed to make SGs effective?
  – Will gamification kill or boost SGs future?

• Your Questions
  – Sheets, twitter, microphones

• Examples of SGs
Game over? – What hampers a major uptake of SGs?

• Your questions to the panel - 3 options:
  – 1. Use microphones
  – 2. Tweet question and #OEB11 #VIR48
  – 3. Use paper & pencil and give paper to Jannicke or Rob

• Start-End discussion of a specific question
  – Voting (green/red) – majority green = start discussion
  – Voting (yellow) – majority yellow = stop discussion

• Conclusion & guidelines
• Questions to start with

– How much fun do we need in Serious Games (SGs)?
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• Questions to start with

– How much realism do we need in SGs?
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• Questions to start with

– Is competition needed in SGs?
• Questions to start with

– What is needed to make SGs effective?
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• Questions to start with

– Will gamification kill or boost SGs future?
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• Your Questions:
  – Q1.................................. ?
  – Q2.........................?
  –
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• Game not over, but……..

a lot of “hard fun” is still needed to increase a major uptake of SGs

Please help us by filling in the questionnaire!!