

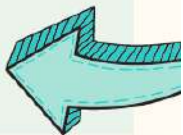
Edu Tools

Serious Games

How to successfully design a serious game for educational use by
Veruschka Pelsler-Carstens
Part 3


Teaching and Learning Nexus

Pedagogy + game component incorporation in design.
Scaffold learning content for challenge + immersion.
Simulate real-life.




Artificer and Design Nexus

Game rules should influence game play, but it also needs to accommodate the player's own ability and skills evolution.



Symbioses

Replay value = A symbiosis between commercial game identifiers and serious game identifiers.



DEVELOPMENT+DESING+EVALUATION

TALK TO US

(016) 910 3353
+27 823472372

Veruschka.PelslerCarstens@nwu.ac.za



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Part 2

Curriculum

The goal of the game corresponds with the outcomes of the curriculum. Scaffold module content to link with different levels of play.

Game elements

Rewards and pay-offs situate student recognition and achievement.
Allow challenge, complexity and competition.

START

Game Mechanics

Pedagogical content can be integrated through narrative and storytelling.
Include both commercial and serious game identifiers.

PLAY

Game Dynamics

In-game feedback allows for playability, progress, replay value, motivation, game momentum and player development

KEY COMPONENT SYNERGY

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Part 1



Set Goals

Establish goals and objectives through initiating different iterations and steps.

Conduct Research

Do: Literature reviews.
Utilize: Design Science Research.



Create Concepts

Workshop with the team to form ideas + brainstorm game design principles and game characteristics.

Develop Prototypes

Make serious game mockups based on the proposed ideas.



TEAMWORK + ROLEPLAYERS