

ASSIGNMENT I

ANALYZE A SERIOUS GAME

In this assignment, you are asked to choose a serious game and analyze and evaluate its design and elements using a framework that covers various aspects of game design, gameplay, and edutainment. This assignment aims to develop your critical thinking and evaluation skills and enhance your understanding of serious games and their potential applications.

Requirements

- **Choose a Serious Game:** Select a serious game that you would like to analyze and evaluate. You will find an Excel document in Microsoft Teams where you can sign up to claim the game of your choice by typing in its name and production year. Note that games will be assigned on a first-come, first-served basis.
- **Prepare a Presentation:** Create a short presentation (5-10 slides) that reviews the serious game you selected. Your presentation should cover the following aspects:
 - High Concept:** Provide an overview of the game's core concept, intended audience, features, technology used, player motivation, and design highlights.
 - Gameplay:** Describe the game mechanics, core loop, game goals, challenges and rewards.
 - Design Basics:** Cover aspects such as the game world/environment, characters, controls and interactions, camera, aesthetics and mood.
 - Edutainment Aspects:** Analyze the learning outcomes, assessment and evaluation methods, engagement strategies, replayability, and social interaction.One or two slides for each topic (High concept / Gameplay / Design basics / Edutainment aspects) is enough. You do not need to go into detail for each sub-item of these topics. However, feel free to see the next page for a detailed breakdown of these aspects.
Your presentation should be no longer than 5 minutes. You may use slides, screenshots, or videos to support your analysis.
- **Submit Your Presentation:** Save your presentation as a PDF document and upload it to the Microsoft Teams platform before the due date.
- **Present Your Analysis:** Be prepared to present your analysis to the class. During the presentation, you should be able to articulate your thoughts clearly and respond to any questions or comments from the instructor or your peers.

Please make sure to submit your work on time and follow the guidelines carefully to receive full credit for this assignment.

Deadline

2023-03-30 Thursday, 12:30

If you have any questions, don't hesitate to contact us via Microsoft Teams.

A FRAMEWORK FOR ANALYZING SERIOUS GAMES

High Concept

- **Overview:**
a brief summary of the serious game, including its purpose, context, and overall goals.
- **Core Concept:**
the central idea or theme of the game, including its core mechanics and gameplay.
- **Intended Audience**
the target audience for the game, such as age range, educational level, and other demographic information.
- **Features:**
the key features of the game, such as its story, characters, and gameplay elements.
- **Technology Used:**
the technology or tools used to create the game, such as the game engine or programming language.
- **Player Motivation:**
the psychological factors that motivate players to engage with the game, such as challenge, curiosity, and social interaction.
- **Design Highlights:**
the unique or innovative aspects of the game's design, such as its art style or user interface.

Gameplay

- **Game Mechanics:**
the rules and systems that govern the gameplay, such as how the player interacts with the game world and how the game responds to player actions.
- **Core Loop:**
the basic sequence of actions that the player will engage in repeatedly throughout the game, such as exploring the game world, solving puzzles, or battling enemies.
- **Game Goals:**
the overarching objectives that the player is trying to achieve within the game, such as completing a quest, earning points, or reaching a high score.
- **Challenges and Rewards:**
the obstacles and barriers that the player must overcome to achieve the game's goals, as well as the rewards and incentives that motivate players to persevere.

Design Basics

- **Game world/environment:**
the setting and atmosphere of the game world, such as its location, climate, and aesthetic style.
- **Characters**
- **Controls and Interactions**
the player's inputs and actions within the game, such as how the player moves and interacts with objects or other characters.
- **Camera:**
how the game camera is used to present the game world to the player, including its perspective, movement, and framing.

- **Aesthetics and Mood:**
the emotional tone and artistic style of the game, such as its use of color, sound, and visual effects.

Edutainment Aspects

- **Learning Outcomes:**
the specific knowledge, skills, or attitudes that the game is intended to teach or reinforce, such as math, history, or problem-solving.
- **Assessment and Evaluation:**
how the game's effectiveness is measured and evaluated, such as through quizzes, surveys, or user feedback.
- **Replayability:**
the degree to which the game encourages repeated playthroughs or exploration, such as through branching storylines, random events, or alternative endings.
- **Social Interaction:**
the social features and opportunities for interaction within the game, such as multiplayer modes, co-op gameplay, or social media integration.