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Serious Games Development and Applications

Third International Conference, SGDA 2012
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Proceedings



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Preface

The Third International Conference on Serious Games Development and Applications (SGDA 2012) was organized as a satellite conference to IFIP-ICEC 2012 in Bremen. SGDA 2012 built on the successes of the First International Workshop on Serious Games Development and Application, held in Derby in 2010, and the Second International Conference on Serious Games Development and Applications, held in Lisbon in 2011. The aim of SGDA is to collect and disseminate knowledge on serious games technologies, design, and development; to provide practitioners and interdisciplinary communities with a peer-reviewed forum to discuss the state of the art in serious games research, their ideas and theories, and innovative applications of serious games; to explain cultural, social, and scientific phenomena by means of serious games; to concentrate on the interaction between theory and application; to share best practice and lessons learnt; to develop new methodologies in various application domains using games technologies; and to explore perspectives of future developments and innovative applications relevant to serious games and related areas.

The re-emergence of serious games as a branch of video games has introduced the concept of games designed for a serious purpose other than pure entertainment. To date, the major applications of serious games include engineering, education, health care, military applications, city planning, production, crisis response, and training. Serious games have primarily been used as tools that give players a novel way to interact with games in order to promote physical activities, to learn skills and knowledge, to support social-emotional development, to facilitate behavior transformation, to treat different types of psychological and physical disorders, etc. Many recent studies have identified the benefits of using video games for a variety of serious purposes. However, most serious games are still mostly focusing on the learning objective, and not so much on developing engaging and motivating user interfaces. In the world of entertainment games, there has been much more focus on the user experience. Therefore the organizational committee decided to co-locate SGDA with the 11th International Conference on Entertainment Computing conference, in order to foster the dialogue between the entertainment and serious games communities and support a bi-directional knowledge transfer.

The conference is supported by the GALA Network of Excellence for Serious Games; the TARGET (Transformative, Adaptive, Responsive and enGaging Environment) Project, which is a large-scale integrating project funded by the European Community under the FP7 (ICT-2007.4.3) and Digital Libraries & Technology-Enhanced Learning 2009–2011 (Grant Agreement N° 231717); BIBA-Bremen Institute for Production & Logistics; the University of Bremen; Glasgow School of Art; INESC-ID; the Technical University of Lisbon; and the

University of Derby. The University of Bremen hosted the third annual conference (SGDA 2012) on 26–29 September 2012.

A total of 22 papers on different aspects of serious games design and use were presented at SGDA 2012. We hope that participants benefited from the discussions and presentations held at the conference.

July 2012

Minhua Ma
Jannicke Baalsrud Hauge
Manuel Fradinho Oliveira
Heiko Duin

Organization

SGDA 2012 was hosted by Bremen Institute for Production & Logistics (BIBA), University of Bremen, in cooperation with the Digital Design Studio, Glasgow School of Art, UK; SINTEF Technology and Society, Norway; and the TARGET project, which is partially funded by the European Community under FP7.

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Table of Contents

Don't Panic: Enhancing Soft Skills for Civil Protection Workers.....	1
<i>Ines Di Loreto, Simone Mora, and Monica Divitini</i>	
Health Games: Taxonomy Analysis and Multiplayer Design	
Suggestions	13
<i>Alex Gekker</i>	
A Serious Game for Training Balance Control over Different Types of	
Soil	31
<i>Bob-Antoine J. Menelas and Martin J.D. Otis</i>	
Constructionist Learning in Anatomy Education: What Anatomy	
Students Can Learn through Serious Games	43
<i>Minhua Ma, Kim Bale, and Paul Rea</i>	
Interdisciplinary and International Adaption and Personalization of the	
MetaVals Serious Games	59
<i>Margarida Romero, Mireia Usart, Maria Popescu, and</i>	
<i>Elizabeth Boyle</i>	
Serious Games Adoption in Corporate Training	74
<i>Aida Azadegan, Johann C.K.H. Riedel, and</i>	
<i>Jannicke Baalsrud Hauge</i>	
Towards Participative and Knowledge-Intensive Serious Games	86
<i>Nour El Mawas and Jean-Pierre Cahier</i>	
Towards Designing for Competence and Engagement in Serious	
Games.....	98
<i>Erik D. van der Spek</i>	
Blended In-Game and Off-Game Learning: Assimilating Serious Games	
in the Classroom and Curriculum	110
<i>Tim Marsh, Li Zhiqiang Nickole, Eric Klopfer, and Jason Haas</i>	
A Computer Game Based Motivation System for Human Physiology	
Studies	123
<i>Tintu Mathew, Jochen Zange, Joern Rittweger, and Rainer Herpers</i>	

Lessons Learnt from Contextualized Interactive Story Driven Development Methodology	135
<i>Manuel Fradinho Oliveira and Heiko Duin</i>	
Value Propositions for Serious Games in Health and Well-Being	150
<i>Rosa Garc�a S�nchez, Alasdair G. Thin, Jannicke Baalsrud Hauge, Giusy Fiucci, Thierry Nabeth, Michel Rudnianski, Angelo Marco Luccini, and Kam Star</i>	
Dealing with Threshold Concepts in Serious Games for Competence Development	158
<i>Stefano Bocconi, Yulia Bachvarova, Martin Ruskov, and Manuel Fradinho Oliveira</i>	
Betaville – A Massively Participatory Mirror World Game	170
<i>Martin Koplin and Carl Skelton</i>	
Logical Thinking by Play Using the Example of the Game “Space Goats”	174
<i>Thorsten Wahner, Moritz Kartheuser, Stefan Sigl, J�rdis Nolte, and Azel Hoppe</i>	
Squaring and Scripting the ESP Game: Trimming a GWAP to Deep Semantics	183
<i>Fran�ois Bry and Christoph Wieser</i>	
The Application of the CISD ² Methodology for the Definition of a Serious Game Competence-Based Learning Scenario in the Domain of Sustainable Manufacturing	193
<i>Gregor Cerinsek, Heiko Duin, Fiorella Colombo, Borzoo Pourabdollahian, and Stanislaw Plebanek</i>	
Evaluating the Validity of a Non-invasive Assessment Procedure	208
<i>Paul C. Seitlinger, Michael A. Bedek, Simone Kopeinik, and Dietrich Albert</i>	
Challenges and Opportunities in Evaluating Learning in Serious Games: A Look at Behavioural Aspects	219
<i>Sobah A. Petersen and Michael A. Bedek</i>	
AmbiLearn: Enhancing the Learning Environment for Primary School Education	231
<i>Jennifer Hyndman, Tom Lunney, and Paul Mc Kevitt</i>	

Developing Serious Games Specifically Adapted to People Suffering from Alzheimer	243
<i>Bruno Bouchard, Frédéric Imbeault, Abdenour Bouzouane, and Bob-Antoine J. Menelas</i>	
Experience in Serious Games: Between Positive and Serious Experience	255
<i>Tim Marsh and Brigid Costello</i>	
Author Index	269