

Serious Games Design Framework

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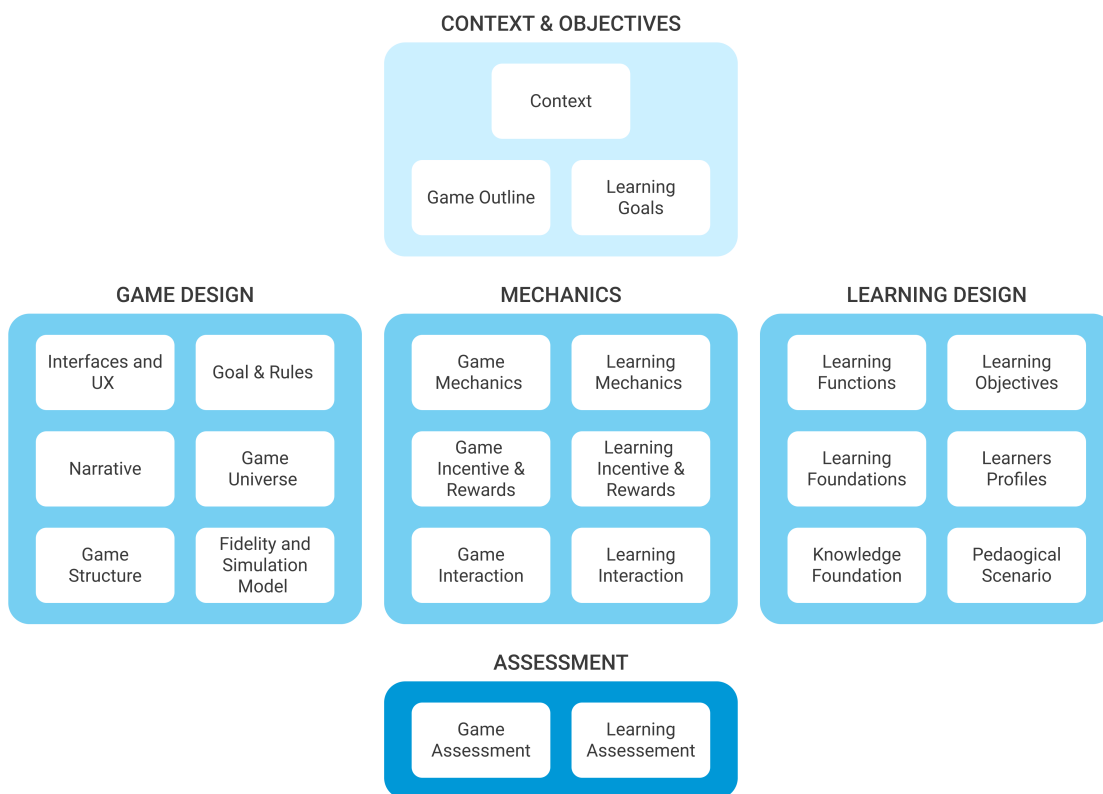
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The co.LAB Framework

By grouping design building blocks into five categories, the framework aims at providing a structured view of the game design. This view enables all members of the development team to focus on the building blocks on which they are working (pedagogical engineers may focus on learning design, while graphic designers on user interfaces) while simultaneously providing an overview of the project and of the relationships between the building blocks.

23 serious games design building blocks have been grouped into five categories: (1) Context and objectives, (2) Game design, (3) Learning design, (4) Mechanics and (5) Assessment.



Visual Organization of the Framework

The Game and Learning Vision

Traditionally, serious game design is viewed as a blend of learning and game design. In Figure 2, the left side of the framework corresponds to the game design and the right side to the learning design. This vision emphasizes the inclusion of game and learning design in serious game design. The Mechanics category can be seen as linking them together.

The Project Vision

The upper section defines the problem and the overall objectives of the project. The middle section defines the solution: the game and the associated learning concept. The lower section defines how the solution will be evaluated both from the game and learning perspectives. This may in some cases be similar to the “success

