# Serious Games Design and Development Process

**Authors**

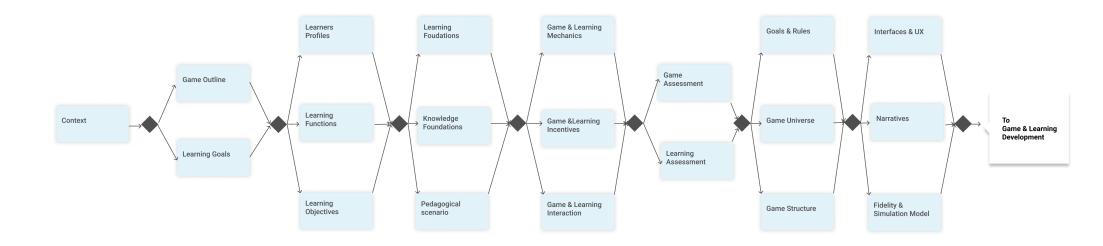Dominique Jaccard, Maxence Laurent, Audrey Hugenin

The design and development processes will be used as a basis for their implementation in the digital platform.

## Co-Design Activity Diagram

Based on the co.LAB Design Framework, we propose the following Design Activity Diagram. Even if we know that the process is iterative, this activity diagram may be used as a guideline. In WP2, this activity diagram will be implemented in the digital platform.

**Learning Game
Design and Development (I)**

# Serious Games Iterative Development Process

We propose the following serious game development process. The process is a quite classical adaptation of traditional agile project management.

# The co.LAB Framework along the entire serious game life cycle

Extension of the co.LAB the framework to encompass the whole process.

| REQUIREMENTS | DESIGN | DEVELOPMENT | TESTS AND VALIDATION | IMPLEMENTATION | EVALUATION |
|---|---|---|---|---|---|
| | Learning Design | Learning Material Development | Tests and validation of the Game-Learning system | Implementation of the game in learning context | Evaluation of the game |
| | Mechanics Design | Mechanics Implementation | | | |
| Context & Objectives | Game Design | Game Development | | | |
| | Assessment Design Research Protocol Needed data | Development of the assessment and data collection system | Test of the assessment and data collection system | Data collection | Data Analysis |

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