

Serious Games

Project Description Model

Contributors

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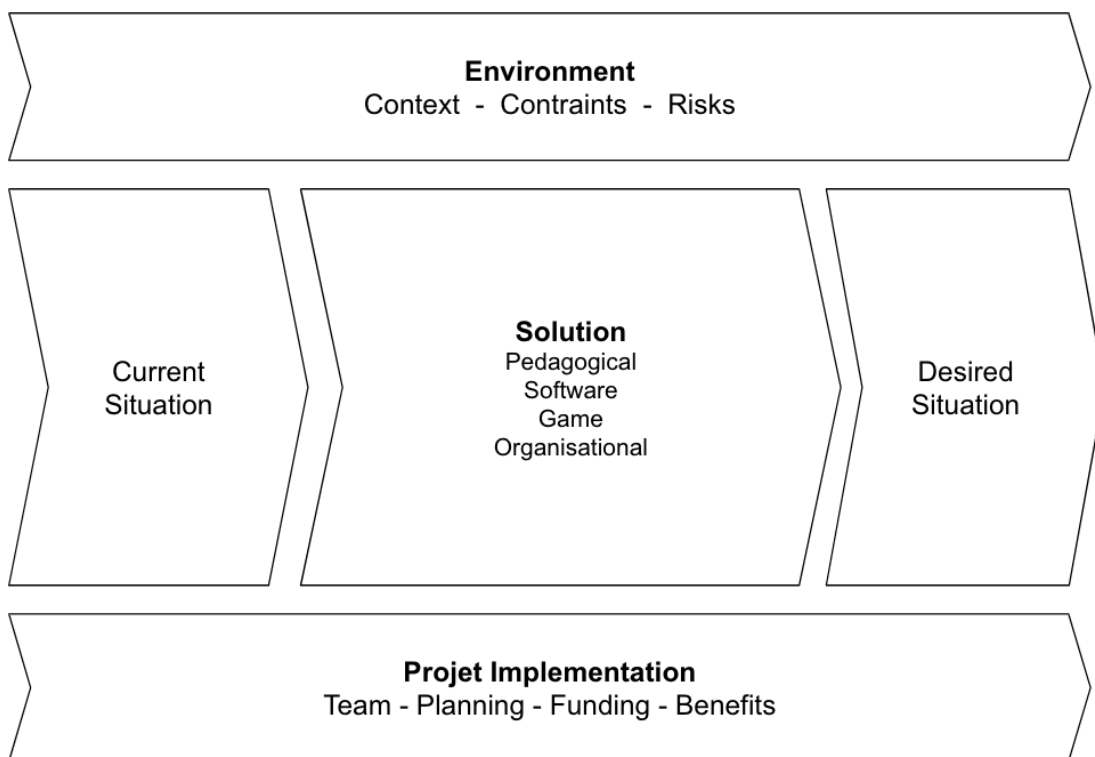
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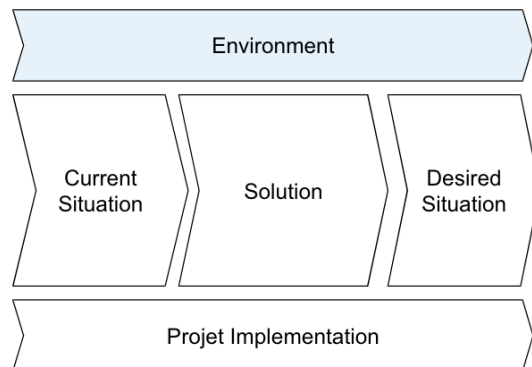
Project Description Model

This model is a supplement to the direct deliverables of the co.LAB project. Before moving on to the collaborative design of a serious game, it is necessary to set up the project and get it funded. The proposed model has been established on the basis of typical projects proposal chapters and adapted to the specific context of "serious games" projects on the basis of the contributors' experience.

An implementation of the model in the collaborative digital platform is being considered. It would allow the collaborative creation of the "project proposal".



Environment



Definition of the context and environment in which the serious game development project takes place.

- Pedagogical context
- Course objectives (fixed or flexible)
- Study plan (fixed or flexible)
- Existing serious games, exercises, simulations
- Number of students

Technology and infrastructure

- All students have their own computer ?
- Wifi access
- Rooms: auditoriums, group rooms, others

Social

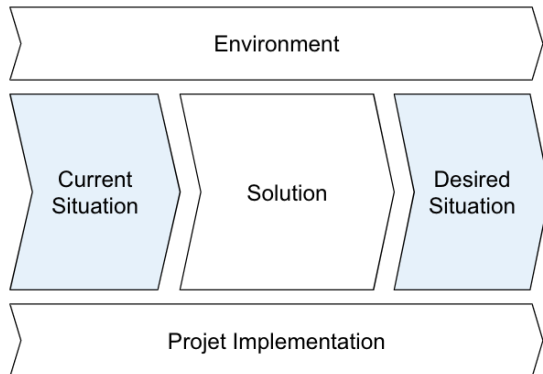
- Support from department, school management
- Support, involvement of teachers, lecturers, assistants

Financial

- Existing sources of funding, support?

Other elements of the context?

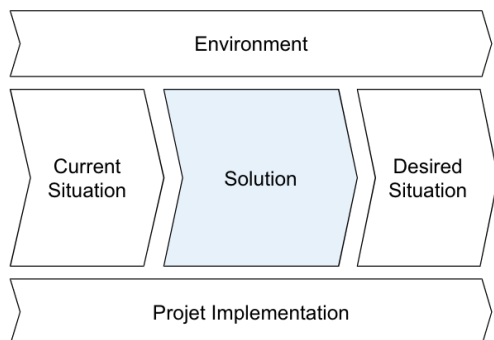
Current and Desired Situation



Define the problem as a difference between current and future situations. How do you imagine these differences for the following aspects.

- Pedagogical
 - motivation
 - type of knowledge
 - ability to apply
 - soft skills / hard skills
 - teamwork
 - multidisciplinary
 - others
- Institution
 - Image, marketing
 - collaborations
 - research
- Finances
 - Operating costs
 - lab
 - virtual patients vs simulated patients
 - licences
- Others ?

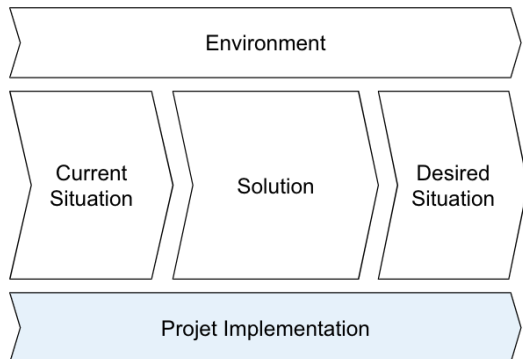
Solution



Define the solution as the mean to move from the current situation to the desired situation. At this stage, define a general concept which will be refined later.

- Define main pedagogical objectives
- Define functions of the serious game
 - Prepare for future learning
 - Acquire new skills
 - Practice existing skills
 - Develop learning or innovation skills
 - Zeamwork, collaboration, creativity, communication
- Define the way the serious game will be used
 - Individual or in team
 - Face-to-face and distance learning
 - One or more teachers/modules
 - Pedagogical approaches
 - Problem-based learning
 - flipped classroom
 - ex cathedra - exercises
 - Integration into the courses
 - Introduction to the course
 - Lead-in to the course
 - Individual revision
 - Preparation for exams
 - Exams
- Define the serious game
 - Mock-ups
 - Features
- Define main expected benefits

Project Implementation



Define the needed elements for developing the solution

- Workpackages
 - Project Management
 - Global technological and learning concept
 - Learning Design
 - Game design
 - Game development
 - Tests
 - Assessment
 - ...
- Estimate Duration each workpackage
- Funding
- Project team (needed for each workpackage)
 - Software solution
 - Computer scientists
 - Game designer
 - Graphical designers
 - User experience
 - Educational solution
 - Pedagogical engineers
 - Educational scientist
 - Content creation and test
 - Subject matter specialists
- General development process
 - Usually, propose an iterative process with progressive implementation