Challenges in Serious Game Design

The Transfer is NOT the Transformation

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Serious Learning & Media?
Serious Learning Game: Afterland (Gambit, 2010)

- platformer designed to foster rethinking
- by challenging players’ expectations and pre-judgments
- through uncommon and subversive design patterns
- to get players out of unquestioned routines and habits
- explore and research learning through failure and irritation
Serious game design must consider the gap between the designed experience and its interpretation by the players.
The players’ prior experiences, the context, their connection to the topic or problem, and scope of action all impact the serious play experience.

Takeaway #2
Takeaway #3

The transfer is NOT the transformation!
Serious games are learning tools – but not teaching instruments.
Takeaway #5

Don’t teach answers, but design provoking questions

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