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Challenges in Serious Game Design

The Transfer is NOT the Transformation

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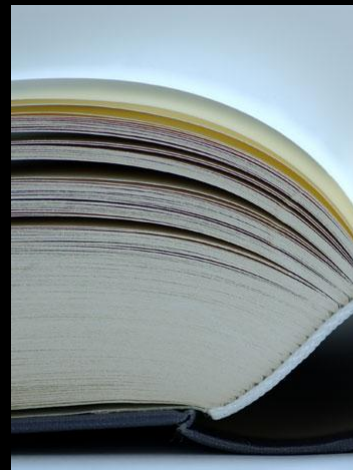


Comparative **MEDIA** Studies



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Serious Learning & Media?



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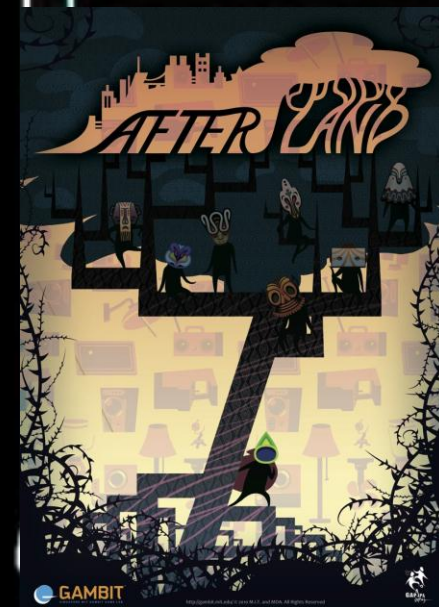


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- ❑ **Serious Learning Game: Afterland (Gambit, 2010)**
- ❑ platformer designed to foster rethinking
- ❑ **by challenging players' expectations and pre-judgments**
- ❑ through uncommon and subversive design patterns
- ❑ **to get players out of unquestioned routines and habits**
- ❑ explore and research learning through failure and irritation



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Takeaway #1



Serious game design must **consider the gap** between the **designed** experience and its **interpretation** by the players.

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Takeaway #2



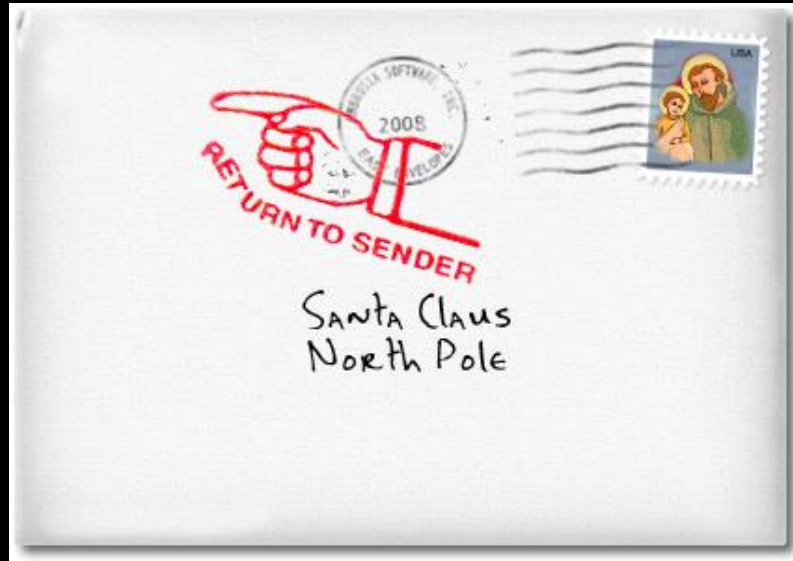
The players' **prior experiences**, the **context**, their **connection** to the topic or problem, and scope of **action** all impact the serious play experience.

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Takeaway #3



The transfer is **NOT** the transformation!

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Takeaway #4



Serious games are **learning tools** –
but **not teaching instruments.**

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Takeaway #5



Don't teach answers, but **design**
provoking questions

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