SERIOUS GAMES

Summary

Digital games, accessible both via computers and from mobile devices, with a strong educational component: an approach halfway between play and education.

What are they?

The main feature of serious games is that entertainment is not the sole objective, but the means by which users can be trained, guiding them to learn certain information and providing them with the proper motivation to adopt a certain type of behaviour.

Science has shown that playing games affects certain basic human instincts, such as the will to set new challenges and overcome them, the need for self-expression, an epic sense, therefore allowing the development of involvement and motivation.

What is their purpose?

- engage, motivate and stimulate learning in an interactive and customised manner
- influence behaviour and improve performance
- active encouragement of the reasons why users should be interested in change certain behaviour
- making users active protagonists of their training courses

http://www.skilla.com/en/blog_dett.asp?id=84