

Hoofdstukindeling scriptie Rob Schuddeboom

Abstract

1. Introduction

- 1.1 Context
- 1.2 Problem statement
- 1.3 Research questions
- 1.4 Research method

2. Serious gaming

- 2.1 Defining serious games
 - 2.1.1 Definition of game
 - 2.1.2 Definition of serious game
- 2.2 Important elements and methods for serious game development
 - 2.2.1 Basic elements of games
 - 2.2.2 What makes computer games appealing?
 - 2.2.3 Learning goals and suitable game genres
- 2.3 Theories of learning and serious gaming
 - 2.3.1 Types of knowledge
 - 2.3.2 Ways of learning and information processing
 - 2.3.3 Personal characteristics and learning
 - 2.3.4 Support of reflective learning

3. Observation and measuring techniques for serious gaming

- 3.1 Assessment in traditional learning and e-learning
 - 3.1.1 Traditional methods usable for serious game assessment
- 3.2 Assessment in serious gaming
 - 3.2.1 Assessment challenges in serious gaming
 - 3.2.2 Useful features of entertainment games for assessment
 - 3.2.3 Serious game specific methods for assessment

4. Serious gaming and the Holodeck

- 4.1 What is a Holodeck?
 - 4.1.1 Purposes of a Holodeck
 - 4.1.2 Possible forms of a Holodeck
 - Belastingdienst/PoC
 - others
 - 4.1.3 Definition of a Holodeck
- 4.2 What added value can serious gaming offer in a Holodeck setting?
 - 4.2.1 The use of game elements
 - 4.2.2 Added value
- 4.3 What added value can a Holodeck offer to serious gaming?
 - 4.3.1 The use of game elements
 - 4.3.2 Support of learning
 - 4.3.3 Added value

4.4 Does the use of a Holodeck require or facilitate other forms of assessment?

4.4.1 Required changes in assessment

4.4.2 Additional opportunities for assessment

5. Case study - ...

5.1 The Holodeck used for PoCs

5.1.1 Purposes of the Holodeck

5.1.2 Description of the Holodeck

5.1.3 Success of using the Holodeck?

5.2 The Holodeck designed for change management on an emotional level

5.2.1 Purposes of the Holodeck

5.2.2 Description of the Holodeck

5.2.3 Similarities with serious gaming – the presence of game elements in the Holodeck

Possibly: 5.4 Why has the Holodeck developed by the HKU never been used?

6. Conclusions and future research

References

Attachments