

rule(s) of the game: if you are *absent* when you *must be present* or miss the *deadline(s)* you will be listed in the hall of shame, when you are *in time and excellent*, you will *gain a place* in the hall of fame ...

schedule(s) – serious gaming

- session 1: introduction(s) – the team & finding (y)our topic(s)
- session 2: [R/X] background(s) – narrative(s) & human(s)
- session 3: [U] topic(s) – pitch / design(s) & gamification(s) ?
- session 4: [M] workshop(s) – express (y)our idea(s) !
- session 5: [C] student presentation(s) – concept(s) & plan(s)
- session 6: [E] reflection(s) – scientific and ethical aspects
- session 7: [T/P] presentation(s) – concept(s) / prototype(s)

deadline(s)

- [X]:2 – online presence / portfolio(s)
- [U]:3 – project utopia
- [M]:4 – mood space(s)
- [C]:5 – concept(s)
- [E]:6 – essay(s)
- [T]:7 – (target) final project(s)
- [P]:7 – peer review(s)

session 1: introduction(s) – the team & finding (y)our topic(s)

- the team(s) – possibly with guest(s)
- the topic(s) – addressing the problem(s) of (y)our world(s)
- the game(s) – promoting social awareness

session 2: theoretical background(s) – narrative(s) & human(s)

- the rise of serious games – the need for change
- participant(s) & stake/shareholders
- game theory – prisoners dilemma, war(s), payoff(s)
- casual game(s) – common game mechanics
- mission(s) & reward(s) – the dynamics of gamification
- cognitive aspects – human(s) / tribe(s) / change(s) /

session 3: miscellaneous – pitch, design(s) & gamification(s) ?

- short pitch – 1-2 minute(s), no slides
- requirement(s) – concept(s) / war(s)
- issues – for improvement(s)
- remember (y)our – dream(s) & itch(es)!

session 4: game design workshop – express (y)our idea(s) ?

- selection of game theme(s) – the playground
- visual style – design & reference(s)
- narrative content – story line(s)

- case study – cycle(s)

session 5: student presentation(s) – concept(s) & plan(s)

- mention – group & name(s)
- state – title / concept(s) & challenge(s)
- discuss – issues for realization(s)
- emphasize – (y)our message!

session 6: reflection(s) – scientific and ethical aspects of serious games

- cognitive aspect(s) – with feedback on student(s) work
- on the role of – design(s)
- why is it – fun?
- what – was this all about?

session 7: final presentation(s) – concept(s) / prototype(s)

- mention – group & name(s) / title & concept(s)
- present – your installation/application
- discuss – issue(s) for improvement(s) / (y)our message!
- aspire/demand – final grading

additional reference(s)

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- Mark D. (2009), *Behavioral Mathematics for Game AI*, Charles River Media
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- Susi T., Johannesson M., Backlund P. (2007), Serious Games – An Overview, Technical Report HS- IKI -TR-07-001 School of Humanities and Informatics University of Skövde, Sweden

type(s) of final assignment(s)/project(s)

- prototype(s) – with sufficient documentation
- concept design – with elaboration of narrative(s) and visual design
- trailer – promotion clip, with documentation and business plan
- reflection(s) on societal impact – with sufficient motivation and depth