Course: Serious Game Design level 2 credits: 5

Course code	GTVB23ELSG2
Name	Serious Game Design level 2
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	E.A. Shenderov
Modes of delivery	Tutorial
Assessments	Serious Game Design level 2 - Other assessment

Learning outcomes

Learning outcomes

For this elective level 2 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies. The learning outcomes have to be approved by the lecturer of the course.

Content

With a growing interest in the world for "Games to Grow", "Edugames" and other initiatives, the field of Serious Gaming is growing, and there is a need for well thought out games which teach technical and critical thinking skills developed by professionals. This Elective will dive into how "Learning Mechanics" translate to "Game Mechanics" and how games can be designed and facilitated with the purpose of solving local problems for a student-defined audience.

By experiencing and analyzing various Serious Games, students will comprehend the effectiveness and utility of games as solutions for complex problems. Through research and testing, students will define a problem statement for a self-chosen target audience. They will then test a prototype to determine its effectiveness and analyze the results. To complete the serious game cycle, students will create a facilitation manual that accompanies their serious game.

Assignment:

The student works on an assignment from a real-world client. They make a Serious Game Solution prototype and accompanying Facilitation Manual.

The Prototype needs to be based on research on and understanding of the target audience for the case. It also needs to be tested and experienced by the target audience and client as well as addressing the problem statement.

The Facilitation Manual follows the CMGT dresscode and is easy to comprehend. It needs to include the learning goals for the target audience and explains how the Serious Game Solution helps achieve those goals. The Facilitation Manual also has explanatory notes on the development of the game and explains how the game needs to be set up and played / experienced. It describes the roles and tasks of the facilitator before, during and after the Serious Game experience.

Objective:

The student will research, prototype, and test a serious game solution to a problem for a specific target audience.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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