

Seriously? Games?

Serious games in university education

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Erasmus school of Law | CLAI

Innovation @ EUR

Innovation

MOOC's

Gamification

Digital is
the standard

Tailor made
Education

Online Learning:
Business as usual

21st century skills

Innovation @ EUR

Online Learning:
Business as usual



Gamification

21st century skills



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MOOC's



Erasmus
School of
Economics

Erasmus

Gamification

21st century skills

Erasmus

Digital
the stand

Innovation @ EUR

Tailor made Education

Blended bachelor
program Law
Vrijdagmiddagonderwijs

Gamification



Erasmus
School of
Law

21st century skills

The Erasmus University logo, featuring the word "Erasmus" in a stylized, cursive script.

Innovation @ EUR

Erasmus
School of
Economics



Gamification



Erasmus MC



Digital is
the standard

RSM



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RSM
ERASMUS
UNIVERSITY



Serious games

Scope:

all digital games

simulations and

virtual worlds

**Digital is
the standard**

Games?

“Games are not fun because they are games, but are fun because they are well designed.”

– Sebastian Deterding

Serious Games

Have always been 'dead' serious.

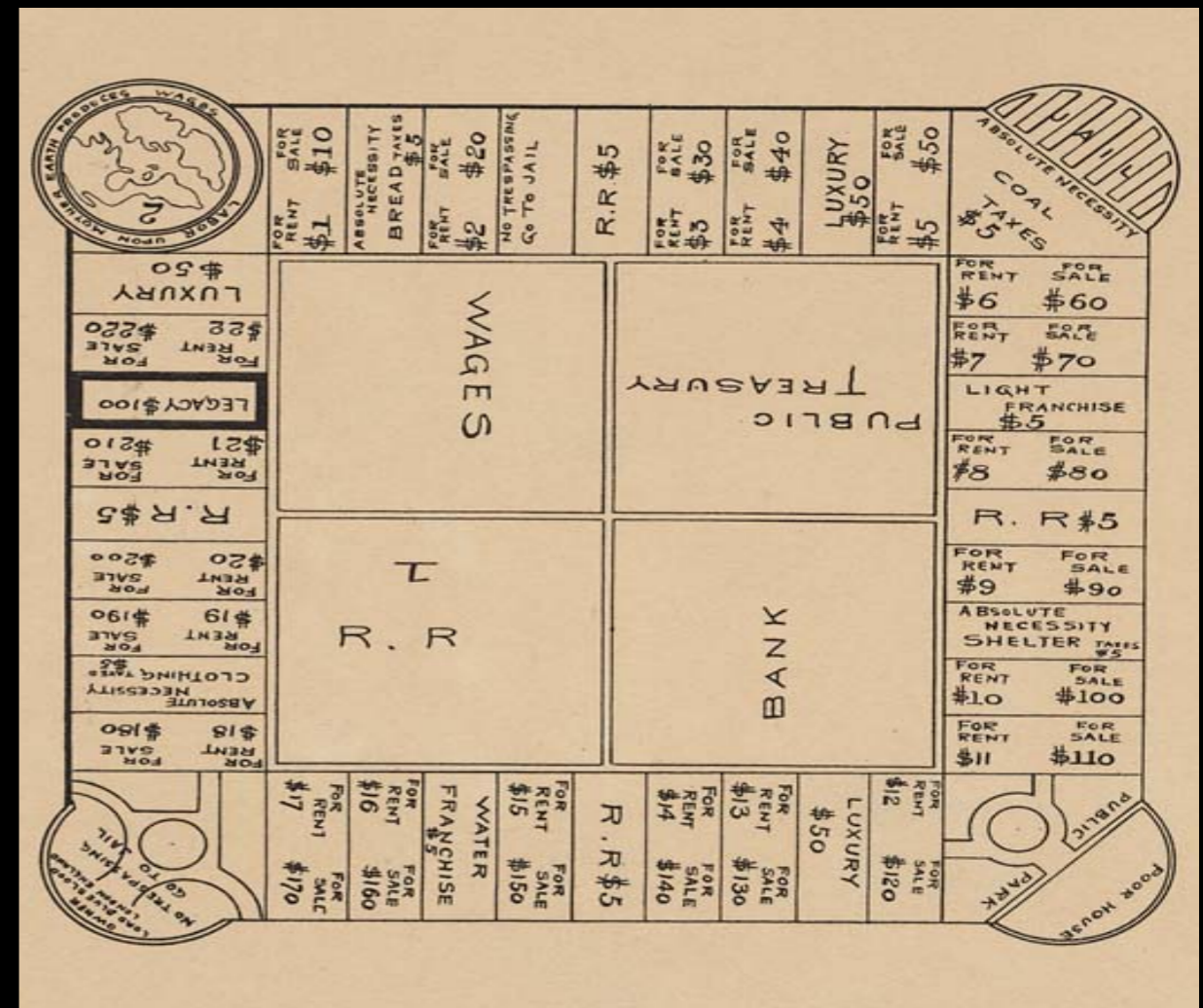
Senet: Egypt 3100 BC "game of passing"



Serious Games

Monopoly 1902

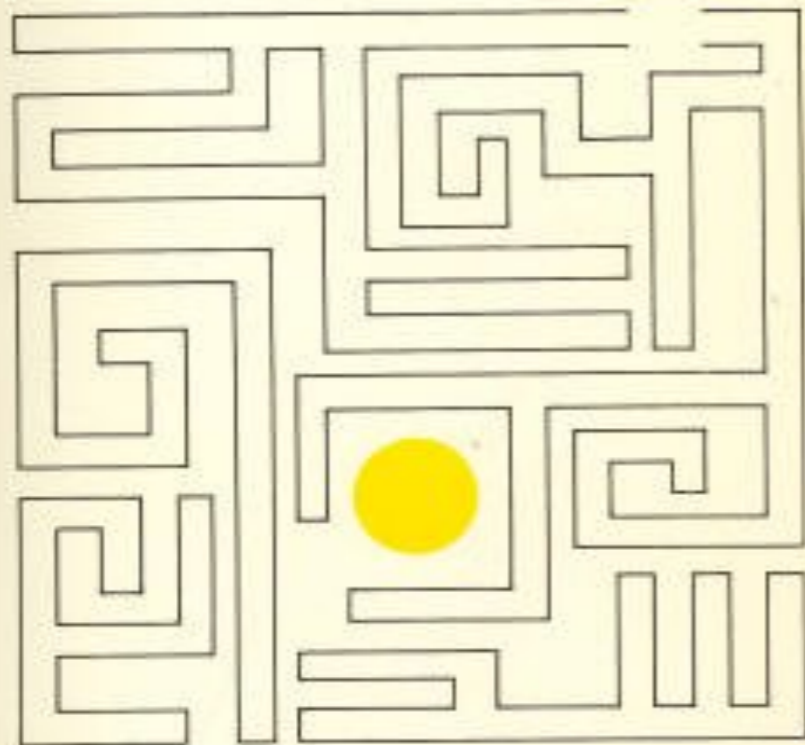
Originally intended to illustrate the economic consequences of *Ricardo's Law* of economic rent and *Georgist* concepts of economic privilege and land value taxation.



SERIOUS GAMES

CLARK C. ABT

The art and science of *games that simulate life*—in industry, government, education, and personal relations, interpreted with examples by a leading exponent and innovator



A Viking Compass Book

\$1.95

***“The main purpose is
to train
or educate users.”***

Clarck C. Abt 1970

***General opinion on serious games
“[...] deliberately sacrifice fun
and entertainment in order to
achieve a desired progress
by the player.”***



GAME OVER MAN

GAME OVER



Why so serious?



Training simulations

Learning

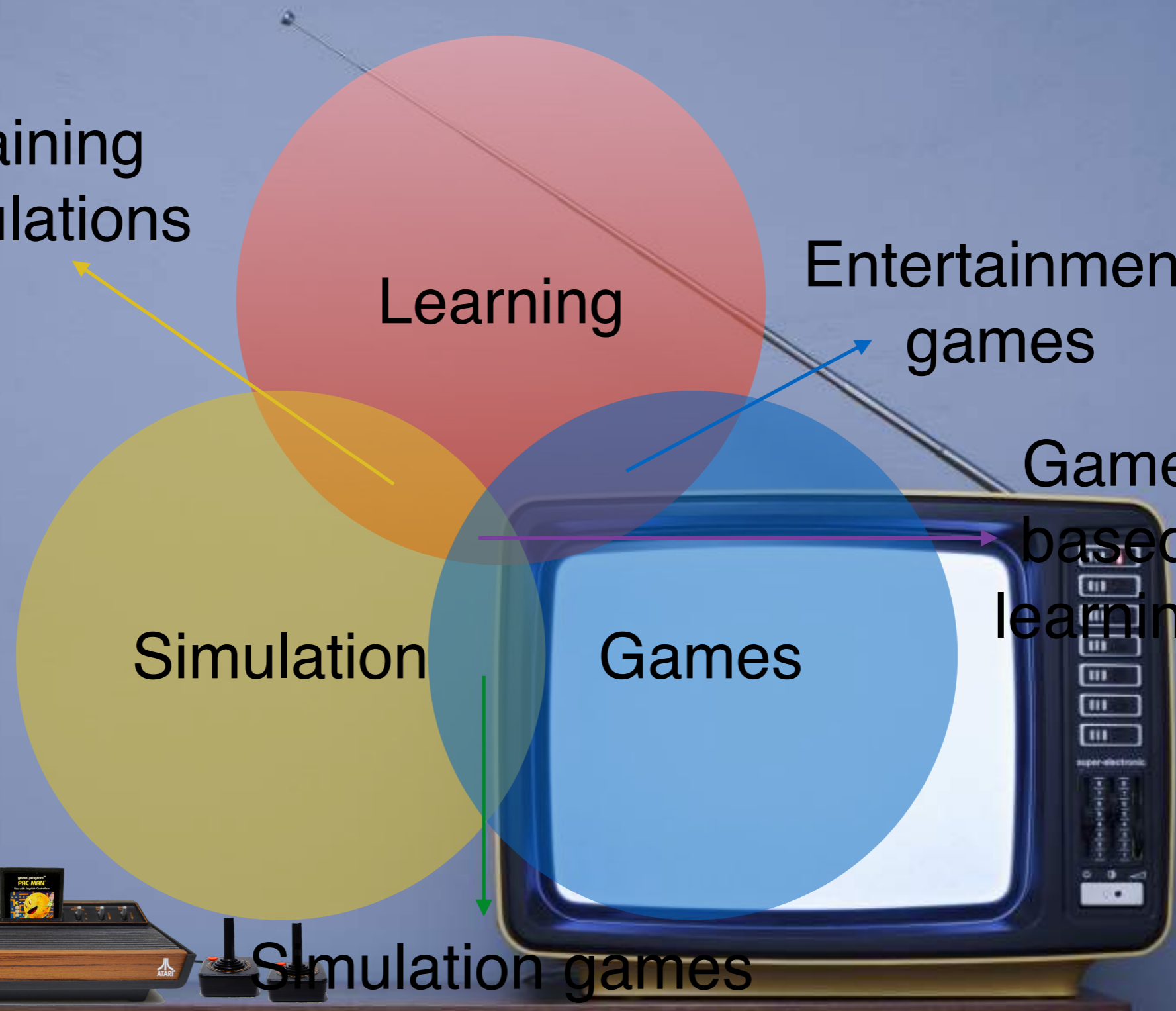
Entertainment games

Game based learning

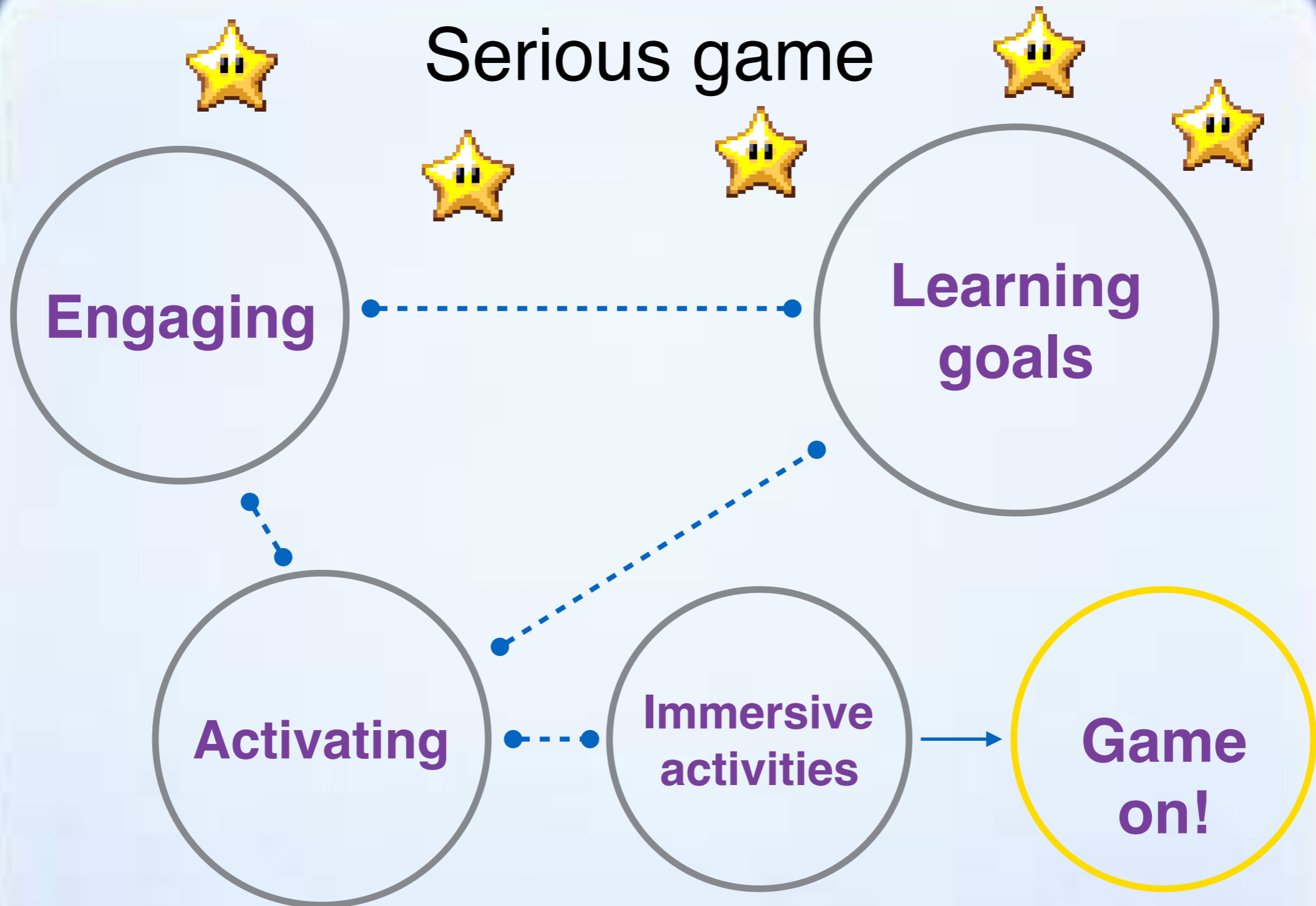
Simulation

Games

Simulation games



Serious game



Summary

placing educational content inside game
does not guarantee:



success



a fun motivational experience



or meet educational goals

Education 3.0?

Game jam as didactical method

M. Hrehovcsik PhD candidate
University of Bournemouth and HKU



SERIOUS GAMES AND BLENDED LEARNING

Effects on Performance
and Motivation in Medical Education



Mary Dankbaar