Building games with a purpose

workshop at LDE CEL Annual Meeting
December 19th, 2018

Rafael Bidarra
serious games

• games with goals beyond just entertainment

• which goals/domains?
  • information
  • education
  • professional training
  • health
  • management
  • social/political
  • commercial
  • ...

TU Delft
serious games

• games with goals beyond just entertainment

• does it always work?!
  • NO!!!
  • watch out for overstuffed edutainment, gamification, anything without effort,...
IN4302TU - Building serious games

• campus-wide MSc course offered at TU Delft

• assignments commissioned by external company/end-user

• students with varying talents, backgrounds and perspectives

• do what none could do alone:
  design and implement a serious game prototype, aimed at some application in a real-world setting
IN4302TU - Building serious games

• work as a small game studio: lead programmer, designer, artist, producer, gameplay testing, audio...

• deploy whatever game technology needed

• solve technical challenges while watching over fundamental requirements

• always report to commissioner
specific course highlights

• particular accent on team and soft skills:
  • roles and responsibilities
  • collaboration and proactivity
  • psychologic safety
  • communication

• interdisciplinarity as an enabler and a strong catalyst

• paper submission to SG-related conference
IN4302TU - Building serious games

Nuna evolution
@ Science Centre
Your score
This is your final mark, a score between 0 and 10. If your score is high, you made a good balance between the factors costs, environmental impact, and maintenance costs.

3.7

Your footprint x
Which **instrument** only appears in Track 1? Select an instrument by tapping it!

- Drums
- Acoustic Guitar
- Bass Guitar
conclusion

• building serious games provides a unique setting for our students:
  • solution to a real-world problem
  • interdisciplinary experience
  • soft skills
  • possibility to present their work internationally

so....

• send us your MSc students...
  ...and possibly also your assignment...!
summary and information

• IN4302TU - Building serious games
• MSc course, Q2, (5 ECTS)
• team size 5-6 students (from any faculty or study program)
• >1.5 days/week (intense schedule with deliverables)

• specific guidelines for commissioners (assignments, commitment, IP, etc...)

Rafael Bidarra ([R.Bidarra@tudelft.nl](mailto:R.Bidarra@tudelft.nl)), tel. 2784564, EEMCS
bibliography

• Rafael Bidarra (2011) **Interdisciplinary game projects: opening the graphics (back) door with the soft skills key.** Proceedings of Eurographics 2011 - Education papers

• Rafael Bidarra (2009) **Experiencing the engineering challenges of game development.** Proceedings of 37th Engineering Education Conference SEFI 2009

• Rafael Bidarra, Jerke Boers, Jeroen Dobbe, Remco Huijser (2008) **The making of an interdisciplinary games project.** Journal of Game Development, 3(2) 7-25

• Rafael Bidarra, Jerke Boers, Jeroen Dobbe, Remco Huijser (2008) **Bringing a pioneer games project to the next level.** Proceedings of the 3rd Annual Academic Days on Game Development in Computer Science Education, pp.11-15