

Serious-games are to dull.

Serious-games are according to Mike Zyda from ieeComputer "a mental contest, played with a computer in accordance with specific rules that uses entertainment to further government or corporate training, education, health, public policy, and strategic communication objectives." And according to Corti (2006, p.1) who also emphasizes with game-based learning/serious games "is all about leveraging the power of computer games to captivate and engage end-users for a specific purpose, such as to develop new knowledge and skills". There is a debate going on if these serious games need to be fun. If we look back in the history of games, entertainment games had great selling. Especially compared to serious games. Since fun is the main part of entertainment games. Could improve the of selling serious games. The last 30 years they focused on developing fun in games (Bryan to Bogost, 2007, page 4). Would it be helping thing to put the experience in serious games. Since the purpose of a serious game is something else than the entertainment games. "Today, the term "serious games" is becoming more popular. A Google-search on "serious games" renders about 1.090.000 hits [2007-01-03]. " (Susi, Johanneson & backlund, 2007, p. 3). Because of this it is worthwhile to investigate how to make efficient serious-games. In this essay we take a look if fun is a necessary need for serious games. You will see that it can help to improve the players performance. And there is more to it then meet the eye. Before we begin, it needs to be clear what is meant with fun. Fun in this context is the person who likes to play the game and is engaged to play the game for their own entertainment. There is no need for an external drive to start gaming.

Serious-games are games that are mostly simple and dry giving the info but there are good examples of games that meet both fun and learning perspectives. EVE Online is one of those games. It is a fun game and people with the interest in economics can take the right information needed form it. There is also a game from the government for who they want to have some different approach, they made a massive multiplayer online operation war game. That just feels like an entertainment game. It is used as a recruitment tool. It was a very efficient game, it even managed to be in the top five most popular games online in 2010(Derryberry, n.d. , page 5-7). For more examples of games that teaches individuals there is a website with all kind of fun games that teach the player something (from extra credits, 2014). It is all about interpretation.

A problem that one faces when creating a fun game that it can drive the player to forget the learning part. We have shown that games can be straight forward and fun but sometimes that is not an option. Kurt Squire has a story about an entertainment game (Civilization) that

taught him about ships. He was in class and had not read what had to be learned for class. The teacher questioned the class about ships in history class. He remembered what he learned in the game. As he was telling the info he learned from the game he realized that the game taught him more than expected. So when designing a game is fun and the info is correct, you have the knowledge and know when to use it.

As quoted from Marshall McLuhan (2010,p.22):“Anyone who makes a distinction between games and learning does not know the first thing about either”. However the information does not have to be useful. Take a shooter game for instance. It gives you the knowledge of what kind of weapons are used in war. The player tend to know how a weapon is called and know how its functions. It is unlikely that the information is useful for the player.

When looking at entertainment games you can see a lot of engaged players (like many Call of Duty players). People repeat what they do (shoot, find cover, think of tactics) and find ways to improve their work. The person is motivated to learn the in-depths of the game. They talk (discuss tactics) about it in there social life (friends who also play the game). Is that not what we want for learning. Repeating, improving, researching, discuss and practice are five very powerful learning actions. If we think of games getting in the education. the student has be as willing to play the serious game, like a fun game. Because it has the power of engagement needed for learning.

When looking at the amount of hours people play games you found that there is about three billion hours of entertaining one self in a week on video games.(McGonigal, 2011,p. 1). That is a lot of hours of learning if we could convert them to educational games. That would be a big amount of extra hours. In fact we learn a lot from the games played as entertainment but their purpose was not to learn rather to entertain.

People have a tension span this can lead to leave the game behind. As quoted from Winston Churchill:“I am always ready to learn although I do not always like being taught.” what we can take from this is that a person does not like to learn what they get pushed in to but want to learn where they are interested in. This way the info comes as a lighter task. Games are good medium to get people interested in topic of choice. This had been done in movies, games can do this as well and even be more powerful (Extra credits, 2012).

When looking at entertainment games we see that they have a strong power to engage. People spend a lot of time in it. They are willing to find the underlying info about what they do and can be confronted with other topics and start to care about it. What is something viable for learning. There are entertainment games that can teach you some subjects (Civilization) and there are educational games that are enjoyable (EVE Online). Both reach a large audience and can be valuable for the player. What if we let people play games and ask

them if they know the information. They only can proceed if the knowledge is tested in game. My vision a future that you play games and are able get a certificate if you play through some games. Fun is a strong motivator, it helps you to start up the game, repeat the actions and creates interest in the topic. If the game is not enjoyable there is no interest of playing it. There will be no achievement at all. Should entertainment and serious-games come closer together, it would greatly increase the audience of the serious-games market. If entertainment does the same, view on games will be more positive. In short, let the only difference in the game be the goal of the creator of the game, and apply the games in classes.

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