

Serious Video Games Journal

Genres



Description: Games for Health are games that aim to either promote health or to prevent, diagnose or treat (chronic) diseases. These games, which are generally considered serious games, aim to influence health outcomes by increasing the user's knowledge and changing their behaviors through play.



Description: An advergame is a form of advertising in video games, in which the video game is developed by or in close collaboration with a corporate entity for purposes of advertising a brand-name product. While other video games may use in-game advertising (such as an advertisement on a virtual billboard or branding on an in-game object), an advergame is differentiated by the Interactive Advertising Bureau as a "game specifically designed around product or service being advertised".

GAMES FOR TRAINING



Description: Games for training, also known as serious games or edutainment games, are video games that are designed to educate or train players in a specific subject or skill. These games are often used in education, corporate training, and military training, and can be used to teach a wide variety of topics, such as leadership, teamwork, problem-solving, and technical skills. Games for training can be effective at engaging and motivating learners, and can be used to supplement traditional teaching methods or to create immersive, interactive learning experiences.

GAMES FOR EDUCATION



Description: Educational games are games explicitly designed with educational purposes, or which have incidental or secondary educational value. All types of games may be used in an educational environment, however educational games are games that are designed to help people learn about certain subjects, expand concepts, reinforce development, understand a historical event or culture, or assist them in learning a skill as they play. Game types include board, card, and video games.

GAMES FOR SCIENCE AND RESEARCH



Description: Games for science and research often have a specific scientific or research-related goal, such as mapping the brain, collecting data on spatial navigation, or identifying patterns in DNA sequences. Games for science and research can be used to engage the general public in scientific research, to collect data that would be difficult or impossible to gather through traditional means, or to help researchers understand complex systems or solve problems. These games can be an effective way to promote scientific literacy and encourage people to learn about and contribute to scientific research.

GAMES FOR PRODUCTION



Description: Games for production, also known as factory simulation games or tycoon games, are video games that simulate the management and operation of a production facility. These games often involve tasks such as gathering resources, building structures and machines, and automating production processes in order to create a product or service. Games for production can be used to teach players about various aspects of production, such as supply chain management, resource allocation, and quality control. These games can also be used to challenge players to find the most efficient and effective ways to produce goods or services.

GAMES AS WORK



Description: Games for work, also known as gamification or gamified training, are video games or game-like elements that are used to engage and motivate employees in their work. These games can be used to teach new skills, encourage teamwork and collaboration, or improve productivity. Games for work can be incorporated into training programs, used as part of a rewards or recognition system, or implemented as part of a company's culture and values. Gamification can be an effective way to engage and motivate employees, and can be used in a variety of industries and settings.

Sectors

GOVERNMENT AND NGO

Description: A government and NGO serious game is a type of simulation game that is used by government agencies and non-governmental organizations (NGOs) to train employees, educate the public, and solve problems. These games can be used to train employees in a variety of skills, such as leadership, teamwork, and problem-solving. They can also be used to educate the public about a particular issue, or to explore different approaches to solving problems. Government and NGO serious games can be played on a computer, or they can be played in a physical setting. Overall, government and NGO serious games are an important tool for these organizations to train and prepare employees, and to educate the public and explore new approaches to solving problems.

DEFENSE

Description: A defense serious game is a type of simulation game that is used by military and defense organizations to train personnel, plan strategies, and test new equipment. These games can be used to train personnel in a variety of skills, including combat tactics, leadership, and decision-making. They can also be used to test new equipment or to explore different strategies and scenarios. Defense serious games can be played on a computer, or they can be played in a physical setting with simulated equipment. Overall, defense serious games are an important tool for military and defense organizations to train and prepare personnel for a wide range of real-world situations.

HEALTHCARE



Description: A healthcare serious game is a type of simulation game that is used in the healthcare industry to train professionals, educate the public, and explore different treatment options. These games can be used to train professionals in a variety of skills, including patient care, diagnosis, and treatment. They can also be used to educate the public about health issues or to explore different treatment options. Healthcare serious games can be played on a computer, or they can be played in a physical setting with simulated equipment. Overall, healthcare serious games are an important tool for the healthcare industry to train and prepare professionals and to explore new treatment options.

MARKETING AND COMMUNICATIONS



Description: A marketing and communications serious game is a type of simulation game that is used by organizations to train employees in marketing and communications skills, and to explore different marketing and communication strategies. Marketing and communications serious games can be used to train employees in a variety of skills, including sales, advertising, and public relations. They can also be used to explore different marketing and communication strategies, and to test the effectiveness of different messages and campaigns. Marketing and communications serious games can be played on a computer, or they can be played in a physical setting. Overall, marketing and communications serious games are an important tool for organizations to train and prepare employees in marketing and communication skills, and to explore new strategies.

EDUCATION



Description: An education serious game is a type of game that is designed to teach players about a particular subject or issue in an interactive and engaging way. These games are often used in formal education settings, such as schools and universities, as well as in other settings, such as museums and science centers. Education serious games can cover a wide range of subjects, from math and science to history and the arts. They can be played on a computer, or they can be played in a physical setting. Many education serious games are designed to be played in groups, which can encourage collaboration and teamwork. Education serious games can be an effective way to engage learners and to make learning more interactive and enjoyable. They can also be used to supplement traditional teaching methods, or to provide additional support for learners who need extra help. Overall, education serious games are an important tool for teaching and learning, and they can be used to support a variety of educational goals.

CORPORATE



Description: A corporate serious game is a type of simulation game that is used by businesses and organizations to train employees, explore new ideas, and solve problems. Corporate serious games can be used to train employees in a variety of skills, such as leadership, teamwork, and problem-solving. They can also be used to explore new ideas and strategies, and to test the effectiveness of different approaches. Corporate serious games can be played on a computer, or they can be played in a physical setting. Overall, corporate serious games are an important tool for businesses and organizations to train and prepare employees, and to explore new ideas and approaches.

INDUSTRY



Description: An industry serious game is a type of simulation game that is used by a specific industry to train employees, explore new ideas, and solve problems. Industry serious games can be used to train employees in a variety of skills, such as leadership, teamwork, and problem-solving. Industry serious games can be played on a computer, or they can be played in a physical setting. They can be used to train individuals or teams, and they can be customized to meet the specific needs of different industries. Overall, industry serious games are an important tool for specific industries to train and prepare employees, and to explore new ideas and approaches.

3. Games

Vital Signs: Emergency Department



Website: <https://www.vitalsignsgames.com/>

Sector: Healthcare

Genre: Games for Health

Release Date: October 15, 2020

Supported languages: English



Description: Play a doctor in Vital Signs: Emergency Department and challenge your medical knowledge to help treat a wide array of characters that come into the ER that day. Unlike medical school everybody can enroll in Vital Signs with nothing down and as little as a commitment of 30 minutes or less! Come to a diagnosis by selecting from a wide range of tests and prescribe medications or other treatments to give your patients the best possible care. However, remain vigilant and flexible! Your decisions and how you handle the influx of patients that come in during your shift will decide who gets to go home and who ends up in the morgue!

System Requirements

Minimum	Recommended
Windows 7 64-bit	Windows 10 64-bit
Intel Core 2 Duo 2.4GHz	AMD Ryzen 3 Intel i5 Skylake
2 GB RAM	4 GB RAM
NVIDIA GeForce GTX 960	NVIDIA GeForce GTX 960 or better
2 GB available space	2 GB available space

Vital Signs

Emergency Department

12:00 PM 12:38 PM 03:10 PM

Available Active 0 & Pending 0

Enter search text... Clear Search

- Labs - CBC w/ Diff Start
- Labs - Chlamydia/Gonorrhea assay Start
- Disposition Start
- Labs - Cholesterol level Start
- Labwork Start**
- Labs - Coagulation Panel Start
- Labs - Complete Chemistry (Chem 14) Start
- Labs - CPK (Creatine Kinase) Start
- Labs - CRP Start
- Labs - CSF HSV PCR Start
- Labs - GGT Panel Start

Exam 1: Wheezing, Shortness of Breath Exam 2: ? (unvisited) Exam 3: ? (unvisited) Exam 4: ? (unvisited) Exam 5: (unoccupied) Exam 6: (unoccupied) Exam 7: (unoccupied)

12:00 PM 01:02 PM 02:00 PM

All Diagnostics

Time A-Z

12:00 PM - Shift Change

- 12:05 PM Ultrasound - Pelvis View
- 12:15 PM CTScan - Abdomen/Pelvis-IV View
- 12:45 PM Rx - Acetaminophen / Tylenol poPR
- 12:45 PM Labs - Basic Chemistry View
- 12:51 PM Ultrasound - Kidneys Pending
- 12:55 PM X-Ray - Abdomen Pending

Exam 1: Bleeding Exam 2: Abdominal pain Exam 3: Motor Cycle Collision Exam 4: Headache Exam 5: ? (unvisited) Exam 6: (unoccupied) Exam 7: (unoccupied)

12:00 PM 01:25 PM 02:00 PM

Can you give me your differential diagnosis for this patient? (click all that apply)

Viral Syndrome Appendicitis Undifferentiated Abdominal Pain Constipation

Done

Exam 1: Bleeding Exam 2: Abdominal pain Exam 3: Motor Cycle Collision Exam 4: Headache Exam 5: Weakness Exam 6: (unvisited) Exam 7: (unoccupied)

12:00 PM 12:05 PM 02:00 PM

Chest: Chest. Steering wheel impression over sternum and upper abdomen. Tender to palpation over L chest.

Cardiovascular: Regular rate and rhythm.

Pulmonary: Diminished breath sounds on the left.

Exam 1: Headache Exam 2: Motor Vehicle Exam 3: Motor Cycle Exam 4: ? (unvisited) Exam 5: (unoccupied) Exam 6: (unoccupied) Exam 7: (unoccupied)

FIFA 23



Website: <https://www.ea.com/games/fifa/fifa-23>

Sector: Marketing & Communications

Genre: Advergames

Release Date: September 26, 2022

Supported languages: English, French, Spanish, German, Italian, Dutch, Portuguese, Russian, Polish, Czech, Japan



Description: Experience the thrill of the world's most popular sport with "Fifa 23." Play as your favorite national team or club and compete in leagues, tournaments, and exhibitions. With improved gameplay mechanics and realistic player models, "Fifa 23" brings the excitement of football to life.

System Requirements

Minimum	Recommended
Windows 7 or higher	Windows 10
Intel Core i3-2100 or AMD Phenom II X4 965	Intel Core i5-3550 or AMD FX-8150
8 GB RAM	8 GB RAM
Nvidia GeForce GTX 460 or AMD Radeon R7 260	Nvidia GeForce GTX 670 or AMD Radeon R9 270
50 GB available space	50 GB available space

EA SPORTS™ FIFA 23

FIFA®
OFFICIAL
LICENCED
PRODUCT



Minecraft



Website: <https://www.minecraft.net/en-us>

Sector: Education

Genre: Games for Training

Release Date: November 18, 2011

Supported languages: English, French, Spanish, German, Czech, Japan, Portuguese, Russian, Korean, Turkish



Description: "Minecraft" is a sandbox video game that allows players to build and explore virtual worlds made up of blocks. It was developed by Markus Persson and released by Mojang in 2011. In "Minecraft," players can explore a vast procedurally-generated world made up of a variety of different biomes, including forests, mountains, caves, and oceans. They can gather resources, craft items, and build structures using a variety of different blocks. "Minecraft" has become a hugely popular game, with millions of players all over the world. It has also been used in education settings as a tool for teaching creativity, engineering, and computer programming.

System Requirements

Minimum	Recommended
Windows 7 or later, macOS, or Linux	Windows 10
Intel Core i3-3210 3.2 GHz / AMD A8-7600 APU 3.1 GHz or equivalent	Intel Core i5-4690 3.5GHz / AMD A10-7800 APU 3.5 GHz or equivalent
4 GB RAM	8 GB RAM
Intel HD Graphics 4000 (Ivy Bridge) or AMD Radeon R5 series (Kaveri line) with OpenGL 4.4*	NVIDIA GeForce 700 Series or AMD Radeon Rx 200 Series (excluding integrated chipsets) with OpenGL 4.5
At least 1GB of free space	4GB (SSD is recommended)

MINECRAFT



Sid Meier's Civilization® VI

SID MEIER'S CIVILIZATION VI

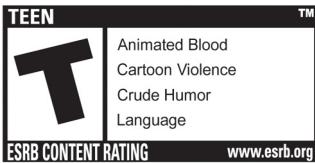
Website: <https://civilization.com/>

Sector: Government & NGO

Genre: Games for Education

Release Date: October 21, 2016

Supported languages: English, French, Spanish, German, Russian, Korean, Czech, Japan



Description: Civilization VI is a turn-based strategy game that allows players to build and lead their own civilizations from the ground up. Players can choose from a variety of historical and fictional leaders and empires, and must make decisions that will shape the course of their civilization's history. The game features a range of challenging scenarios, including natural disasters, diplomatic relations, and military conflicts.

System Requirements

Minimum	Recommended
Windows 7 64bit / 8.1 64bit / 10 64bit	Windows 7 64bit / 8.1 64bit / 10 64bit
Intel Core i3 2.5 Ghz or AMD Phenom II 2.6 Ghz or greater	Fourth generation Intel Core i5 2.5 Ghz or AMD FX8350 4.0 Ghz or greater
4 GB RAM	8 GB RAM
1 GB NVIDIA GeForce 660 or AMD Radeon 7870 or equivalent DX11 GPU	2 GB NVIDIA GeForce GTX 970 or AMD Radeon R9 290X or equivalent DX11 GPU
12 GB available space	12 GB available space

SID MEIER'S
CIVILIZATION VI



Call of Duty: Modern Warfare II



Website: <https://www.callofduty.com/>

Sector: Defense

Genre: Games for Science and Research

Release Date: October 28, 2022

Supported languages: English, French, Russian, German, Italian, Spanish, Japan, Polish



Description: Call of Duty is a first-person shooter game series that takes place in various historical and fictional settings, including World War II, the Cold War, and modern-day conflicts. Players control a character and engage in a variety of military-themed missions, such as completing objectives, eliminating enemy forces, and surviving enemy attacks. The series is known for its intense and immersive gameplay, as well as its realistic graphics and sound effects. In addition to the single-player campaign, Call of Duty also features a variety of multiplayer modes, allowing players to compete against each other online. The series has been extremely popular since its inception, and new installments are released regularly.

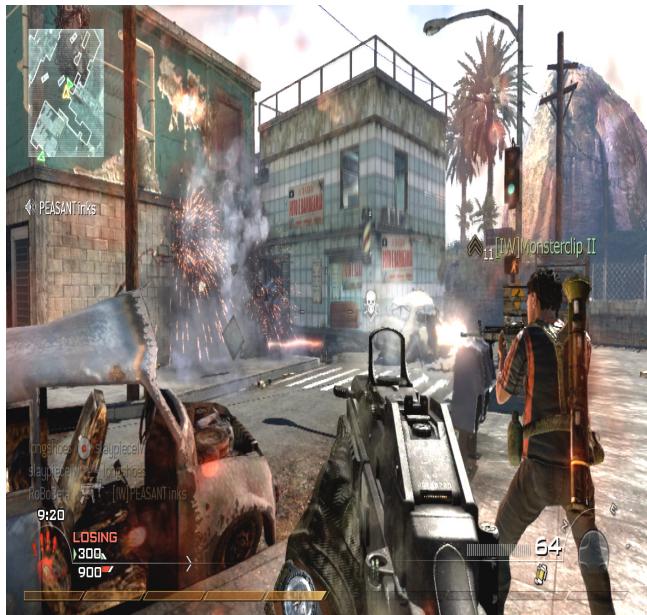
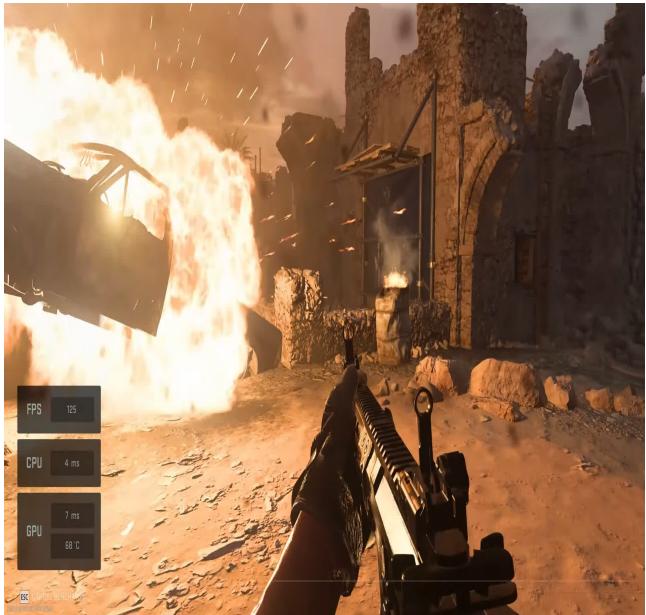
System Requirements

Minimum	Recommended
Windows 10 64 Bit	Windows 10 64 Bit (latest update) or Windows 11 64 Bit (latest update)
Intel Core i3-6100 / Core i5-2500K or AMD Ryzen 3 1200	Intel Core i5-6600K / Core i7-4770 or AMD Ryzen 5 1400
8 GB RAM	12 GB RAM
NVIDIA GeForce GTX 960 or AMD Radeon RX 470	NVIDIA GeForce GTX 1060 or AMD Radeon RX 580
125 GB available space	125 GB available space

CALL OF DUTY®

MWII

MODERN WARFARE® II



Take on Mars



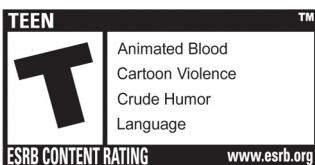
Website: <https://mars.takeonthegame.com/>

Sector: Government & NGO

Genre: Production

Release Date: February 9, 2017

Supported languages: English, French, Russian, German, Czech

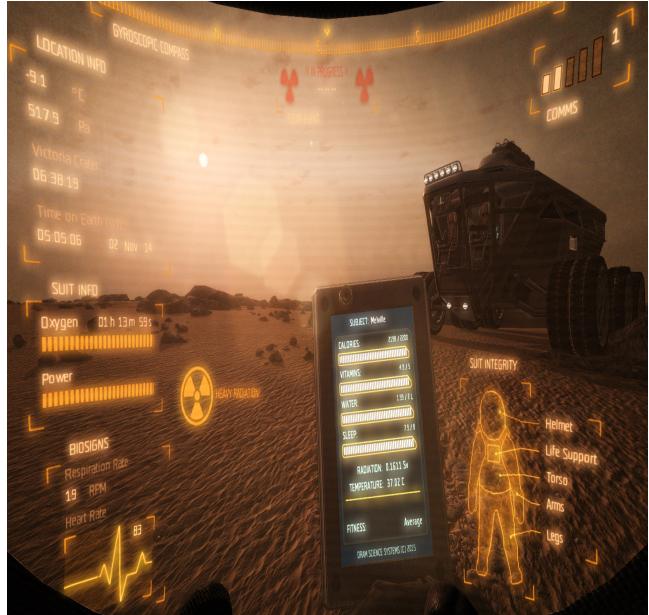
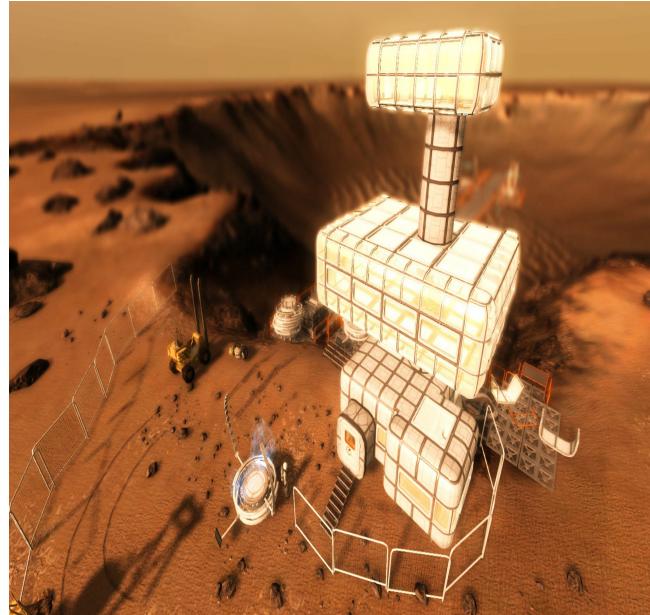


Description: Take on Mars is a simulation game that allows players to explore and colonize the planet Mars. Players must manage resources, conduct scientific research, and build and maintain their base on the Martian surface. The game includes realistic physics and terrain modeling, and allows players to experience the challenges and opportunities of Mars exploration.

System Requirements

Minimum	Recommended
Windows 7 or higher	Windows 10
Intel Core i3-2115C or equivalent	Intel Core i5-3470 or equivalent
4 GB RAM	8 GB RAM
Nvidia GeForce GT 430 or equivalent	Nvidia GeForce GTX 970 or equivalent
4 GB available space	4 GB available space

TAKE ON MARS



World of Warcraft



Website: <https://worldofwarcraft.com/en-gb/>

Sector: Defense

Genre: Games as Work

Release Date: November 23, 2004

Supported languages: English, French, Russian, German, Spanish, Portuguese



Description: World of Warcraft (WoW) is a massively multiplayer online role-playing game set in the Warcraft fantasy universe. In the game, players create their own character and choose from a variety of races and classes, each with their own unique abilities and characteristics. Players can explore a vast world, complete quests, interact with other players, and engage in a variety of activities such as crafting, gathering resources, and battling monsters. The game has a subscription-based model and has a large player base, with millions of active players around the world. WoW has received numerous accolades and is considered one of the most successful and influential MMORPGs of all time.

System Requirements

Minimum	Recommended
Windows 7 64-bit	Windows 10 64-bit
Intel Core i5-760 or AMD FX-8100 or later	Intel Core i7-4770 or AMD FX-8310 or later
4 GB RAM	8 GB RAM
NVIDIA GeForce GTX 560 2GB or AMD Radeon HD 7850 2GB or Intel HD Graphics 530 (45W)	NVIDIA GeForce GTX 960 or AMD Radeon R9 280 or later
70 GB available space	70 GB available space

WORLD OF WARCRAFT®

