Serious Games:

- Understanding gamification and its applications

- Gamification in education, healthcare, and business

- Designing games for non-entertainment purposes

"The Dungeon and Dragons Players of Death Row," *New York Times Magazine*, August 31 2023

Text adventure/interactive fiction wrap-up:

- Are these games still relevant?
- What other tools are there to make these kinds of games (and/or adapt them)?
- … and what do I do with them when I've finished?

https://www.youtube.com/watch?v=rYs6HM8ly40

THE SOLO ADVENTURER

THE PAST, PRESENT, & FUTURE OF INTERACTIVE FICTION

About Serious Games

Broadly defined, "a **serious game** or **applied game** is a game designed for a primary purpose other than pure entertainment. The "serious" adjective is generally prepended to refer to video games used by industries like defense, education, scientific exploration, health care, emergency management, city planning, engineering, and politics. The idea shares aspects with simulation generally, including flight simulation and medical simulation, but explicitly emphasizes the added pedagogical value of fun and competition."

University of Michigan Game Studies Library Aids:
https://guides.lib.umich.edu/c.php?g=282989&p=5955091

Harun Farocki, *Serious Games* (2006)
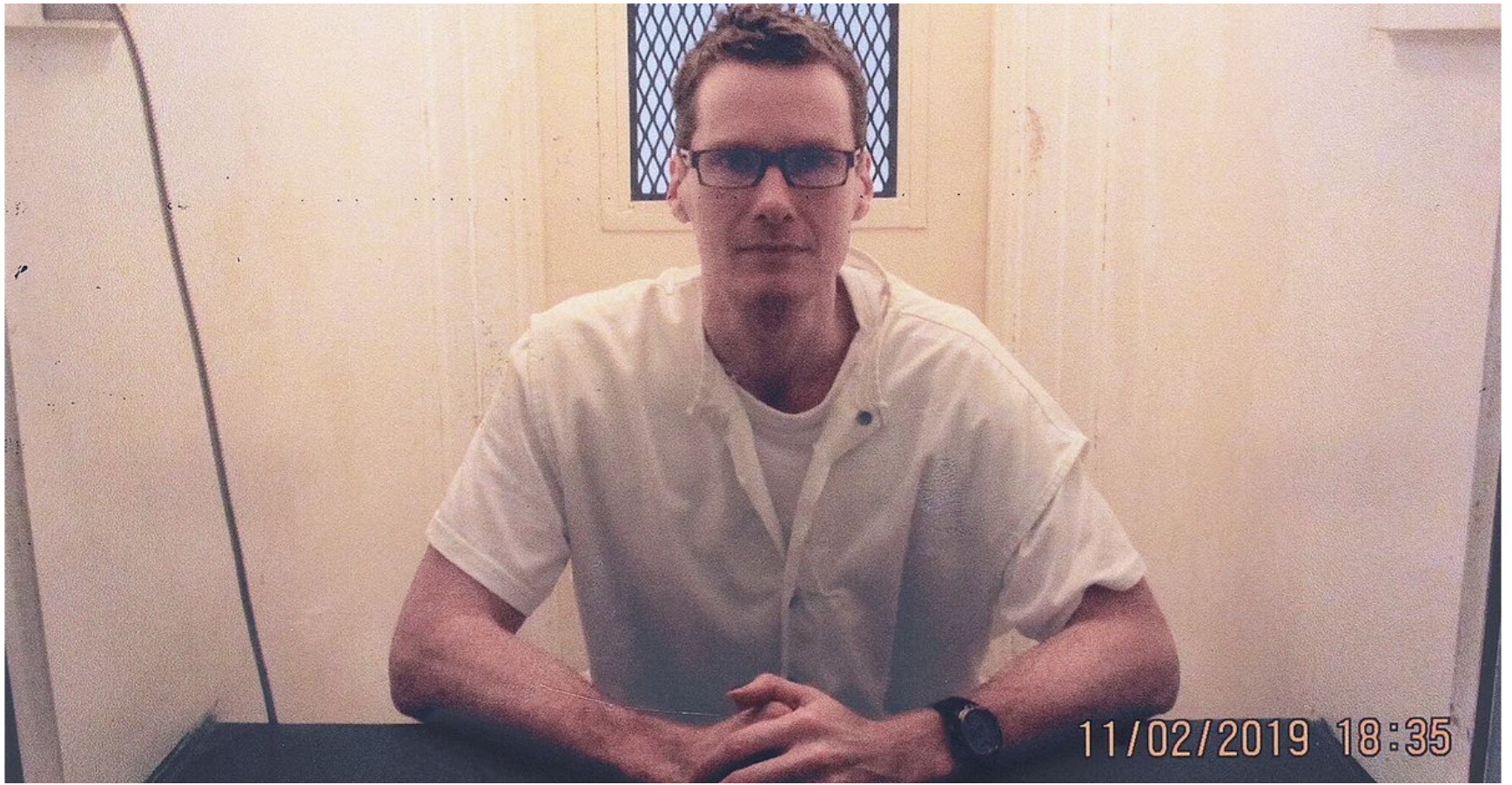https://vimeo.com/370494311

The Dungeons & Dragons Players of Death Row

For a group of men in a Texas prison, the fantasy game became a lifeline — to their imaginations, and to one another.
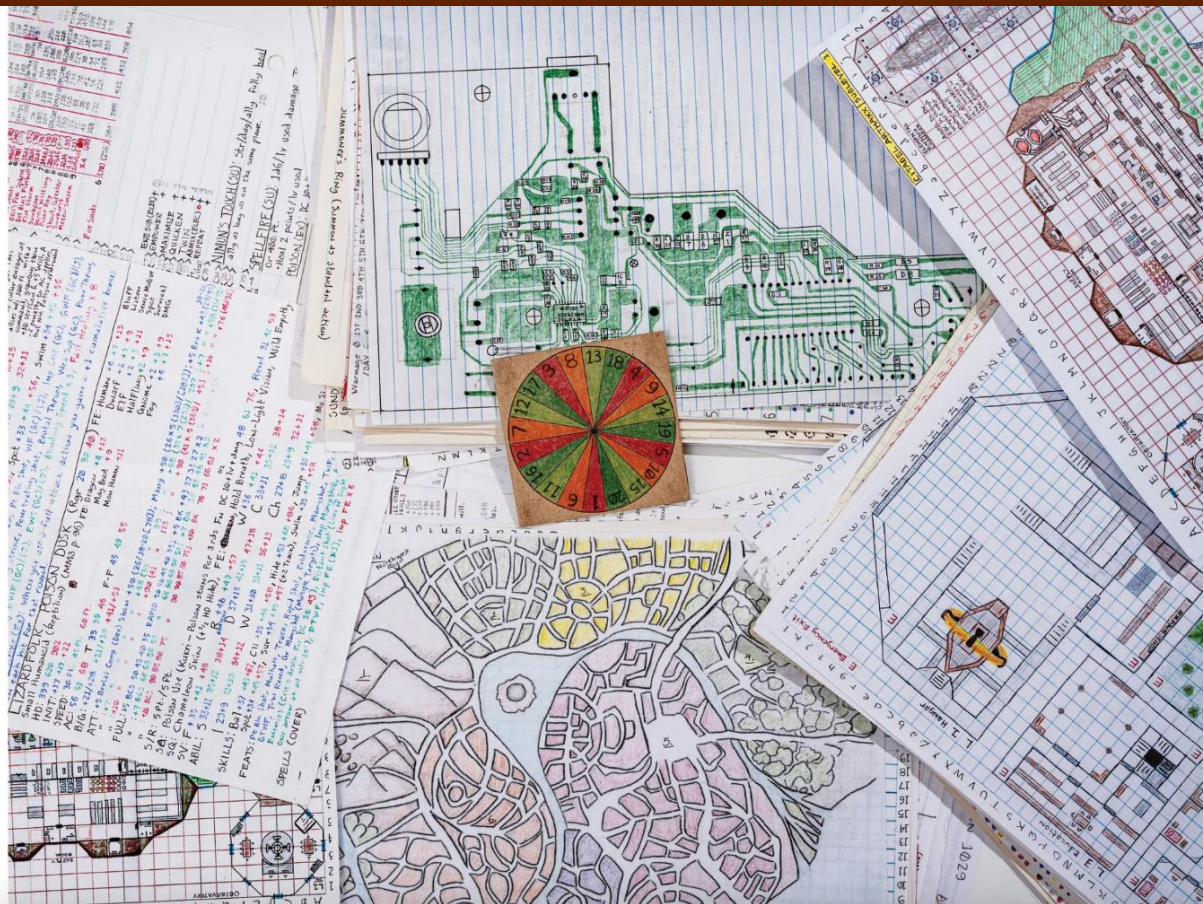
"The Dungeons & Dragons Players of Death Row," The New York Times Magazine, Keri Blakinger, Aug. 31, 2023

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"The Dungeons & Dragons Players of Death Row," The New York Times Magazine, Keri Blakinger, Aug. 31, 2023

Some of Billy Wardlow's Dungeons & Dragons maps, character sheets and campaign notes from his time on death row. His cardboard game spinner is at center.
Glenna Gordon for The New York Times

"The Dungeons & Dragons Players of Death Row," The New York Times Magazine, Keri Blakinger, Aug. 31, 2023

For these players, the games served as their life-skills course, anger-management class and drug counseling, too.

Glenna Gordon for The New York Times

"The Dungeons & Dragons Players of Death Row," The New York Times Magazine, Keri Blakinger, Aug. 31, 2023

Interested in developing Serious Games? Resources:

- Serious Games international conference: https://www.seriousplayconf.com/
- Games and Learning, providing information about project, jobs, and funding for game projects: http://www.gamesandlearning.org/
- Health games database: https://www.cdgr.ucsb.edu/database/game
- Science education games for K-12 database: https://www.sciencegamecenter.org/games
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