

I want to discuss the topic of useful video games, so I made the first keyword as "serious game". To broaden the research, I did the first research and started to scan articles and videos randomly (any sources that available online). It took me 20 minutes, and I found some relevant keywords:

- serious game **daily application**.
- the potential possibility of serious game change **daily life**-useful games
- game healing-serious game **for people with special needs**
- Preventing **Alzheimer's disease**
- **Death, bereavement** topics in games
- "How video games can benefit **older people**"--"feelings expression""family relationship""Social links""Cultural heritage""physical and mental health"

During the research I found that very few video games were designed for older people, although many games designed for small groups or special groups overlap with the elder. I was concentrating on the connection between video games and elder people. Seniors are often an overlooked group in the gaming field, but that doesn't mean they don't play games, they can even design and develop video games (like *never alone*). Serious game design is a intersection field that includes arts, music, psychology, ergonomics, architecture... So actually it can be another language to connect the whole world, people can start playing a game simply by being directed by their natural game genes (imagine games that can be played without instructions, such as shooting game).

sources	search terms	search results
UAL search library online	serious game	14 results (but not related to my topic)
Google books	resious game therapy	25,800 results
Google scholar	"serious game", "therapy", "education", cultural transmission(published after 2019)	473 results
Google scholar	"serious game" "video game" "therapy""engageme nt""culture""relationship" "ag ed" "represent" "emotions" (2022-2023)	20 results
ACM digital library	"serious game" AND elder (2020-2023)	19 results

I tried different ways. Ual library's results was not that related, so I tried google books and google scholar. Actually had no idea how to organize the keywords, I was simply adding

keywords. So firstly my search keywords is:

["serious game",design, "therapy","education",cultural transmission, small group, "Alzheimer"]

Some of these terms are so targeted that it took the search results to a smaller area, but that's often not the result I expected (such as "Alzheimer"). Some terms are too general, but I couldn't narrow it down because I wasn't sure what the thesis was about yet, so I just removed the keyword (such as "design", "education").