

# Assignment 4: Socio-technical systems

- Even though there are some commercial off the shelf games that may be categorized as serious games, most serious games are developed on commission for a client. Your task for the seminar is to prepare a hypothetical project to develop a serious game for Volvo Cars. In your presentation you should describe an idea of a serious game that offers some additional value (it is your job to decide which) to Volvo Cars. To set up the project you need to consider the following:
  - What is the main purpose for the client? Propose one and explain it in some detail.
  - What should the game be about? What should the player do? What should be the players' goals? How do these game features (e.g. goals and scores) contribute to achieving the client's goal?
  - In what way should the game convey your client's purpose?
  - How should the game be delivered? What platform(s)? Why?
  - What competencies do you need on your team?
  - What type of problems can you expect when developing the game?
- You should prepare a short report (max 1000 words) that covers the above topics and how you expect to address them in a hypothetical project.