

# SGSEEM: Evaluating Serious Game Frameworks from a Stakeholder Experience Perspective

## ABSTRACT

There is little research or experience with formal evaluation of serious game frameworks. To fill this gap, this paper describes an evaluation mechanism called the Serious Game Stakeholder Experience Evaluation Method (SGSEEM). SGSEEM is designed to provide detailed insights into the strengths and weaknesses of serious game frameworks through a stakeholder perspective based approach.

In this paper, we report on the use of SGSEEM to evaluate Makahiki, an open source serious game framework for sustainability. Makahiki facilitates the development of serious games for the purpose of education and behavioral change regarding energy and water consumption. Makahiki and SGSEEM together provide useful insights into the challenges and opportunities of serious game framework design and evaluation.

## Author Keywords

serious games; framework evaluation; sustainability

## ACM Classification Keywords

H.5.m. Information Interfaces and Presentation (e.g., HCI): MiscellaneousK.8.0. Personal Computing Games

## General Terms

Serious Game; Evaluation; Game Design; Case study.

## INTRODUCTION

Serious games (games with additional goals beyond just entertainment) have been the topic of academic research for decades [14]. Such games show great potential as successful interactive media that provide engaging interfaces in various serious contexts [9, 11]. The recent phenomenon of gamification [3] also calls for game-related research in areas beyond traditional entertainment purposes.

One of the fundamental questions in assessing a serious game is the extent to which the game achieves its “serious” purpose. This is quite different from traditional entertainment games, in which assessment focuses on usability or playability [13]. In the field of serious games, there is an increasing focus on the methodology of research and evaluation [8]. De Freitas and Oliver describe a four dimensional framework [2]

for evaluating an educational game, consisting of: the context, the pedagogy, the representation, and the learner (or player). Hartevelde proposes an alternative approach called “Triadic Game Evaluation” [4], consisting of three perspectives: Reality, Meaning, and Play.

The above approaches focus on evaluation of a single game, as opposed to a game *framework*. Game frameworks (also known as game engines) are “comprised of a collection of different tools, utilities, and interfaces that hide the low-level details of the various tasks that make up a game” [12]. One of the benefits of using a serious game framework is that, if correctly designed, it will provide useful and reusable “building blocks” for a serious game. These building blocks enable the serious game developer to focus more time and thought on content and results instead of on infrastructure. Yet how are we to know if a serious game framework has been “correctly designed”?

To help answer this question, this paper proposes a method for evaluating serious game frameworks, called the Serious Game Stakeholder Experience Evaluation Method (SGSEEM). In a nutshell, SGSEEM identifies the most important stakeholders of a serious game framework and provides a method for gaining insight into the extent with which the framework is effective and efficient with respect to each stakeholders’ perspective.

To best understand SGSEEM, we will start by briefly introducing Makahiki, our serious game framework for sustainability, and how its development motivated us to create the SGSEEM method. We then describe our preliminary results from the application of SGSEEM to Makahiki. We conclude with the insights this evaluation process provides for our own work on Makahiki as well as for serious game design in general.

## MOTIVATION: MAKAHIKI

Sustainability education and conservation have become an international imperative due to the rising cost of energy, increasing scarcity of natural resources, and irresponsible environmental practices. Over the past decade, energy and water challenges have become focal points for sustainability efforts at both university and industry campuses. For example, college residence hall energy competitions have been a widespread mechanism for engaging students in energy issues, with more than 160 taking place or being planned for the 2010–2011 academic year in North America [5].

Designers of such challenges typically have three choices for information technology support: (a) build their own custom in-house solution (as was done at Oberlin College in 2006 [10]); (b) out-source to a commercial provider (as was done at the University of British Columbia in 2011); or (c)

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use a minimal tech solution such as a web page and manual posting of data and results (as was done at Harvard in 2012).

None of these choices are ideal: the custom in-house solution requires sophisticated design and implementation skills; out-sourcing can be financially expensive and impedes evolution; and the minimal tech solution does not fully leverage the possibilities of advanced information technology.

To provide a better alternative to these three choices, we designed and implemented an open source serious game framework for sustainability called Makahiki [7]. Makahiki implements an extensible framework with a variety of common services for developing sustainability games including: authentication; game mechanics such as leaderboards, points, and badges; a variety of built-in games and content focused on sustainability; a responsive user interface; cloud-based deployment; and the ability to customize the game to the needs of individual organizations. Figure ?? illustrates a home page implemented using Makahiki.

To explore the ability of the Makahiki framework to support sustainability games in different environments, we ran three challenges at different organizations in Fall 2012: The University of Hawaii, Hawaii Pacific University, and the East-West Center. While these experiences provided anecdotal evidence for the usefulness of Makahiki as a framework, we realized that a more rigorous evaluation of the framework would yield better insight into its current quality and requirements for future enhancement.

Upon reviewing the literature, we found little prior work concerning formal evaluation for the particular needs of serious game frameworks. As a result, we designed SGSEEM, and began applying it to gain better insight into Makahiki as a result of its usage in three game challenges during 2012.

## SERIOUS GAME STAKEHOLDER EXPERIENCE EVALUATION METHOD (SGSEEM)

The goal of SGSEEM is to determine to what extent the serious game framework under evaluation, as an Information Technology (IT) infrastructure, can effectively and efficiently support the development and play of a serious game.

An *effective* serious game framework can produce a game with the desired outcome with respect to its “serious” goals for the players. For example, an effective serious game framework for energy education and conservation produces a game that increases players’ energy literacy and reduces their energy consumption during (and, hopefully, after) the game. Because the goals of serious games are always subject specific, the desired effect of a serious game for sustainability is different than the desired effect of a serious game for language learning, or for healthy eating. In this paper, we will refer to subject-specific goals relevant to sustainability, but users of SGSEEM in other domains will substitute goals for their area.

An *efficient* serious game framework can support the full life cycle of game development, execution, and wrap-up of the serious game, including design, management, administration, development, and improvement of the game.

## Methodology

SGSEEM employs a mixed method of case studies, with qualitative and quantitative data analysis. The qualitative analysis includes a set of interviews that will be administered to the users of the system to gain insights about their experiences of their interaction of the system. The quantitative analysis mainly involves using the analytics data recorded by the system, such as website logs, player interaction logs, feedback, resource usage, etc.

## Stakeholders

There are many more stakeholders in serious games than in traditional entertainment games. The following are the common stakeholders we identified for a serious game in the context of sustainability:

- *Players*: those who participate in the game play.
- *Game Designers*: those who design the content and game mechanics.
- *Game Managers*: those who manage the game during the period of game play.
- *System Admins*: those who install and maintain the technological game infrastructure.
- *Developers*: those who extend, enhance and debug the game framework.
- *Researchers*: those who are conducting research using the game framework.
- *Spectators*: those who do not participate in the game play but are interested in the game and the results of game play.
- *Community partners*: those who partner with the game organizers to help run the game (such as coordinating real-world events as part of the game).
- *Facilities*: those who are responsible for the resources (energy, water, etc) associated with the game.
- *Funding organizations*: the organizations who provide funding to the project.

The overall success of a serious game for sustainability depends on the individual success of all of these stakeholders. As SGSEEM focuses on the IT infrastructure, it does not take into account the perspectives of spectators, community partners, facilities, and funding organizations. These are important stakeholders but outside the scope of this evaluation method.

Our case study evaluation of Makahiki using SGSEEM evaluates (1) the extent of effectiveness to players, (2) the extent of efficiency to game designers, game managers, system admins, developers, and researchers.

Table 1 provides an overview of the evaluation framework. The following sections describe in detail the evaluation mechanism for each stakeholder in turn.

Stakeholders	Evaluation
Players	Effectiveness of the game to players in terms of literacy and behavior change in sustainability, player engagement
Game designers	Efficiency in designing a game
Game managers	Efficiency in managing a game
System admins	Efficiency in administrating the system
Developers	Efficiency in developing a game or enhancing the system
Researchers	Efficiency in performing research

Table 1. Serious Game Stakeholder Experience Evaluation Method

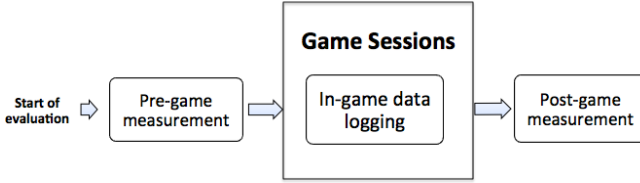


Figure 1. Player Effectiveness Evaluation Process

### 1. Player Effectiveness

To assess the player effectiveness of a serious game for sustainability, we must evaluate: (a) To what extent does the game increase player's literacy in sustainability? (b) To what extent does the game produce positive player behavior change in sustainability? (c) To what extent does the game engage players?

Figure 1 illustrates the process for player effectiveness evaluation, which involves a pre-game and post-game measurement for literacy and behavior change, as well as the in-game data logging to measure the level of player engagement.

(a) *Literacy assessment:* One important goal of the serious game for sustainability is the education effect on the players. A literacy assessment is an indicator of such effect if there is any.

SGSEEM uses an approach similar to that described in [1] to assess the player's sustainability literacy. A set of literacy survey questionnaires (pre-game) are presented to the players before the game. After the game ends, the same survey (post-game) is then presented to the players who responded the pre-game survey. These two set of survey response data are compared to understand if there are any changes.

The extent of players' sustainability literacy change will indicate the degree of educational effectiveness of the serious game for sustainability.

(b) *Behavior change assessment:* Positive behavior change is another main goal of a serious game for sustainability. A serious game for sustainability may include some degree of resource consumption measurement. SGSEEM uses resource consumption data before and after the game as part of the assessment of the players' sustainability behavior change. The resource consumption baseline prior to the game will be established based on historical consumption data. During and

after the game, we can compare the resource consumption with the baseline for a particular day to understand to what extent the resource consumption has changed.

The problems with using a baseline to assess the energy reduction in the case of dormitory energy challenges is discussed in detail by Johnson et al. [6]. As a method for evaluating the effectiveness of serious game for sustainability in a broader context beyond the dormitory challenge, we continue to use the baseline method as one way to assess changes in resource consumption.

In addition to resource consumption, SGSEEM involves conducting a behavior survey to the players, to measure any self-reported behavior change. A pre-game survey is presented to the players to ask about their current sustainability behavior, then after the game, a post-game survey is presented to ask about the players' behavior again. These two sets of survey response data are compared to understand if there is any changes.

The combination of resource consumption changes and self-reported behavior changes, are used to understand the degree of behavior effectiveness of the serious game for sustainability.

(c) *Engagement assessment:* Player engagement is an important measure for understanding the effectiveness of a serious game. By investigating the degree of engagement, we can determine whether the players are actively participating in the game thus any changes in the player's literacy and behavior are potentially related to the participation in the game. On the other hand, if there is little or no participation, we could safely deduce that if there are any changes in sustainability literacy and behavior, they are mostly caused by something else, not the serious game in question.

A serious game should include detailed log data for the players' interaction with the game. The following are the player engagement metrics SGSEEM measures:

- active participation rate
- number of players per day
- average session time
- submissions per day
- level of social engagement
- website errors

### 2. Game Designer Efficiency

*How efficient is it to design a game using the serious game framework?*

SGSEEM measures game designer efficiency through how much time it takes to design the game, and how many errors the designers encountered during the design process. The serious game framework normally provides certain tools or interfaces for the designers to design the game. This may involve configuring global settings for the game, such as how long will the game run, who are the players, and how to design individual game elements.

SGSEEM proposes to first identify the list of design tasks, then look at two set of data to assess the game designer's efficiency. One set of data is the admin log data for the interaction between the game designer and the serious game framework. From these log data, we can derive the time it took a designer to complete a certain design task using the game framework, and any system error he or she encountered. Another set of data is obtained by interviewing the designers to answer the following questions:

- How much time did you spend to complete each design task?
- What problems did you encounter?
- Did you find it difficult to configure? What was difficult?
- Did you find it difficult to design a specific game? Which one, and what was difficult?
- What did you like the least when using the system?

### 3. Game Manager Efficiency

*How efficient is it to manage the game using the serious game framework?*

To investigate how efficient it is to manage a game, we look at how much time it takes to manage the game, and how many errors the game managers encountered during the process. Serious game frameworks normally provide certain interfaces for the managers to manage the game. This may involve managing player submissions, monitoring the game state, entering manual resource data, notifying winners of the game, etc.

SGSEEM proposes to first identify the list of management tasks, then analyze two sets of data to assess the game manager's efficiency. The first set of data is the admin log data for the interaction between the game manager and the serious game framework. From these log data, we can derive the time it took a manager to complete a certain managing task using the interface, and any system error he or she encountered. The second set of data will be obtained by interviewing the managers to answer the following questions:

- How much time did you spend to complete each managing task?
- What problems did you encounter?
- Did you find it difficult to manage? What was difficult?
- What did you like the least when using the system?

It is possible that the same people share the role of game manager and game designer, for example, the game designer also manages the game. In this case, the evaluation looks at the same person's data, both admin log and interview, with different assessing questions.

### 4. System Admin Efficiency

*How efficient is it to install and maintain the system?*

To investigate how efficient it is to install and maintain the game, we look at how much time it takes to install and maintain the game, and how many errors encountered during the

process. To investigate these two areas we will interview the system admin to answer the following questions:

- How much time did you spend to install the system?
- How much time did you spend to maintain the system?
- What problems did you encounter?
- Did you find it difficult to admin the system? What was difficult?
- What did you like the least about administering the system?

### 5. Developer Efficiency

*How efficient is it to understand, extend, and debug the system?*

To investigate how efficient it is to understand, extend, and debug the system, we look at how much time it takes to develop an enhancement to the game framework, and how many errors are encountered during the process. We interview the developer(s) to answer the following questions:

- How much time did you spend to set up the development environment?
- How much time did you spend developing and debugging an enhancement to the game framework?
- What problem(s) did you encounter?
- Did you find it difficult to understand, extend and debug the system? What was difficult?
- What did you like the least when developing the game enhancement?

### 6. Researcher Efficiency

*How efficient is it to conduct research with the system?*

To investigate how efficient it is to do research with the system, we look at how much time it takes to use the system for specific research queries, and how many errors are encountered during the process. We interview the researcher(s) to answer the following questions:

- How much time did you spend to collect the research data for a specific topic?
- What problems did you encounter when collecting the data?
- Did you find the data you collected helpful to your research? If not, what can be improved?
- Did you find it difficult to collect data from the system? What was difficult?
- What did you like the least about using the system?

## CASE STUDY OF MAKAHIKI

Now that we have described SGSEEM, this section will discuss a case study of how we applied SGSEEM to evaluate the Makahiki serious game framework for sustainability. First we will first describe the Makahiki framework.



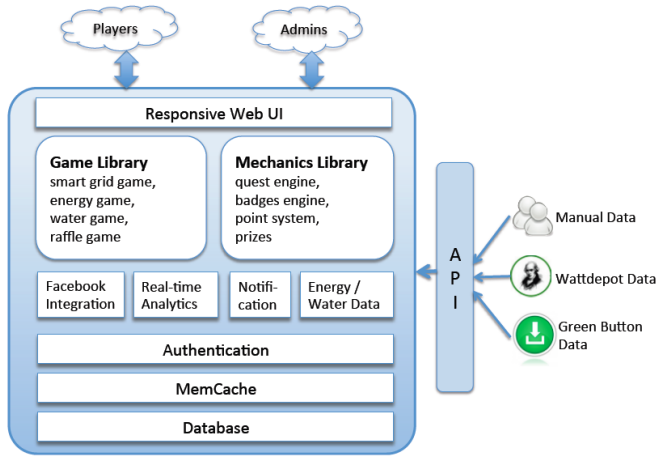


Figure 2. Architecture of Makahiki

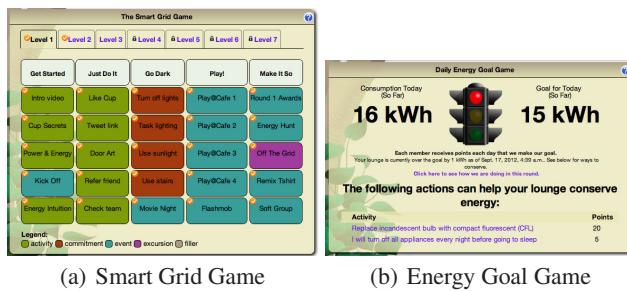


Figure 3. Makahiki Game Library

### Makahiki in Brief

We have developed an innovative serious game framework for sustainability called Makahiki. It is an IT infrastructure for the development of sustainability challenges. Makahiki explores one section of the design space where virtual world game mechanics are employed to affect real world sustainability behaviors.

Makahiki consists of a configurable game framework that can be customized to the needs of different organizations. It includes a library of pre-built game “widgets” that implement a variety of game mechanics. Using the widgets, an organization can create a custom energy challenge in which players can compete individually or in teams to earn the most points by reducing their energy consumption as well as by learning about energy concepts in general. Figure 2 illustrates the architecture of Makahiki. Figure 3 shows a few examples of the games implemented in the Makahiki game library. More detailed description of Makahiki can be found here [7].

### Experiences with Makahiki

We have used Makahiki in the real world to create four different Kukui Cup Energy Challenges. Kukui Cup Energy challenges were held at the University of Hawaii (UH) in 2011 and 2012 for over 1,000 first year students living in the residence halls. Hawaii Pacific University (HPU) held a Kukui Cup Energy challenge in Fall 2012 for about 200 students. An international organization called the East-West Center (EWC) held a Kukui Cup Energy and Water challenge for the inter-

national residents living in the residence halls without smart meters, so the resource consumption data had to be entered by the game managers manually.

The successful creation of serious game challenges by three different organizations provides evidence that the Makahiki serious game framework can be tailored to the needs of different organizations. First, UH uses smart meters by Electro-Industries Inc., while HPU uses smart meters by EGauge Inc., and EWC collected their energy data manually. Second, while UH and HPU challenges involved only energy consumption data, the EWC challenge involved both energy and water consumption data (which was also collected manually). Third, the IT infrastructure at UH and HPU provided authentication services using CAS (Central Authentication Service) and LDAP, while EWC used the built-in Django authentication. Fourth, the user interface was customized to “brand” each challenge with the logo, thematic elements, and the education contents of the sponsoring organizations.

Besides the real world usage of Makahiki in the series of Kukui Cup challenges, we also performed in-lab evaluation experiments. Makahiki was used in a serious game development course at the University of Hawaii Information and Computer Sciences department. The students were senior undergraduates or graduate students. During the course, the students installed Makahiki, configured and designed a serious game instance with Makahiki, and finally developed an enhancement to the Makahiki framework. We asked the students taking the course to voluntarily participate in the evaluation experiments of Makahiki, using SGSEEM.

### Evaluation of Makahiki

This section describes the details of Makahiki evaluation using SGSEEM.

#### Player Effectiveness

We evaluated player effectiveness using the 2012 Kukui Cup Challenge at the University of Hawaii at Manoa. There were over 1000 eligible players for this challenge, who were mostly first year college students living in a cluster of four similar structured resident halls. Makahiki recorded detailed logging data from every interaction between the players and the website.

*To what extent does the game increase player’s literacy in sustainability?*

We conducted the two surveys, one before the challenge (pre-game) and one after the challenge (post-game). The players’ sustainability literacy and behavior change was:

*To what extent does the game produce positive player behavior change in sustainability?*

The energy consumption data before, during and after the challenge were examined to understand any usage pattern or reduction during and after the challenge. The results were:

*To what extent does the game engage players?*

We calculated the engagement metrics and the results were:

#### Game Manager Efficiency Evaluation

Game manager efficiency evaluation was performed by interviewing the game managers of the Hawaii Pacific University and East-West Center at Hawaii challenges. The interviews took place after the challenge. We asked them about their experiences in using the Makahiki admin interface for the managing process during the challenge. The admin interface log data was also analyzed to assess if there were any errors encountered during challenge management.

#### *System Admin Efficiency Evaluation*

System admin efficiency evaluation was performed using student assignments. Students were tasked with installing the Makahiki system into their local computers as well as the cloud environment. In order to understand how much time it takes to install the Makahiki and what problems might be encountered, We designed a Google Form which details the steps of installing Makahiki both locally and in the cloud, and for each step, we asked the students to record the time they spent and the problems they encountered.

Figure 4 illustrates a partial Google Form used for Makahiki system admin evaluation.

**Makahiki Local Installation Log**

Please follow the steps outlined in this form to install Makahiki locally (including Virtualbox Linux Guest) and log the time you spent for each step.

Please choose the closest value from the list that best matches the time you spent during the installation.

Thank you!

**\* Required**

**2.1.1.1.2. Install Python \***

Complete the "Install Python" section in Makahiki Local Installation Manual (<http://makahiki.readthedocs.org/en/latest/installation-makahiki-unix.html#install-python>), record the time you spent for this section only:

Record any problem(s) you encountered when installing Python:

**2.1.1.1.3. Install C Compiler \***

Complete the "Install C Compiler" section in Makahiki Local Installation Manual (<http://makahiki.readthedocs.org/en/latest/installation-makahiki-unix.html#install-c-compiler>), record the time you spent for this section only:

Record any problem(s) you encountered when installing C compiler:

**Figure 4. Makahiki Evaluation Form**

We also asked the students to provide feedback about their installation experiences in the form of blog posts.

#### *Game Designer Efficiency Evaluation*

Another class assignment for students was to design a Kukui-Cup-like serious game using Makahiki. We asked the students to follow specific design steps and record the time required and any problems encountered during their design process.

Students were also asked to provide feedback about their design experiences in the form of blog posts.

Game designer efficiency evaluation was also performed by interviewing the game designers of the Hawaii Pacific University and East-West Center challenges. The interviews took place before the challenge started to capture their experiences in using the Makahiki admin interface for the design process, which normally happens before the challenge. We analyzed both the qualitative data collected from the interviews and email exchanges with the game managers, and the quantitative collected from the admin interface log data.

#### *Developer Efficiency Evaluation*

In another assignment in the serious games class, the students were tasked with developing an enhancement to Makahiki. This involved setting up a development environment, following the tutorial to create a "Hello world" widget using Makahiki, and finally, developing an enhancement which extended the functionality of Makahiki.

The students were asked to submit their development source code to the public source code repository (GitHub) and write a blog post to discuss their efforts to complete the development activity.

We reviewed their source code to compare their code to a reference implementation, analyzed the blog posts from the students, as well as any email correspondence from students discussing problems they encountered.

#### *Researcher Experience Evaluation*

We interviewed the researchers using the University of Hawaii instance.

### **FUTURE WORK**

The development of SGSEEM creates another research question: what are the strengths and weaknesses of this evaluation method itself? To answer that question, we are planing to apply the evaluation framework to another serious game framework. With the insights gained from another case study, SGSEEM can be further improved.

One area of effectiveness evaluation that is currently not addressed in SGSEEM: the longitudinal evaluation of player effectiveness. It would be very useful to determine whether the serious game experience actually had lasting impacts on players. In the context of Makahiki-based serious games for sustainability, this would include things such as whether the student players were able to continue any positive sustainability behaviors after leaving their residence halls.

### **CONCLUSION**

We have developed a serious game framework evaluation method called Serious Game Stakeholder Experience Evaluation Method (SGSEEM). SGSEEM evaluates serious game frameworks from the perspective of different stakeholders' experiences: player effectiveness, game designer efficiency, game manager efficiency, system administrator efficiency, developer efficiency, and researcher efficiency. These experiences are evaluated qualitatively and quantitatively to evaluate the serious game framework.

We also applied the SGSEEM evaluation mechanism to Makahiki. The results show that ...

## ACKNOWLEDGMENTS

Omitted from review version.

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