

# Serious games catalog

## Re-Mission 2



**Release date:** 04.29.2013

**Genre:** Games for Health

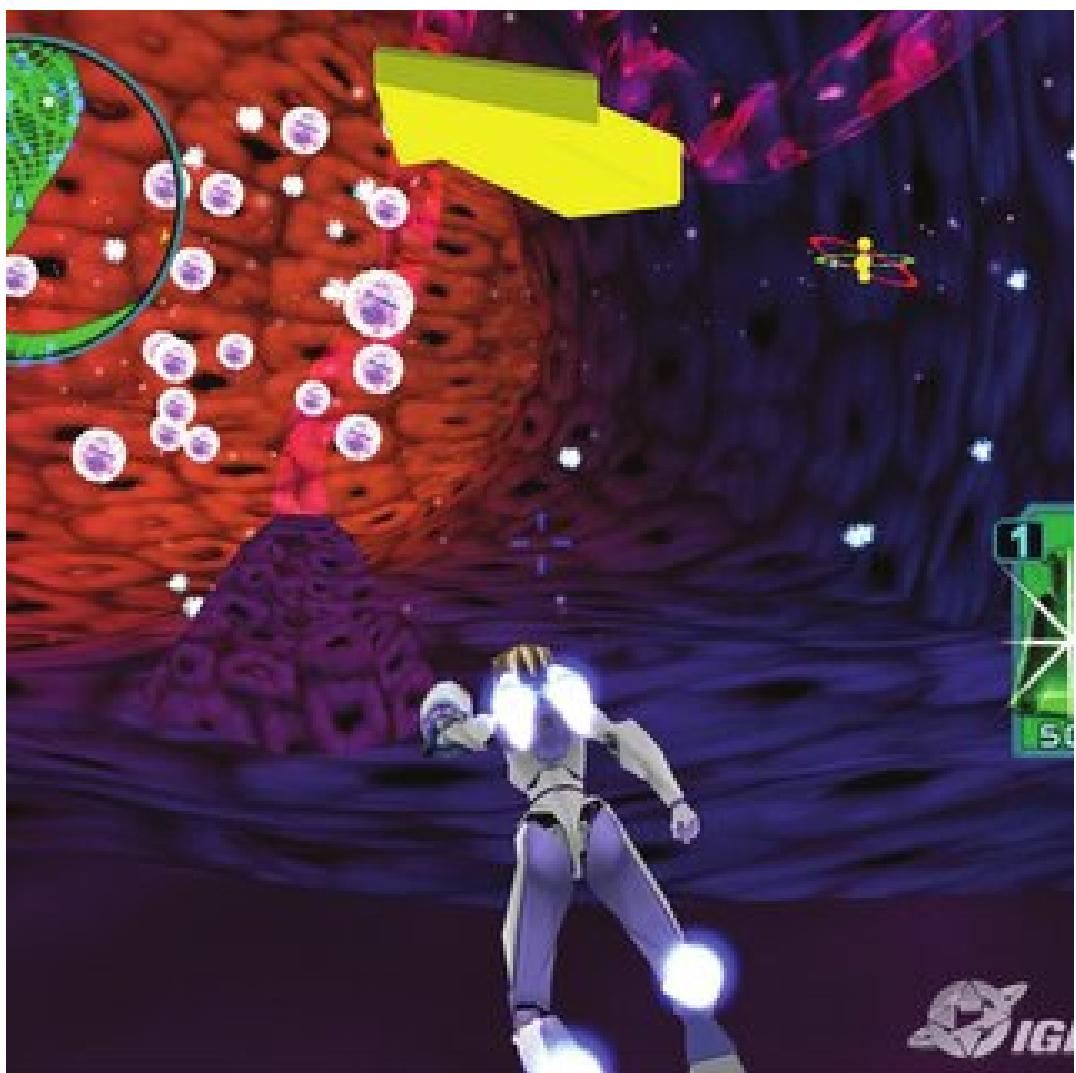
**Alluvial Area:** Healthcare

**Creator:** Hopelab

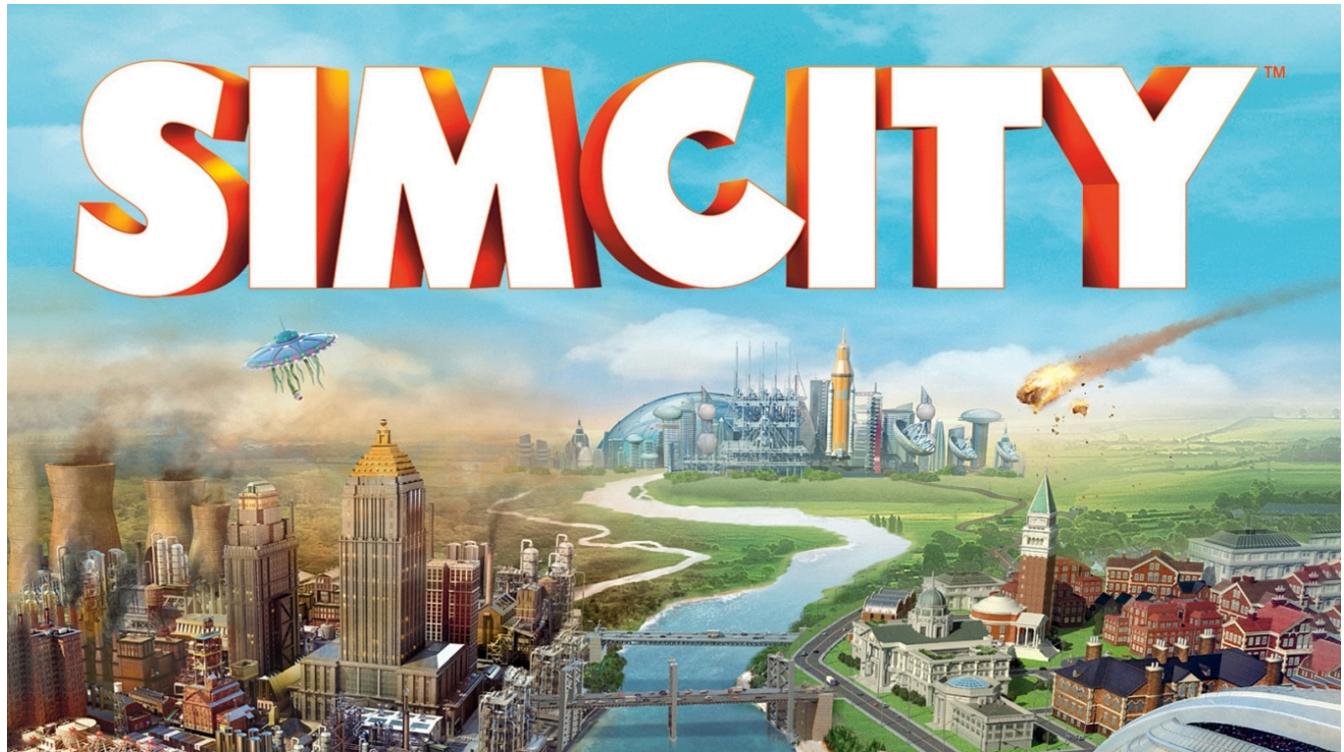
**Description:**

Designed for young cancer patients, this game aims to teach them about cancer and its treatment in an engaging way. Players control a nanobot named Roxxi to fight cancer cells.

## Screenshots:



# SimCityEDU: Pollution Challenge!



**Release date:** 07.11.2013

**Genre:** Games for education

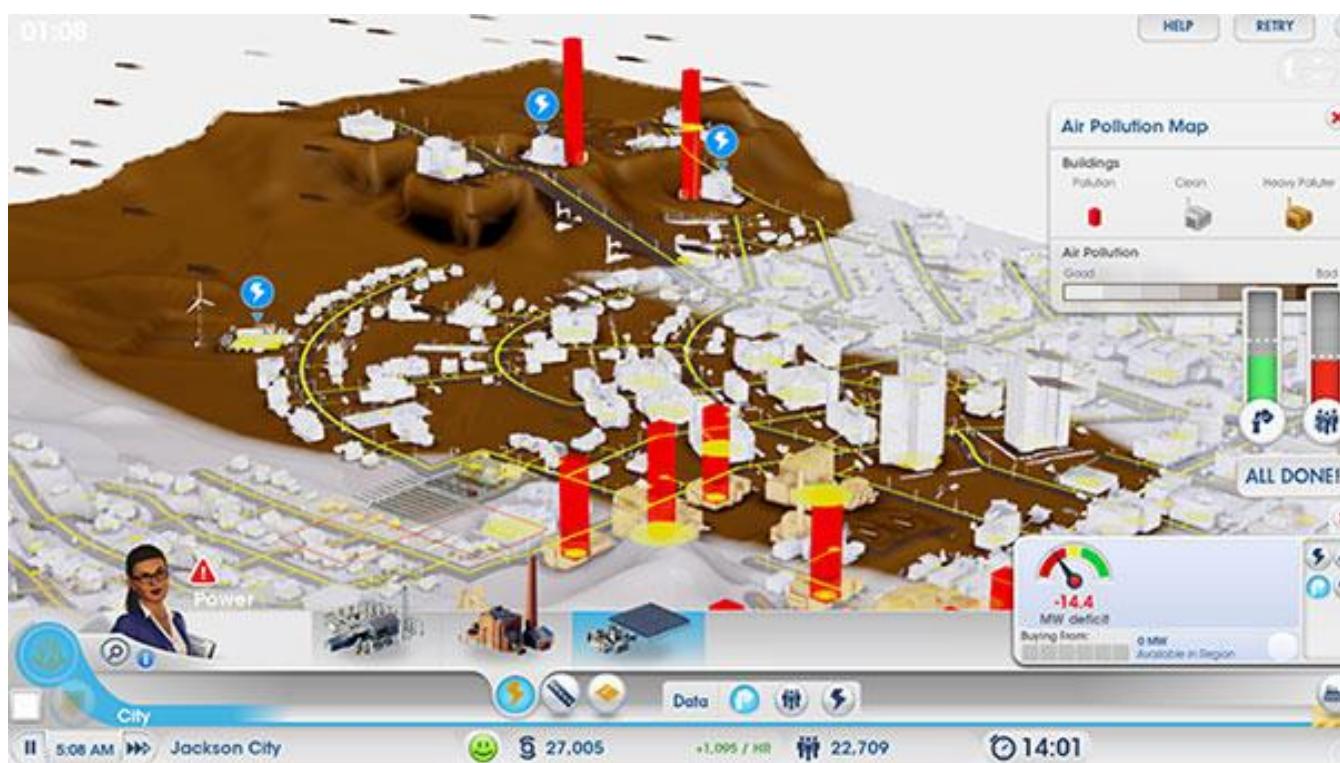
**Alluvial Area:** Education

**Creator:** Glasslab

**Description:**

This educational game challenges players to address pollution issues in a virtual city, teaching environmental concepts and problem-solving skills.

## Screenshots:



# Foldit



**Release date:** 08.05.2008

**Genre:** Games for science and research

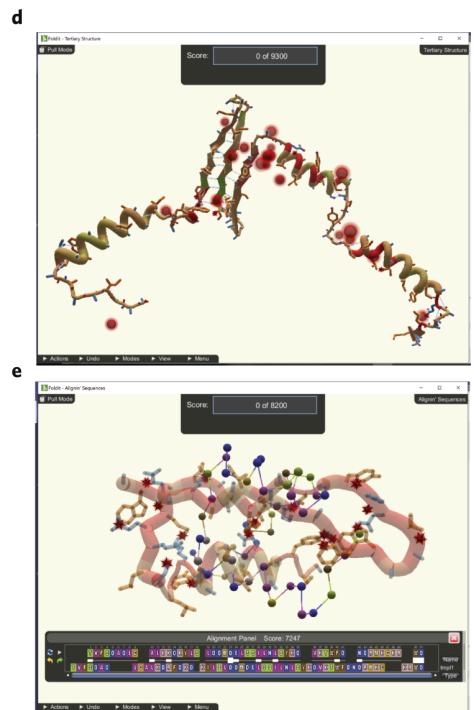
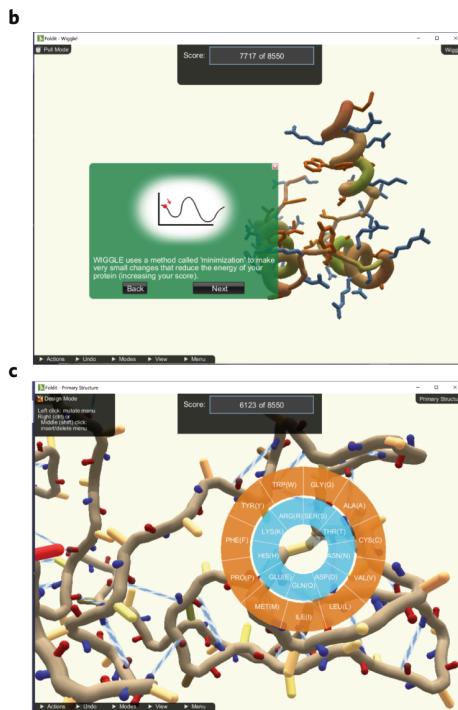
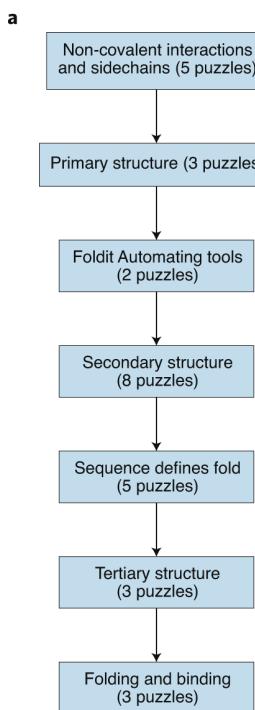
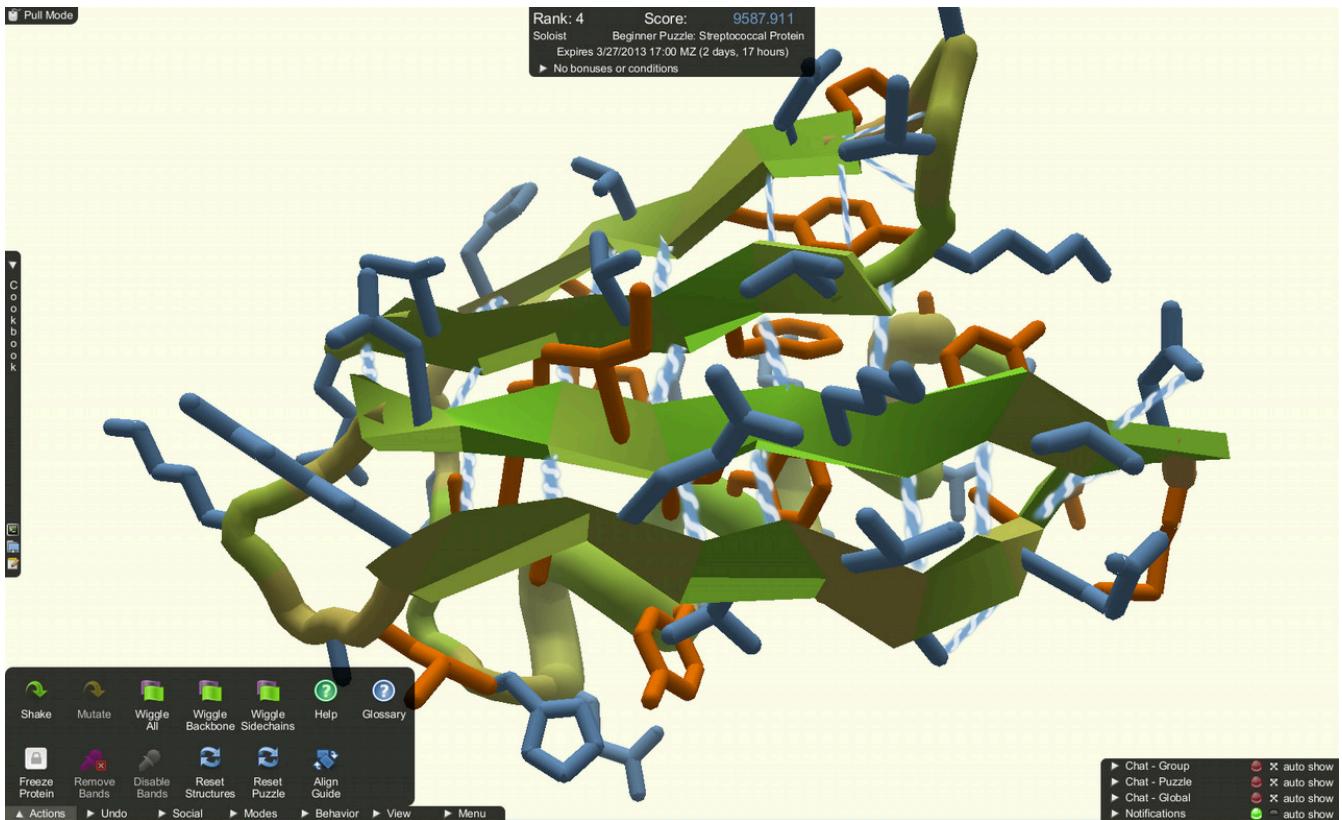
**Alluvial Area:** Government and NGO

**Creator:** University of Washington Computer Science and Engineering

**Description:**

Foldit is an online puzzle video game about protein folding. Players can contribute to scientific research by solving complex puzzles related to protein structure and function.

# Screenshots:



# Factorio



**Release date:** 25.02.2016

**Genre:** Games for production

**Alluvial Area:** Industry

**Creator:** Wube Software

## Description:

Factorio is a real-time strategy game focused on resource management and automation. Players work to build and manage factories, optimizing production processes and dealing with challenges in a complex environment.

## Screenshots:



# Minecraft



**Release date:** 11.11.2011

**Genre:** Games for education

**Alluvial Area:** Education

**Creator:** Mojang studios

**Description:**

"Minecraft" is a sandbox game that allows players to build and explore virtual worlds made up of blocks. It offers creative and survival modes, encouraging creativity and collaboration.

## Screenshots:



# Microsoft Flight Simulator



**Release date:** 18.08.2020

**Genre:** Games for Training

**Alluvial Area:** Defense

**Creator:** Microsoft

## Description:

"Microsoft Flight Simulator" is a flight simulation game that offers a realistic and detailed representation of various aircraft and landscapes. It provides an immersive experience for aviation enthusiasts.

## Screenshots:



# DragonBox Elements



**Release date:** 14.05.2014

**Genre:** Games for education

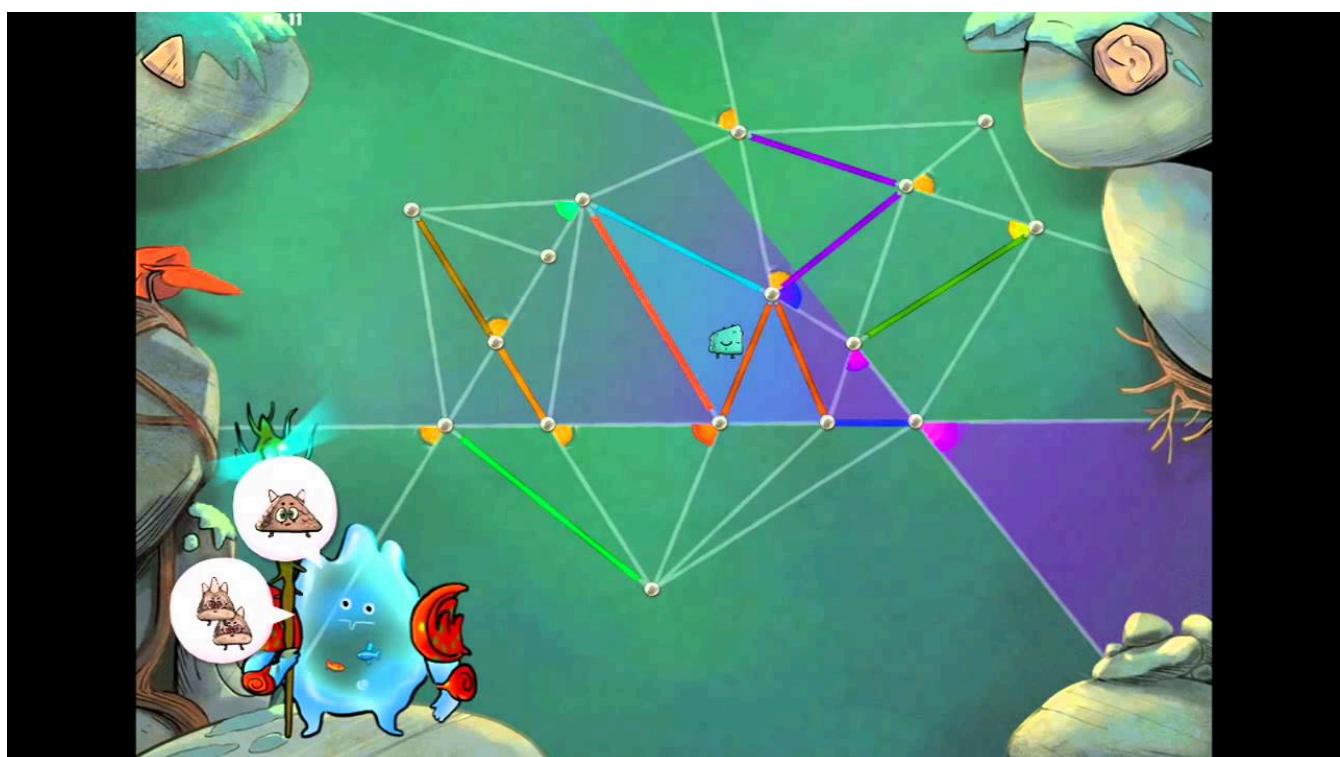
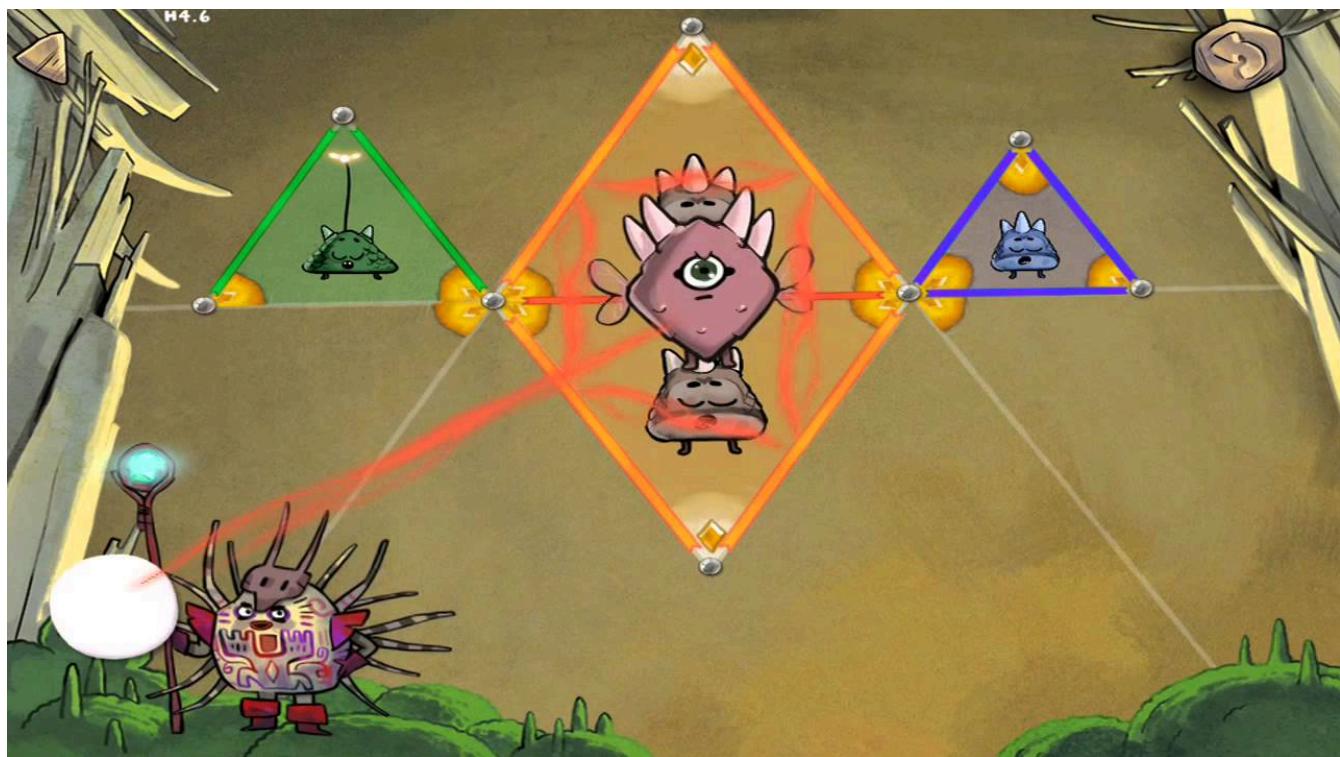
**Alluvial Area:** Education

**Creator:** Kahoot and DragonBox

**Description:**

"DragonBox Elements" is an educational game that teaches geometry concepts in a fun and interactive way. It is designed to make learning math enjoyable for students.

## Screenshots:



# Genres

- **Games for Health**

Serious games for health (or “health games”) are games with a focus on health care, physical and mental fitness. In most cases, they are not commercial products but offered free by health care institutions like insurances, medical institutes, or foundations.

- **Advergames**

Games created for advertising or marketing purposes. An advertgame is a game that includes advert references designed to promote a given brand. This kind of medium, based on entertainment, makes it possible to capture prospects by means other than traditional media.

- **Games for Training**

Games for Training are a category of serious games explicitly developed to facilitate learning, skill development, and training in diverse domains. These games go beyond traditional educational methods by incorporating interactive and immersive elements, making the learning experience more engaging and effective.

- **Games for education**

Serious Games for Education form a genre of interactive digital experiences designed specifically for educational purposes. Unlike traditional educational methods, these games leverage technology and game mechanics to engage learners in a dynamic and immersive learning environment. The primary goal is to make learning enjoyable, fostering a deeper understanding of academic subjects and practical skills.

- **Games for science and research**

Serious Games for Science and Research represent a genre of digital games designed to support scientific exploration, research, and educational initiatives within various scientific disciplines. These games are developed to engage players in scientific concepts, experiments, and research processes, fostering a deeper understanding of complex subjects.

- **Games for production**

Serious Games for Production are digital simulations or interactive experiences designed to enhance productivity, efficiency, and safety within industrial and production environments. These games are tailored for workers, operators, and managers involved in manufacturing, assembly, logistics, and other production-related activities. The primary objectives include skill development, process optimization, and fostering a culture of continuous improvement.

- **Games as work**

Serious Games for Work are interactive digital experiences created to address specific professional development needs within a workplace. These games aim to enhance skills, improve job performance, and foster a positive work environment. Tailored to various industries and job roles, they provide an engaging and effective means of training and skill development.

# Alluvial areas

- **Government and NGO**

Games used in Public sector and non-governmental organizations.

- **Defense**

Games used for defense and military training.

- **Healthcare**

Games used in the healthcare sector for training or therapeutic purposes.

- **Marketing and Communication**

Games focused on promoting and advancing marketing and communication strategies. This includes simulations for advertising, public relations, and strategic communication campaigns.

- **Education**

Games designed for educational purposes, spanning a wide range of subjects and skills. These games aim to enhance learning experiences, engage students, and provide effective educational tools for various levels of education.

- **Corporate**

Games tailored for corporate training, team building, and professional development. These games aim to improve workplace skills, enhance collaboration, and address specific needs within the corporate environment.

- **Industry**

Games developed for industrial and manufacturing sectors. These games may focus on training for specific industry processes, safety protocols, and operational procedures to enhance efficiency and reduce risks in industrial settings.

# Creators

- **Hopelab**



Hopelab is a social innovation lab focused on designing science-based technologies to improve the health and well-being of teens and young adults. They are a 501 private operating foundation based in San Francisco, California.

- **Glasslab**



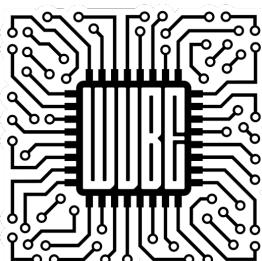
GlassLab reflects a major shift in the way students learn and acquire knowledge. Students today are expected to learn new skills, such as creative problem solving, collaboration and systems thinking, and master new technologies. GlassLab will address these new challenges by exploring how digital games can be effective environments for learning and make learning more relevant by connecting it with students' interests.

- **University of Washington Computer Science and Engineering**



The University of Washington's Computer Science and Engineering department is dedicated to advancing computer science and engineering through research and education.

- **Wube Software**



Wube Software is the developer of Factorio, a game development company passionate about creating engaging and challenging experiences for players.

- **Mojang studios**



Mojang is a Swedish video game developer and publisher. It is best known for developing the popular game "Minecraft."

- **Microsoft**



Microsoft Corporation is an American multinational technology company known for developing, licensing, and selling computer software, consumer electronics, and other services.

- **Kahoot and DragonBox**



Kahoot in collaboration with DragonBox is a game development studio that focuses on creating educational games to make learning fun and engaging for students of all ages.