

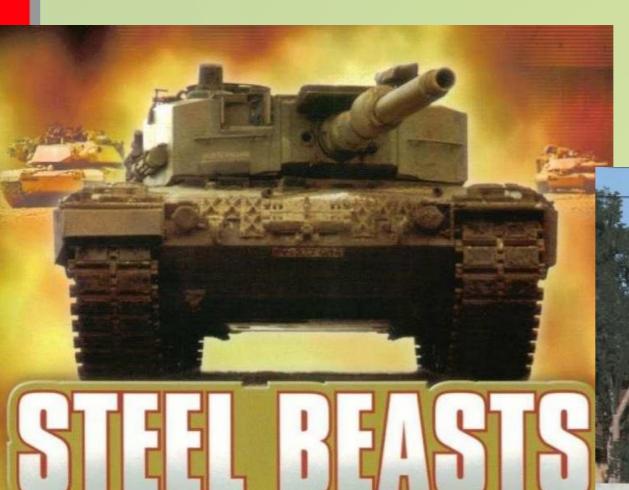


# Serious Games for Military Cultural Training(MCT)

-Challenges and suggestions



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## Game Design

Lack of evidence based game design

## Realism & Limited Technology



## Cost

High cost makes development difficult for smaller teams.

## Lack of research

Few available controlled studies. Often self reported data.

## Military Needs

Current research does not specifically target the military as players of cultural games.



## FUTURE WORK

### Proposed Research Questions:

*How do MCT Games compare to traditional cultural training effectiveness?*

Future development and research papers on MCT Games should include data on effectiveness and learning outcome. Additionally, untested game design choices should be investigated for effectiveness.

*Is there a significant difference between the civilian and military player?*

If there is a significant difference between the regular and military player, it can be crucial for improvement of future game design. Hypotheses exist on how there is a possibility for having more kinaesthetic/tactile learners in the military. If this is the case, how could this affect game design choices?

### Shared Framework

The issue of limited technology can possibly be helped by developing a framework for cultural training games. A shared open-source framework for advanced animation, sound and scenario creation could possibly alleviate cost and workload for smaller teams.

## Key references:

- Prasolova-Forland et al. (2013) Preparing for International Operations in a Cyberworld: a Norwegian Army Example.  
Zielke, M.A., M.J. Evans, F. Dufour, et al. (2009). Serious Games for Immersive Cultural Training: Creating a Living World. IEEE Computer Graphics and Applications 29(2): 49–60.

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Current: Research project on health games for ADHD

