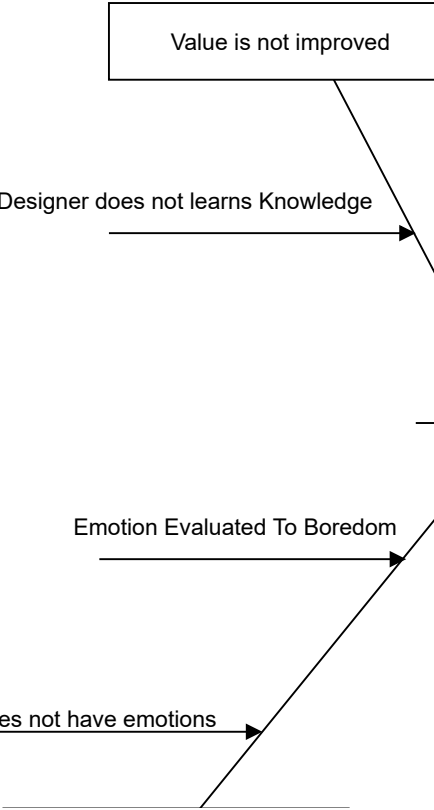


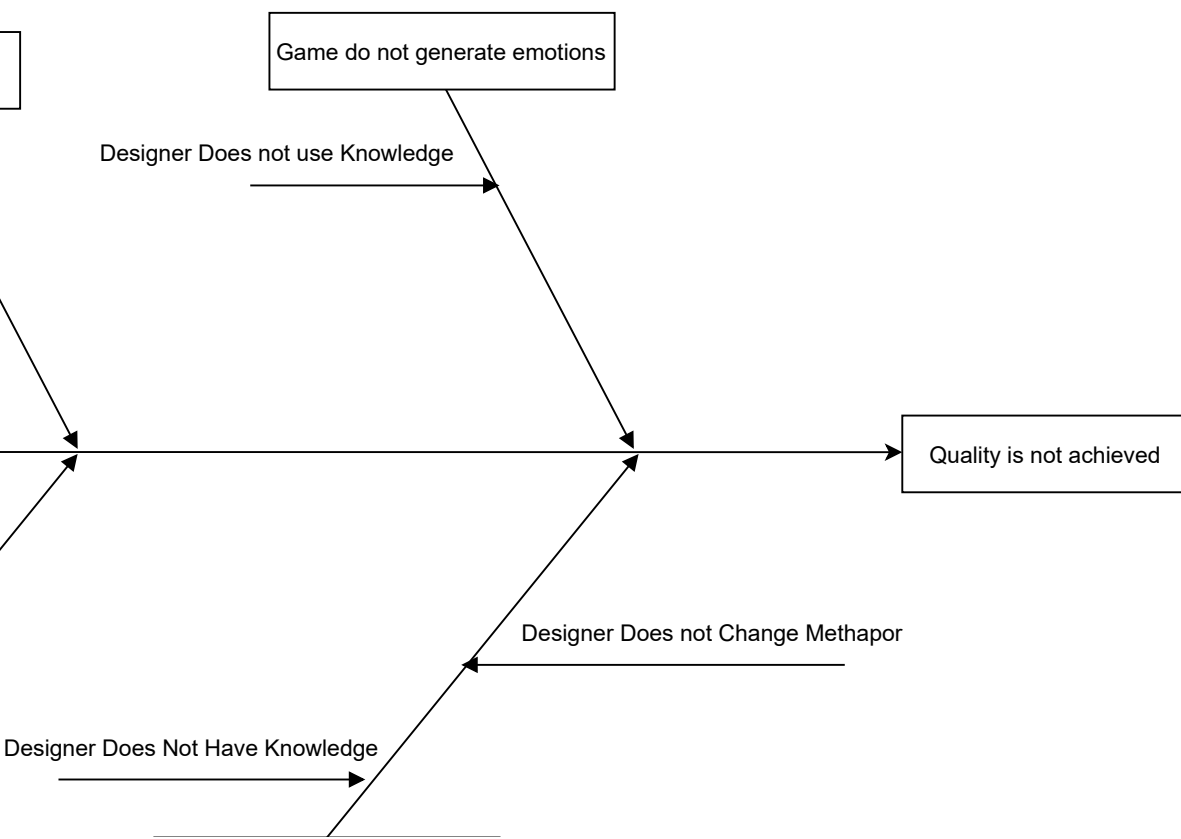
Value is not improved

Designer does not learns Knowledge

Emotion Evaluated To Boredom

Player does not have emotions





Computer science games are scarcely reported with information related to developing process. Information on the instructional context, game design elements, mechanics, narratives, and descriptions about the way games should be developed (Battistella & Wangenheim, 2016). Some authors create SE games by using game elements from existing games. However, they ignore the use of metaphor-based game design into their developments.

## Problemas

- Ustedes están participando en la validación de mi tesis doctoral, esta nació de una necesidad que surgió de los juegos académicos o de software que son generalmente **malitos**
- Yo siempre estar positivo o negativo me **aburro**, por ejemplo si estoy jugando parques y



Game Does Not Have Elements

nunca avanza uno se siente **mal** y empieza uno a **frustrarse**

- La idea es que los juegos dejen de ser **aburridos**...
- No siempre logramos que el juego fuera bueno
- Computer science games are **scarcely** reported with information related to developing process (pg 10)
- Some authors create SE games by using game elements from existing games. However, they **ignore** the use of metaphor-based game design into their developments (pg 10)
- . Petri et al. (2017) show (see Figure 3) **low** values for user experience related to fun. (pg 10)