

Your submission will be judged against the following criteria: 1. Relevance to conference 2. Originality of contribution 3. Contributes to research or practice 4. Clear and coherent 5. Suitably playful session design

## Playtest Serious Games for Cybersecurity

(90 minute session)

### Describe your session 50 words

Playtest a co-designed game about an aspect of cybersecurity! The SECRIOUS project makes cybersecurity more tangible through gaming. A range of games have been co-designed throughout the project and you can help us playtest them, reflect on our results, and get free tools for running your own game jams.

### What will participants be doing during this session? 300 words

SECRIOUS involved the design of a new method (Abbott et al, 2023) to allow the rigorous integration of interdisciplinary expertise from cybersecurity and serious game design within a game jam format. This session dovetails with a foyer session where you can learn more about the Serious Slow Game Jam (SSGJ) method used on this project and how you could apply it in your own research. This method was used in three events, resulting in 10 co-designed serious games on aspects of cybersecurity, 3 – 4 of which will be available to play.

Participants will choose from the games produced during the SECRIOUS project and playtest them. We will run 2-3 simultaneous games so there will be options to choose from. We are hoping to offer both tabletop and digital games to playtest. Participants will play one game, start to finish, and evaluate its outcomes (in terms of your opinions on changes in knowledge, attitudes, secure coding behaviours, etc.) This will allow us to assess if the games met our serious goals. Participants will also be invited to discuss the game's design and playability and offer any suggestions for gameplay improvements to increase the efficiency or efficacy of the games. We look forward to getting your feedback on the game mechanics and how they map to pedagogical goals.

The session will end with a brief reflection on how we used the method to design these games and playtesters will be given a "Serious Slow Game Jam starter kit" to facilitate their own game design and co-design processes. This comprises 3 card decks (Game Mechanics, Learning Mechanics, Cybersecurity), a SSGJ design tool, and a large range of digital assets to download and use.

### When attendees leave this session they will have...

Playtesters will get a better understanding of an aspect of cybersecurity and be given a "Serious Slow Game Jam starter kit" to facilitate their own game co-design processes:

3 card decks (Game Mechanics, Learning Mechanics, Cybersecurity):

SSGJ design tool:

All the assets used in the SSGJ as digital activity boards.

Are there any references, web links or other resources where people can carry on their interest after the session?

Abbott, D. et al (2023) Serious 'Slow' Game Jam – A Game Jam Model for Serious Game Design (forthcoming)

Stals, S. et al (2023) Evaluating Slow Game Jams as a Mechanism for Co-Designing Serious Games to Enhance Understanding of Cybersecurity (forthcoming)

Project website: <https://ittgroup.org/projects/secrious/>

Our online "provocative" games: <https://secrious-research-project.itch.io/>

## A new method for effective interdisciplinary game design: the Serious Slow Game Jam

(foyer / drop-in session)

### Describe your session 50 words

A whistlestop tour of the Serious Slow Game Jam model. The SSGJ is an inclusive, collaborative, creative framework which allows rigorous interdisciplinary serious game design suitable for the wider research community. Come play with our resources, and find out how you could use the SSGJ in your own work...

### What will participants be doing during this session? 300 words

Game Jams contribute to creative, innovative and collaborative design, however, to use game jams for serious games, an alternative model is needed that integrates domain experts to ensure design/content validity. Furthermore, a rigorous yet accessible design methodology is required to balance pedagogic and game aspects (Aibara, 2020, Goddard et al, 2014). The Serious Slow Game Jam (SSGJ) model provides a highly rigorous, structured framework that would take 5 – 6 days in practice but you can get a taste of it from dropping into our foyer session throughout the conference.

You will have the opportunity to interrogate the model in detail, have a quick go at discrete activities of particular interest, and play with the resources that are released with the SSGJ model. These include three card decks: a discipline specific deck (in our case, cybersecurity-themed); a Learning Mechanics deck; and a Game Mechanics deck (Arnab et al, 2015). These decks are used within the framework to map subject knowledge to appropriate serious game mechanics and increase the rigour of designed games. Participants may undertake an (extremely!) rapid version of the main design phases of the SSGJ using these card decks and investigate the relationships between them.

We will also share reflections on the advantages and limitations of the SSGJ model and you can offer suggestions and guidance for how we can release the model in a format that supports adaption to any subject and is most beneficial to the serious games research community. You can also make

suggestions of what support/guidance material you may need to run successful Serious Slow Game Jams yourself.

When attendees leave this session they will have...

You will get a clear understanding of the Serious Slow Game Jam method, its advantages and disadvantages, experience individual design activities, and learn how you could adapt and use the SSGJ for your own game design purposes. You will also be able to download all of our digital activity boards.

Are there any references, web links or other resources where people can carry on their interest after the session?

Abbott, D. et al (2023) Serious 'Slow' Game Jam – A Game Jam Model for Serious Game Design (forthcoming)

Aibara. 2020. Lessons Learned from Serious Game Jams Organized by DiGRA JAPAN.

Arnab, et al, 2015. Mapping learning and game mechanics for serious games analysis

<https://doi.org/10.1111/bjet.12113>

Goddard, Byrne, & Mueller. 2014. Playful Game Jams: Guidelines for Designed Outcomes

<https://doi.org/10.1145/2677758.2677778>

Stals, S. et al (2023) Evaluating Slow Game Jams as a Mechanism for Co-Designing Serious Games to Enhance Understanding of Cybersecurity (forthcoming)

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