**CONCLUSION:**

Finally, the authors consider that over recent years enough knowledge has been gathered to create new intelligent serious games to consider not only the final aim but also the technologies and techniques used to provide players with a nearly real experience. This new age of serious games is very close to the world of video-games, and they generate new solutions completely adapted to their target audience. However, researchers may need to improve their methodology for testing developed serious games, so as to ensure they meet their final purposes. Moreover, the authors would like to encourage other researchers to extend this article to other AI specific techniques and/or addressing new AI-related features, to extend this state of the art in the field of serious games, creating a knowledge hub for researchers in the area.