Chapter Title	Table of Content	What we got so far?	Description
Introduction	• Games and video games • Taxonomy of games and examples – Games for entertainment – Serious games • Society impact of serious games • Games and their complexity • Problem statement – Research question – Positive consequences • The Casanova language • Thesis structure	**SKELETON**	We start with an introduction of games and video games. We introduce terminologies that will be used later on in the thesis. We discuss the opportunities that video games offer and underline the difference between two main subjects in the field of video games: *games for entertainment* and *serious games*. We discuss the importance of serious games and their impact in our society. We discuss what are the difficulties that serious games developers incur while developing games. We discuss possibilities to reduce such difficulties. We introduce then the Casanova language and briefly discuss why do we need a new language and how this would leverage costs and difficulties for making serious games. We conclude by introducing the content of the thesis.
Related Work	• Game development evolution – Hardware – Multimedia API – Engines – Editors – Visual and GPL • What is system for games? • What is a language for games? • Systems vs languages	**SKELETON**	In this chapter we introduce the state of the art in game development. We disambiguate between *systems* (or tools) and *languages* for making games by mean of examples and definitions. Generally a system is an environment that provides already made components for making a game. Alteration of the already existing components of a system require developers to implement them by hand (usually by mean of general purpose languages). A language instead requires more handiwork with the advantage but that developers are left with more freedom, more expressiveness, and malleable tools compared to systems.
Requirements for general game development languages	• Introduction • Requirements table • Discussion	**Table**	In this chapter we introduce our requirements table for languages for games. The table gets back the difficulties introduced in the Introduction chapter and tries to present a requirement for each of them. A language for games (from now on game domain language, GDL) is considered suitable for game development if it satisfies all the requirements present in the table. We believe that by satisfying all the requirements the process of making games should present less difficulties, all to the advantage of those developers with limited resources.
Our Proposal: The Casanova language	• Introduction • Casanova Features • Formal system description • Syntactic choices	**Paper: Casanova: A simple, high-performance language for game development**	In this chapter we present our proposal of a domain language for general game development. The design of Casanova is meant so to support developers in typical processes of game development. Among the possible processes we present one which is fundamental in game development and difficult to deal with by mean of traditional tools: the management of concurrent components that depend on the flow of time. Managing the flow of time and the coordination of multiple components in games (and other highly interactive applications) is a challenging task. Therefore game development requires a lot of effort, even for (apparently) simple scenarios. The the chapter follows the following structure: we introduce the main features of Casanova and match them with the requirements introduced in the previous chapter. Then we introduce a formal description of our language and discuss the syntax choices.

Table 1: The table indexes the subjects that will be touched by my PhD thesis. An estimation about times and *approximate* deadlines is missing. We could discuss about it next time we meet at Tilburg.

Chapter Title	Table of Content	What we got so far?	Description
Language implementation and evaluation			...
Language usability and evaluation			...
Applications			...
Future Works and Conclusions			

Table 2: The table indexes the subjects that will be touched by my PhD thesis. An estimation about times and *approximate* deadlines is missing. We could discuss about it next time we meet at Tilburg.