

Serious Game for Learning: A Model for Efficient Game Development

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Abstract : In recent years, serious games have started to gain an increasing interest as a tool to support learning across different educational and training fields. It began to serve as a powerful educational tool for improving learning outcomes. In this research, we discuss the potential of virtual experiences and games research outside of the games industry and explore the multifaceted impact of serious games and related technologies on various aspects of our lives. We highlight the usage of serious games as a tool to improve education and other applications with a purpose beyond the entertainment industry. One of the main contributions of this research is proposing a model that facilitates the design and development of serious games in a flexible and easy-to-use way. This is achieved by exploring different requirements to develop a model that describes a serious game structure with a focus on both aspects of serious games (educational and entertainment aspects).

Keywords : game development, requirements, serious games, serious game model

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