Designing Effective Serious Games for Learning and Conceptualization Their Structure

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Abstract : Currently, serious games play a significant role in education, sparking an increasing interest in using games for purposes beyond mere entertainment. In this research, we investigate the main requirements and aspects of designing and developing effective serious games for learning and developing a conceptual model to describe the structure of serious games with a focus on both aspects of serious games. The main contributions of this approach are to facilitate the design and development of serious games in a flexible and easy-to-use way and also to support the cooperative work between the multidisciplinary developer team.