

Welcome



Serious Games

- Immersive Digital Educational Games
 - Michael Kickmeier-Rust, Universität Graz, Austria

- Measuring Players' Experience of Games and Real-Time Simulations
 - Lennart Nacke, Blekinge Institute of Technology, Karlshamn, Sweden

- InnoGames Forum
 - Roman Müller, didaktech business media, Ludwigsburg/Darmstadt
 - Bodo Zillig, OK-Vital



Serious Games

- Definition A: *A serious game is a software application developed with game technology and game design principles for a primary purpose other than pure entertainment.*

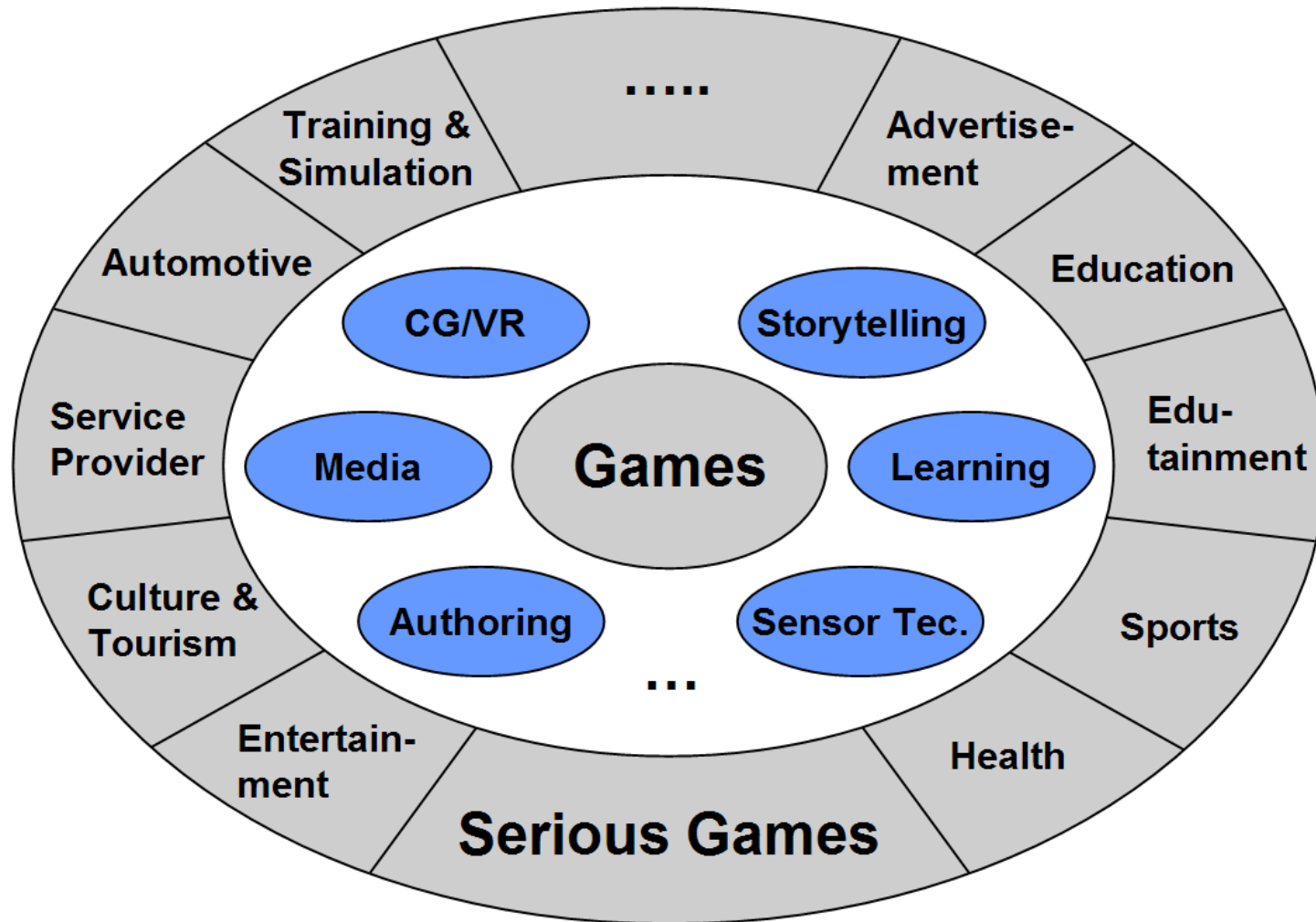
Source: wikipedia

- Definition B: *The computer gaming industry has begun to export powerful products and technologies from its entertainment roots to a number of „serious“ industries. Games are adopted for defense, medicine, architecture, education, city planning, government.*

**Source: Roger Smith,
CTO U.S. Army Simulation, Training and Instrumentation**



Serious Games



Immersive Digital Educational Games

- 80Days (EU, FP7, 4.1.2 Technology-Enhanced Learning)
- Storytelling, Gaming & Learning
- www.eightydays.eu





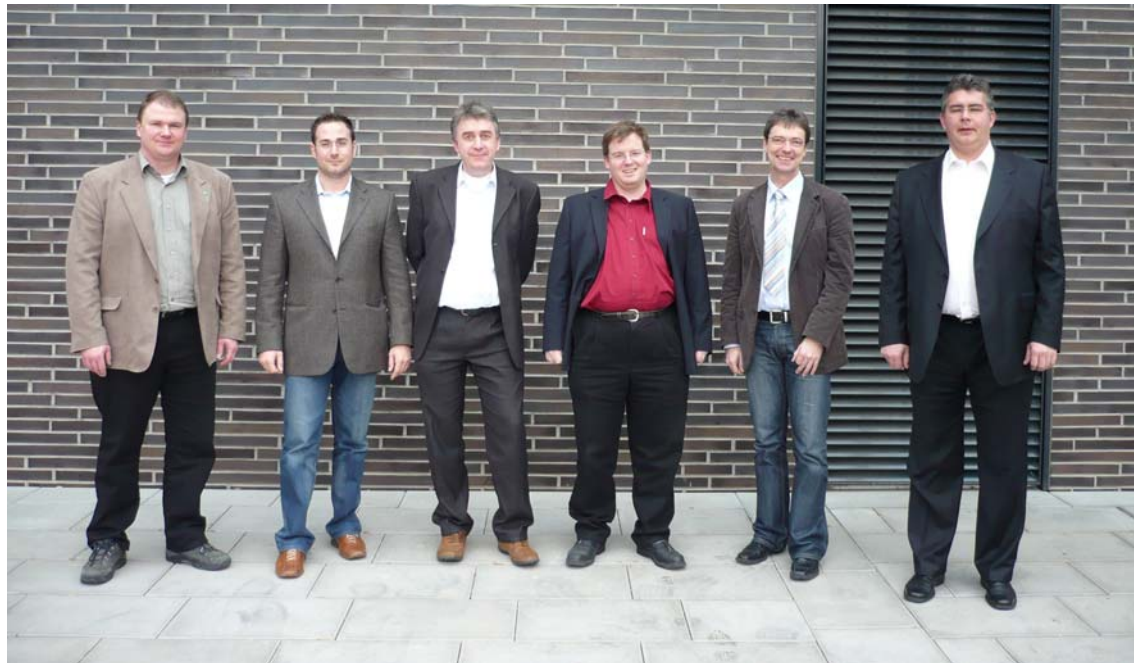
INNOGAMES

Informations- und Kooperations-Forum
für Bildung, Gesundheit und Sport



InnoGames Forum

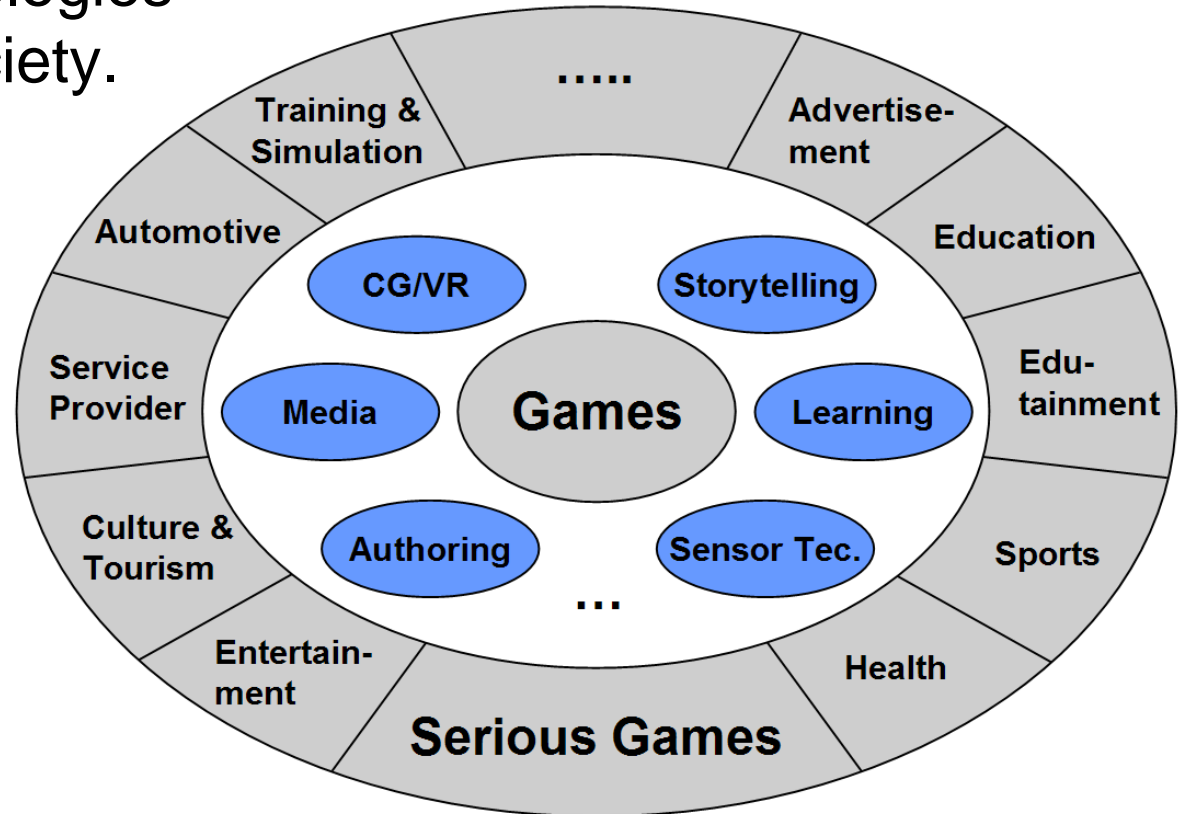
- The InnoGames has been established on February 20th 2008 as information and cooperation forum of the Computer Graphics Center e.V. (ZGDV) in Darmstadt.



InnoGames Forum – Motivation

Integration of Game-based concepts and innovative technologies in social issues of society.

- Education
- Health
- Sports

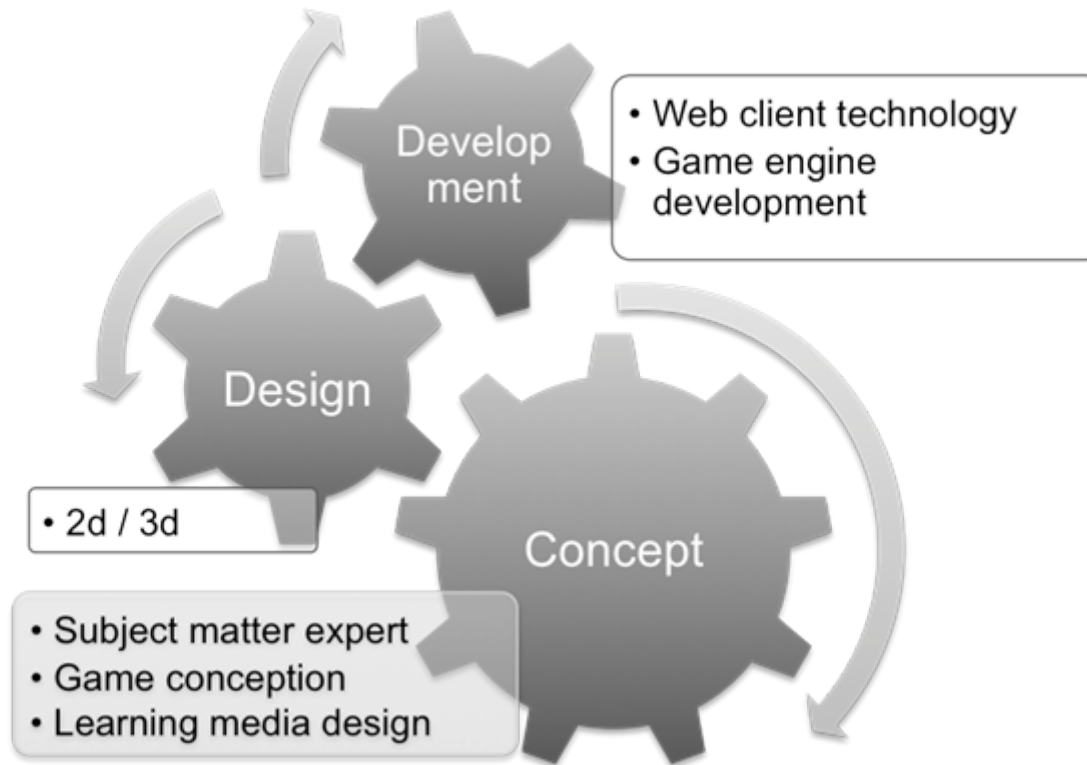


InnoGames Forum – Aims and Goals

- The InnoGames Forum supports the **Communication** among all participants of the **InnoGames Market**
- Public & Politics
- Science & Industry
- Technology Provider
- Users
 - Families, Schools, Employees, ..
 - Training & Simulation, Health Insurances, Sports



- E-learning is a multi-disciplinary strategy.
- Innovative serious gaming is even more complex!



- The only way: cooperation in research and realization!
 - Innovation needs invention
 - Ideas and innovation must be proofed in real products
 - ➔ Science meets business
 - Experience of producers, publishers and researchers have to be combined with real application in new products
- E-Learning may never be for ist own purpose! Learning is always connected to subject matter expertise.
- InnoGames forum is an exciting platform to determin future needs in education and training



■ Application Examples

Aufgabe 1: Produktsortiment bereinigen - Teilaufgabe A



	Produkt 1	Produkt 2	Produkt 3	Produkt 4	Daten aus Controlling anzeigen
Umsatz	10,0	15,0	13,0		
./. Absatzkosten	2,5	1,0		1,5	
./. Stoffkosten	2,0	4,0	2,0	2,5	
./. var. Fertigungskosten	5,0			3,0	
= Deckungsbeitrag 1	0,5				Summe
./. fixe Fertigungskosten					3,0
./. Versandkosten					2,0
./. Vertriebskosten					2,0
= Deckungsbeitrag 2					
./. Kosten der GE					5,0
= EBIT der GE					9,5
Bestände					20,0
+ Sonstiges Umlaufvermögen					25,0
+ Anlagevermögen					35,0
= Operatives Vermögen					80,0
* Kapitalkostensatz					10%
= Kapitalkosten					
EBIT nach Kapitalkosten der GE					

Zurücksetzen Überprüfen

Seite 7-2 von 18

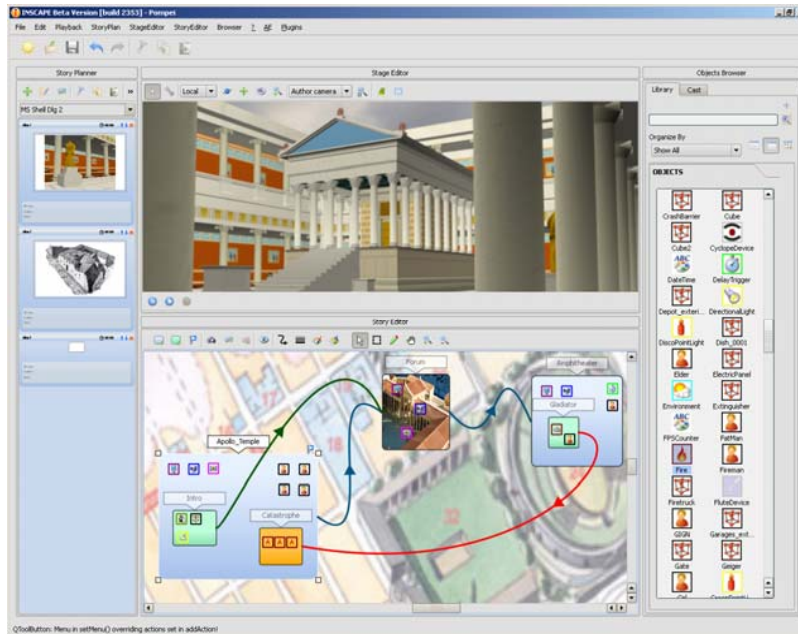
Source: R+V Insurance, Mgmt. Training



Source: BioLab / Bioscopia



- Application Examples
- Infrastructure, Tools & Engines



Authoring Tool, IFU (ZGDV), BodyRacer (OK-Vital)

