DEVELOPMENT APPLICATION OF SERIOUS GAMES

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ABSTRACT: This document contains links to resources on the use of serious games in development projects.

These resources include the World Bank, DANIDA, Amnesty International and some academic articles.
DEVELOPMENT APPLICATION OF SERIOUS GAMES

DANIDA

Wawis World
http://www.seriousgames.dk/node/578

“Danish Broadcasting Corporation and Danish Ministry of Foreign Affairs (Danida) chose Serious Games Interactive to develop a 3D online game to supplement their annual christmas calendar. The calendar is sold to raise money for children in developing countries and the profit from the 2010 calendar went to WWF´s work to promote sustainable development in the western part of Papua, Indonesia.”

“Serious Games Interactive developed an online game 3D game called Wawis World, where you play a young girl from Papua on a mission to try to convince the locals that they should take better care of Papua´s environment and wildlife. Wawi receives a camera from her mother and with the camera under her arm she ventures into the jungle and out to the sea to take pictures of Papua´s extraordinary nature.”

Maya’s Adventure
http://www.seriousgames.dk/mayasadventurecase

“The Danish Broadcasting Corporation & Danida wanted to develop a game that would teach school children about the everyday life of the Maya Indians in Guatemala in an entertaining way.”

Babu’s Team
http://www.seriousgames.dk/babusteamcase

“The Danish Broadcasting Corporation & Danida wanted to develop a game that would teach school children about the everyday life of youngsters living in tribes in Uganda in an entertaining way.”

AMNESTY INTERNATIONAL

The Interactive Worldmap
http://www.seriousgames.dk/amnestyworldmapcase

“Serious Games Interactive developed an interactive, web-enabled world map of Amnesty International Human Rights Projects. The world map is available in the form of a large touch screen and used in the Amnesty International offices in Copenhagen, to help educate and improve the understanding of issues facing
human rights. The map projects an image of all countries in the world and by clicking on a country, details "emerge" and information on the country's demographics together with human rights issues are presented. Users can choose how they want that information displayed - text, images, video or games.”

LOKK- DANISH NGO

Honor at Stake
http://www.seriousgames.dk/lokkaerepaaspil

“The game Ære på spil was realized with support from the Social Security and the Ministry of Integration, prepared by LOKK and developed by Serious Games Interactive. It is a computer-based learning game that aims to inform about honor-related conflicts, it consist of teaching guide and the ability to download additional information. By leading the player through either Amira or Bilal's dilemmas, it can open up a debate on the special problems that arise in families where honor-related issues have pivotal role in young people's lives. Students can work by pairs or groups in order to discuss and resolve the problems. Additionally, the game gives insight into the patterns and opportunities of the young people who face these kinds of issues.”

EUROPEAN UNION

ECHO - The City That Shouldn´t Exist
http://www.seriousgames.dk/node/619

“The Humanitarian Aid and Civil Protection (ECHO) wanted to create an online game to inform and involve the younger audience in The Humanitarian Aid and Civil Protections existence and the type of activities they participate in. The game would also aim at communicating the four ECHO humanitarian principals: Neutrality, Humanity, Independence, and Impartiality”

WORLD BANK INSTITUTE

Procurement Reforms Game
http://www.seriousgames.dk/wbi-procurement

“WBI was looking to accelerate the capacity building worldwide through new innovative solutions and looked to serious games. The game should be able to improve decision-makers' handling of the necessary reforms in relation to budgeting for pushing society towards a more prosperous future.”
Participatory Budgeting Game
http://www.seriousgames.dk/wbi-budget

“The Participatory Budgeting game is a strategic simulation game in which the player has to engage a variety of stakeholders to build the necessary foundation for getting reforms passed. During the game the player has to analyse different stakeholders, gather information, prioritize resources and decide what actions will further the necessary reforms.”

OTHER GAMES

Global Conflicts
http://www.globalconflicts.eu/

Peacemaker

A Force More Powerful

Darfur is Dying
http://en.wikipedia.org/wiki/Darfur_is_Dying

Food Force
http://en.wikipedia.org/wiki/Food_Force

ACADEMIC ARTICLES


Available from KSC