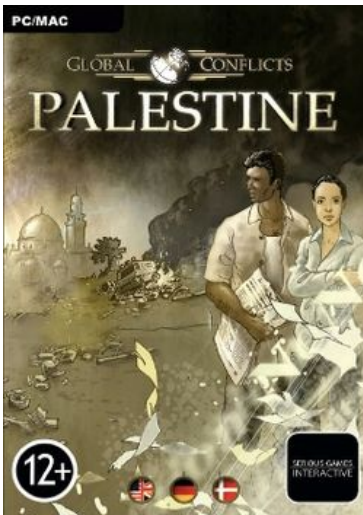


Motivation – Persuasive Games

- Social (impact) games
- Politics, religion, climate, ..
- Informative purposes
- Increase awareness for social topics



Global Conflicts: Palestine,
Serious Games Interactive



Food Force, WHO



logo! Wahlcity, ZDF

Sometimes we Need More...



Socio-Critical Media

Properties of socio-critical media

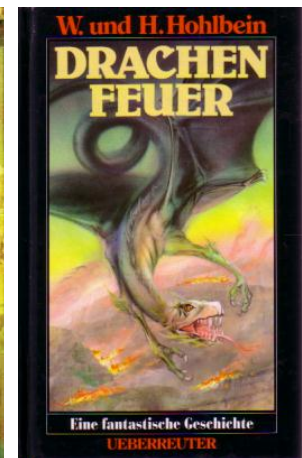
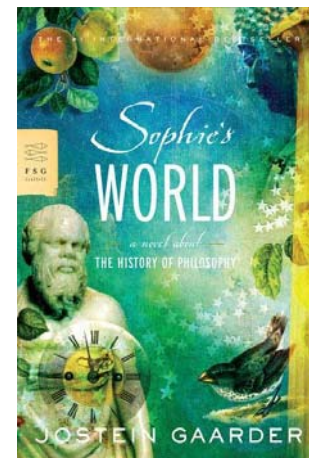
- Make aware for **socio-critical topics**
- Motivate people to **deal** with the topic (**think! and talk! about**)
- Motivate people to **elaborate** an **own opinion**
- The more popular the media the more the topic stays alive

For adults

- Blade Runner (social decay)
- 2001- A Space Odyssey (the future, the secrets of life)
- Full Metal Jacket, Saving Private Ryan (war for peace?)
- 1984 (the illusion of control and freedom)
- ...

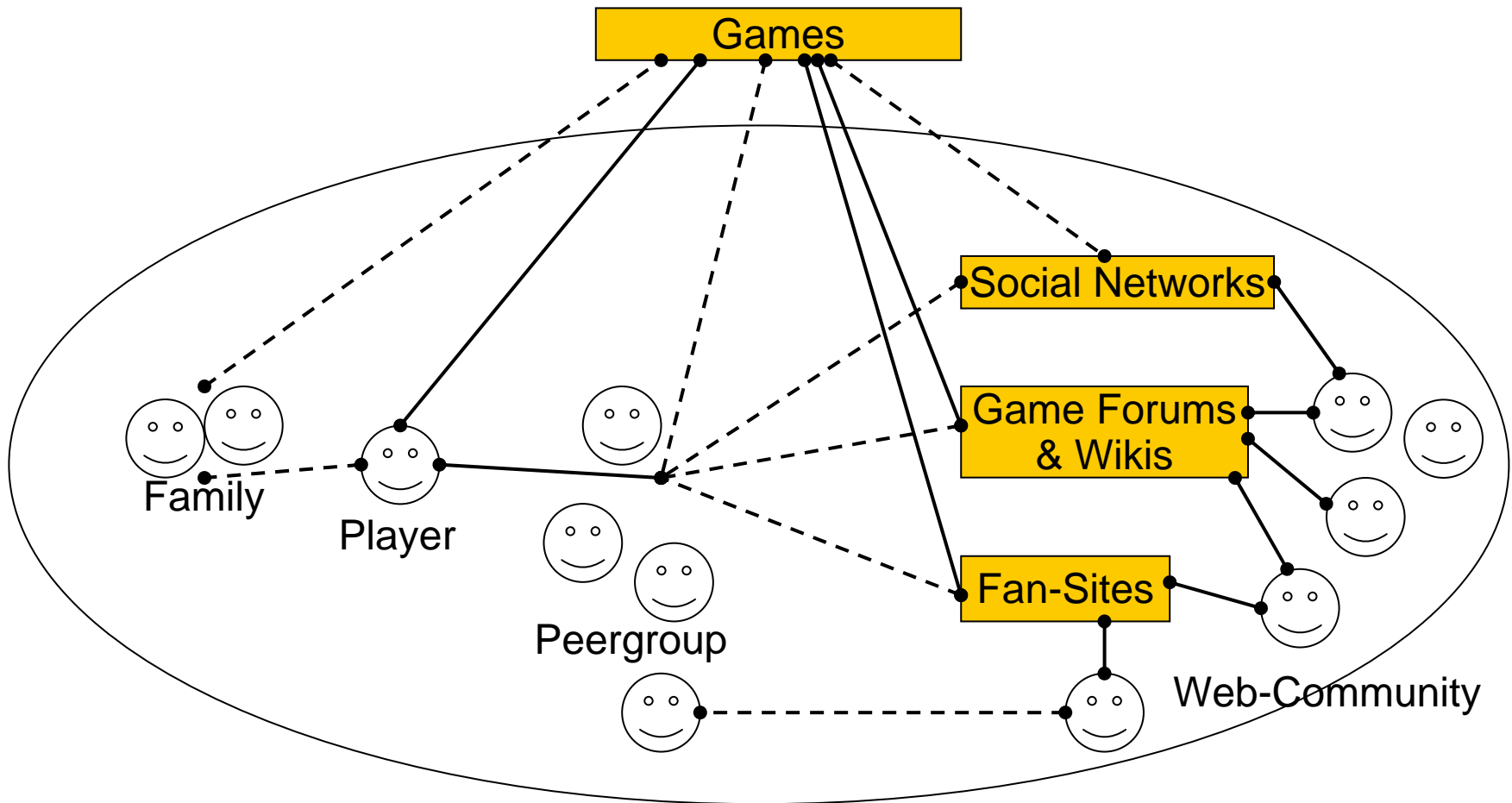
For children:

- Sophie's World (dreams and philosophy)
- "Drachenfeuer" (social fears, self-responsibility, weapons of mass-destruction)
- ...



Bringing People Together - Games as Communicative Media

Think! & Talk! about





Central Requirements:

1. Dense game world that motivates for active exploration and experimentation
Intrinsic motivation, exploratory learning
2. A gameplay that allows to take in different roles and positions
Different aspects of the controversial topic, experimental learning
3. A gameplay that encourages the elaboration and the dispute of an own opinion
Think! and Talk! about the topic
4. A representation of the social topic that allows a transfer to the „real world“
Reflection

Exploratory Learning in Exploratory game worlds

Aspects:

- A lifelike behaving world that allow to experience the results of own behavior and the own position

Exploratory/experimental learning, self-reflection

- Convincing characters that represent different positions on a topic

Find own position

- Characters that serve as virtual dialogue partners for the player

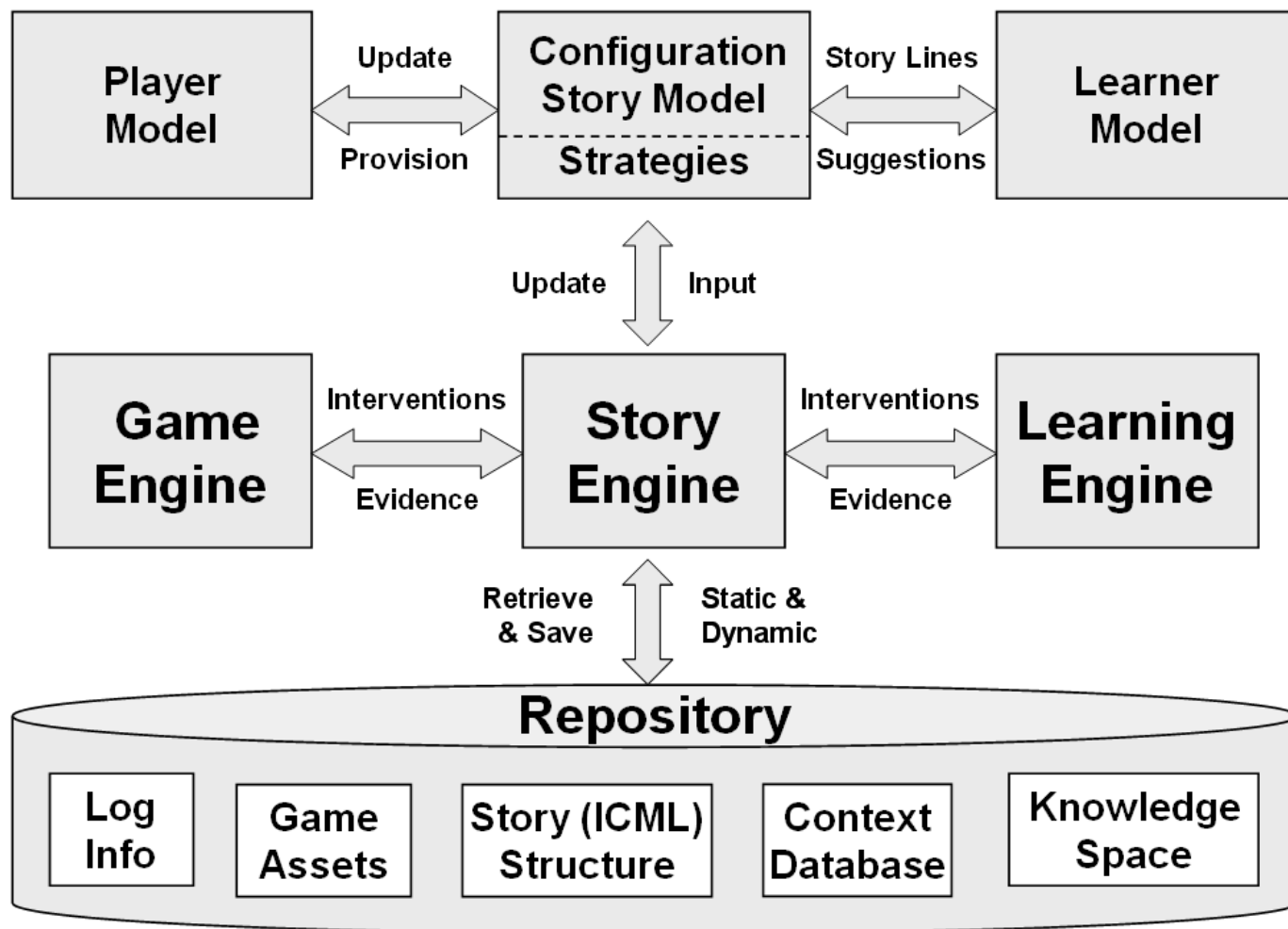
Dispute/Modify own/others position

- A lifelike behaving world to support the knowledge transfer to the real world

Reflection

=> Combine Role-Play Games with character-based storytelling technologies

Technical Implementation



Conclusion – Discussion

Conclusion

- Role-play games are suitable to motivate children to deal with socio-critical topics
topic must be covered in a subtle, childlike manner
- Exploratory game design makes motivation be more intrinsic
- Children have the possibility to playfully share/discuss the „elaborated“ position with their peers (over the internet)
- Children can later use their experiences from the game world on the covered real world subject

Challenges

- **Integration of different character-based storytelling technologies with RPG-technologies (runtime, authorial complexity) and plot.**
preventing overkill - What are appropriate concepts?
- **Design principles for subtle, child appropriate game design.**
What is the right amount of abstraction?
- **Interactive character-based storytelling for children**
Appropriate interaction design for children?



Any Questions ?

Department of Electrical Engineering
and Information Technology
Multimedia Communications Lab - KOM



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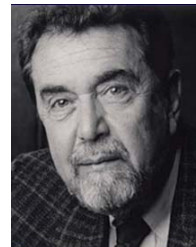
Dipl.-Inform. Christopher Ritter

Christopher.Ritter@KOM.tu-darmstadt.de

Rundeturmstr. 10
64283 Darmstadt
Germany

Phone +49 (0) 6151/166157
Fax +49 (0) 6151/166152
www.kom.tu-darmstadt.de

*„It is a paradoxical, that many educators and parents still
Differentiate between a time for learning and a time for play.
Without seeing the vital connection between them.“
(Leo Buscaglia)*



Leo Buscaglia



SeriousGames @ TU-Darmstadt

Authoring Series Games

- StoryTec

Games for Sports and Health

- Motivotion60+
- Exergames

Games for Training

- Serious games for higher education
- Woodment

Educational Games

- 80Days/Batcave: Technology enhanced learning
- Storytelling, Learning & Gaming
- Narrative Paradox
- Youths, pupils, families

