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# Reasons and Respons Serious Games Evalu

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**ABSTRACT** Evaluation is an essential part of any soft intended with actual outcomes and identify possible improv how users interact with the product. As interactions with t Games can be multifaceted, pure text-logging of gameplay a needed to satisfy researchers' needs, for instance how the u certain action. For this reason, studies evaluating serious ga ods in recent years. This makes it important to establish t research landscape. This paper presents a theoretical frame based on a review of relevant research.

**INDEX TERMS** Serious games, evaluation, game-based le

## I. INTRODUCTION

Serious Games in the wider context are games with any additional benefit to entertainment. The focus of this paper is on educational games, i.e., games which are used for learning. The term "Serious Game" itself implies an important aspect concerning the development and evaluation of such a product. As the name consists of the words "Serious" and "Game", this entails that the nature of such a software is interdisciplinary and an evaluation should consider both the serious, in our case the educational, in addition to the gaming or entertaining aspect. The educational value is the aim behind developing and using an educational game. Likewise, the entertainment aspect is the reason why such a game would be chosen over a non-gaming learning environment despite its higher expenses. More and more researchers are recognizing the importance of Serious Games Evaluation for advancing Serious Games Research [1], [2], [3]. A recent study of Christian Loh in his book Serious Games Analytics [4] compared serious games evaluation studies and concluded that there is a need for more in-game data gathering and observation techniques in serious game evaluations. A

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