# Serious games design knowledge - Experiences from a decade of serious games development and organizational implementation.

Per Backlund
University of Skövde

Facultad de Informática
online •https://meet.google.com/urt-ncca-ihs - martes 18 de junio de 2024 - 11:00
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**Resumen:**

Serious games is an effort to combine the engagement and motivation from games with some sort of utility beyond mere entertainment. In this talk Per Backlund will revisit and analyze a set of SG development projects to explore the design space for serious games and derive design guidelines for serious games. By analyzing these projects as well as their outcomes a set of design principles for serious games can be generated to conceptualize of the design space for serious games. One main contribution is to explicate the game design component in serious games and relate it to the utility dimension. Doing so, adds to the understanding of serious games from a game perspective, which is relevant to any development effort intending to use the persuasive and motivational power of games. The talk will offer several examples and experiences from practical serious games development.

**Sobre Per Backlund:**

Per Backlund (https://www.his.se/en/about-us/staff/per.backlund/) is a professor of informatics at University of Skövde in Sweden. He has been active in the serious games community since 2005. His primary interest is in the development and application of serious games in various domains, such as: education, vocational training, traffic education and rehabilitation. He has been involved in several projects concerning learning and training in several different domains. Per Backlund is also co-founder, in 2008, of the Serious Games Master Program at University of Skövde.