



Serious Games: Games That Educate, Train, and Inform

By David Michael, Sande Chen

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"Serious Games: Games that Educate, Train, and Inform" will help game developers learn how to take what they've learned in making games for fun and apply it to making "serious games": games for education, training, healing, and more. It will provide an overview of all of the major markets for serious games. This overview will include examples of what has been done with video games in these markets, and what is anticipated in the future, including market scope, goals of each emerging market, game types offering greatest potential, the shortest route to market by category, development budgets by category, and barriers for developers to consider.

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Editorial Review

Review

Part 1. What are Serious Games? 1. New Opportunities for Game Developers 2. Serious Games Defined 3. Serious Games Design and Development Issues Part 2. Serious Games Markets 4. Military Games 5. Government Games 6. Educational Games 7. Corporate Games 8. Healthcare Games 9. Political, Religious, and Art Games 10. Final Thoughts Part 3. Appendixes Appendix A: Resources Appendix B: Serious Games Survey Results Appendix C: Bibliography

About the Author

David "RM" Michael has been a professional programmer for over 10 years, in a variety of industries, including video games. He is the owner of DavidRM Software (<http://www.davidrm.com>) and co-owner of Samu Games(<http://www.samugames.com>), both independent software companies. David is the author of The Indie Game Development Survival Guide (Charles River Media; ISBN:1584502142) and was a contributor to Game Design Perspectives (Charles River Media; ISBN:1584500905) on the topic of online community. He has written articles about game development, and covered the Game Developer Conference and the Indie Games Conference for GameDev.Net (<http://www.gamedev.net>). He has also written role-playing game articles (<http://www.davidrm.com/rpg/>) and designed his own (unpublished) dice-and-paper RPG rules system. Finally, David has been the editor and primary contributor for the monthly newsletters of both The Journal (<http://www.davidrm.com/thejournal/newsletter/>) and Artifact (<http://www.samugames.com/artifact/news.shtml>).

A freelance writer/game designer, Sande Chen has been active in the gaming industry for over five years. She has written for mainstream and industry publications, such as GameDev.Net (<http://www.gamedev.net>), and was a contributor to Secrets of the Game Business (Charles River Media; ISBN: 1584502827) on the topic of online business models. Her past game credits include IGF winner Terminus, Siege of Avalon, Scooby Doo, and JamDat Scrabble. Sande graduated from the Massachusetts Institute of Technology with dual degrees in Economics and in Writing and Humanistic Studies. Afterwards, she continued to combine her love of creative media with her analytical skills by earning a M.Sc. in Economics from the London School of Economics and a M.F.A. in Cinema-Television from the University of Southern California. In 1996, she was nominated for a Grammy in music video direction.

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