

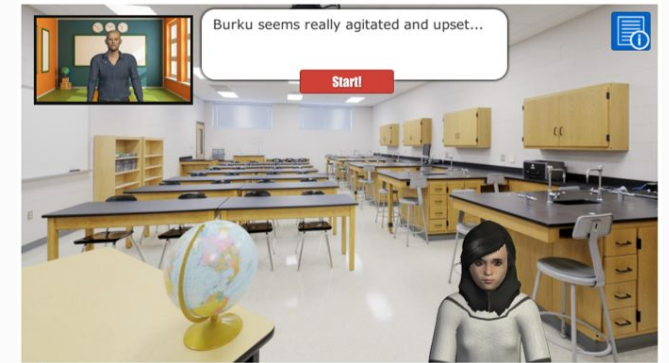


SESSION 5: CREATIVE & CULTURAL INDUSTRY

SERIOUS GAME
FACTORY SRL

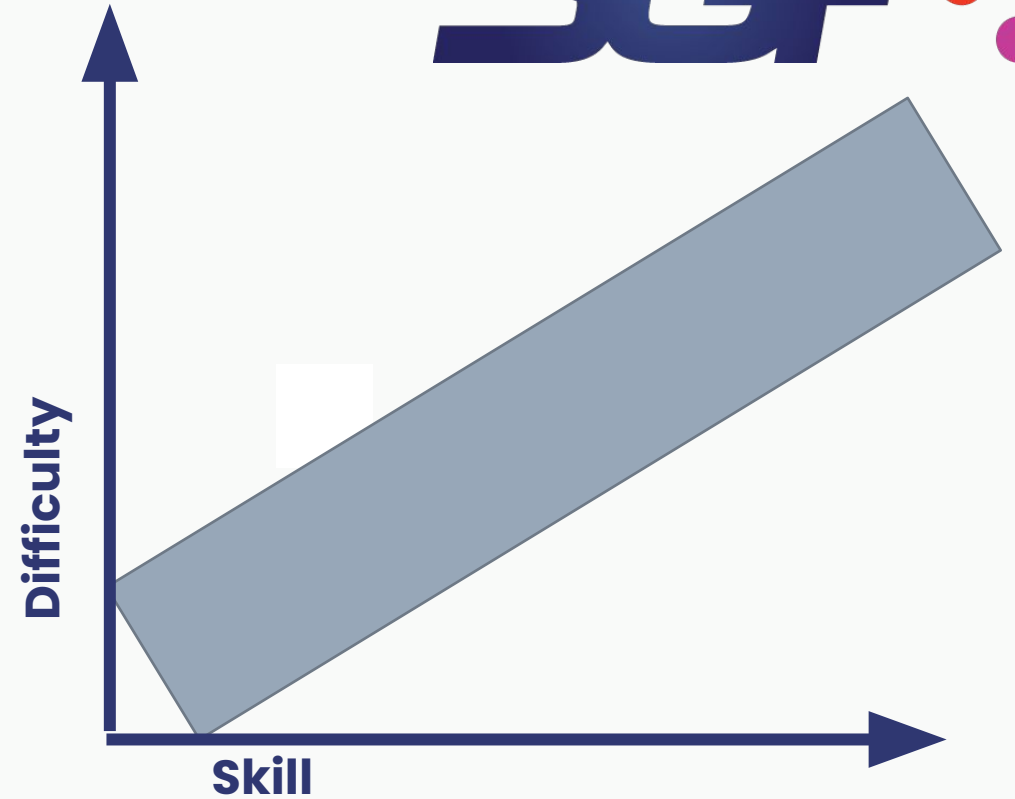
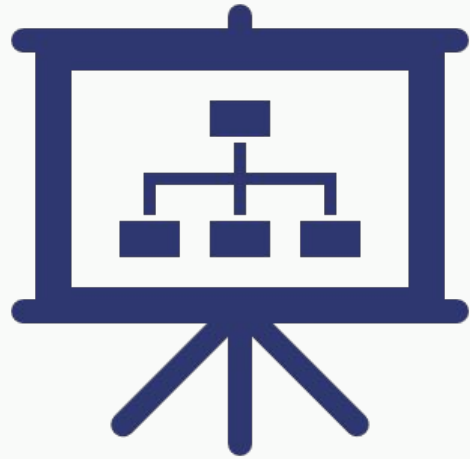
Raffaele Di Fuccio
Founder

"Serious Games (SGS) is a game designed for a primary purpose other than pure entertainment. The "serious" adjective is generally prepended to refer to video games used by industries like defense, education, scientific exploration, health care, emergency management, city planning, engineering, and politics.!"



Serious games

FLOW



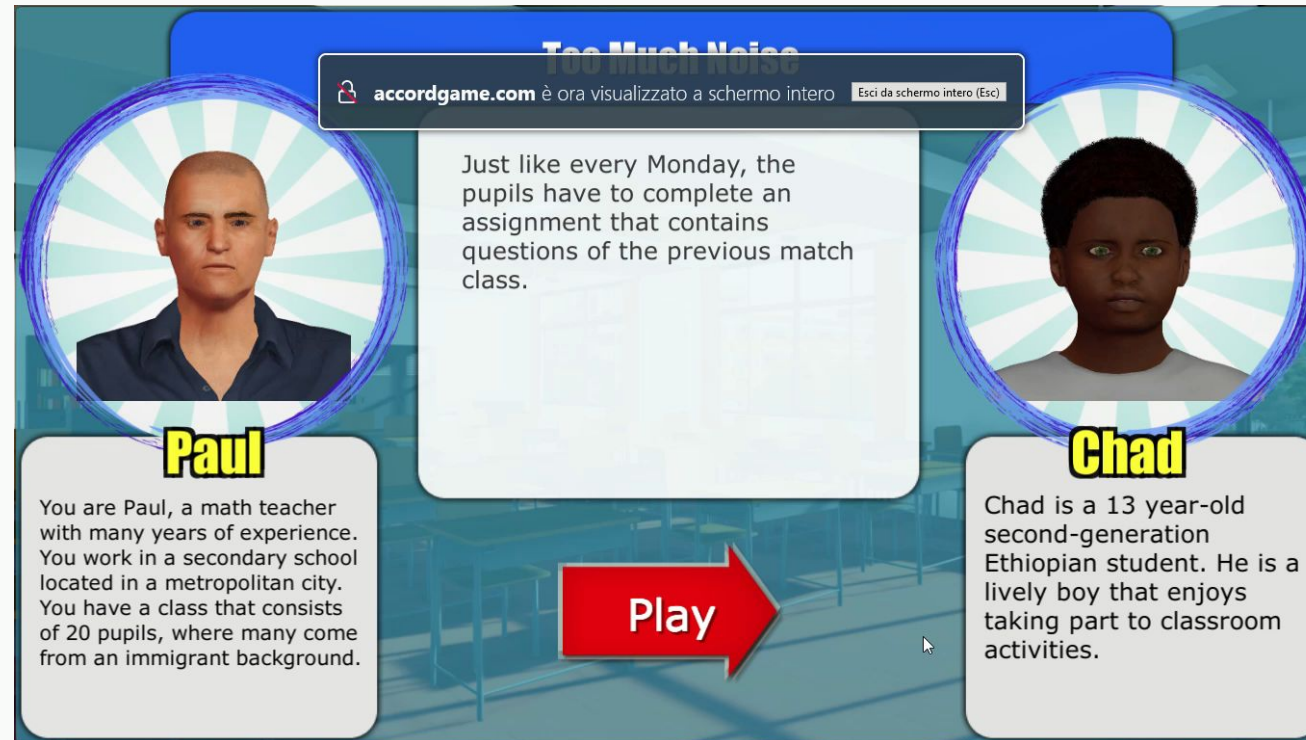
Game design



Some examples



Some examples



Some examples

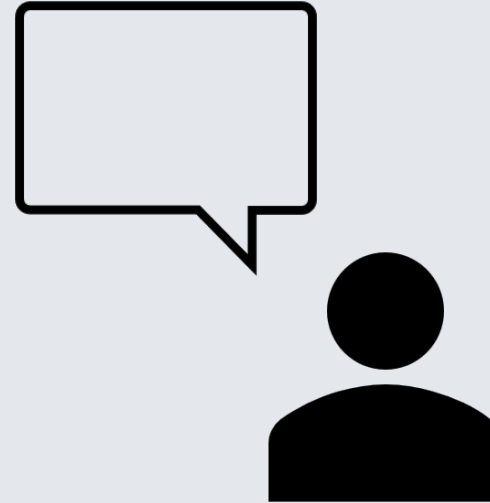
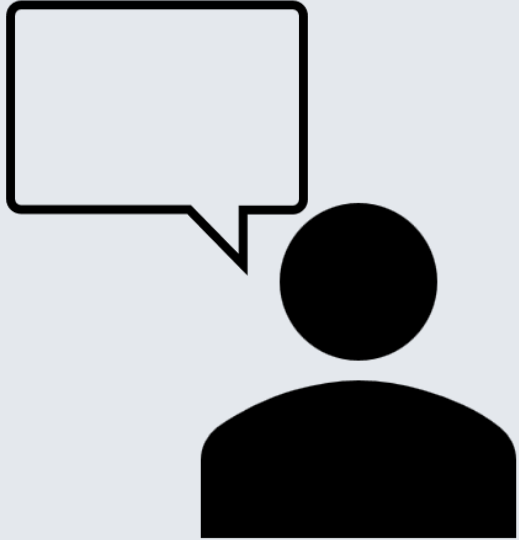
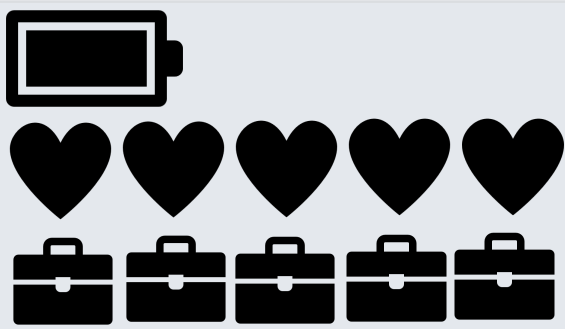


Idea

The game could be called «Labour of Hercules»

A full week game. The goal is to end the week applying digital, entrepreneurial and life skills in order to maintain all the levels at the highest level.

Aims



Dialogic scheme

A full week game

- **Home with wife/husband**
- **Home with children**
- **Home with the boss (video call)**
- **Home with pairs (phone call)**
- **Personal phone received call at work**
- **An extra work that could start a new activity outside the university**

Ideas



SERIOUS GAME
FACTORY – SGF SRL
**PROF. RAFFAELE DI
FUCCIO**

RAFFAELE.DIFUCCIO@UNIFG.IT
P.IVA 04385370715
VIA ARPI, 176. FOGGIA (FG)

[HTTPS://WWW.SGFACTORY.IT/](https://www.sgfactory.it/)
INFO@SGFACTORY.IT