

SESSION 5: CREATIVE & CULTURAL INDUSTRY

SERIOUS GAME FACTORY SRL

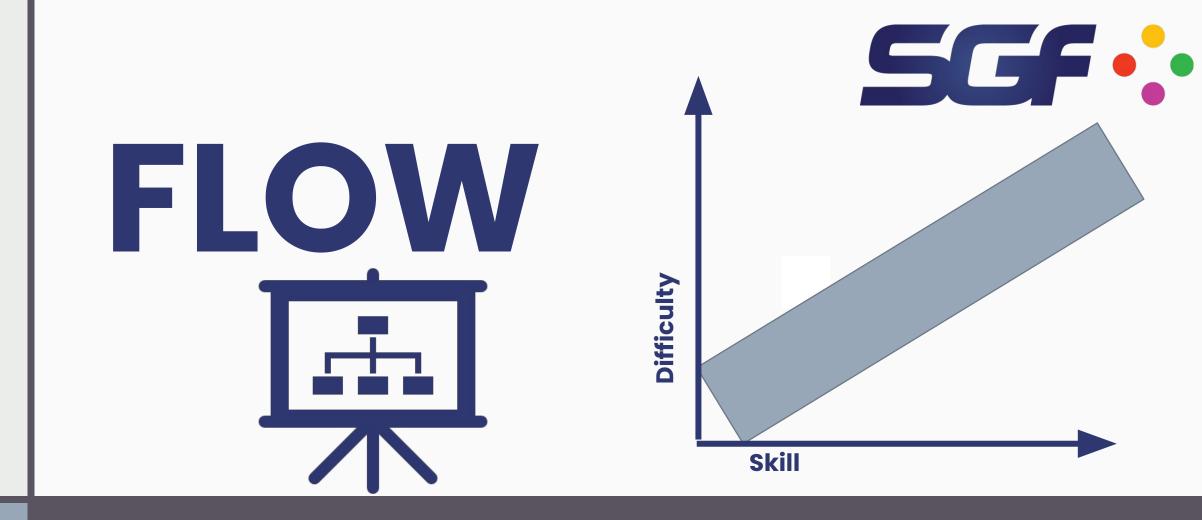
Raffaele Di Fuccio Founder



"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



# Game design





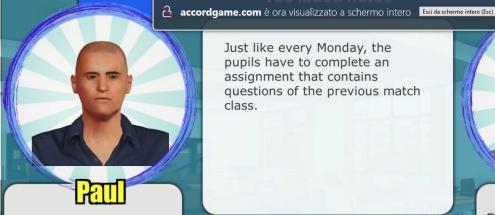
### Some examples





### Some examples





You are Paul, a math teacher with many years of experience. You work in a secondary school located in a metropolitan city. You have a class that consists of 20 pupils, where many come from an immigrant background.

Just like every Monday, the pupils have to complete an assignment that contains questions of the previous match class.

Too Hugh Noice

Play

Chad Chad is a 13 year-old second-generation Ethiopian student. He is a lively boy that enjoys taking part to classroom activities.

## Some examples





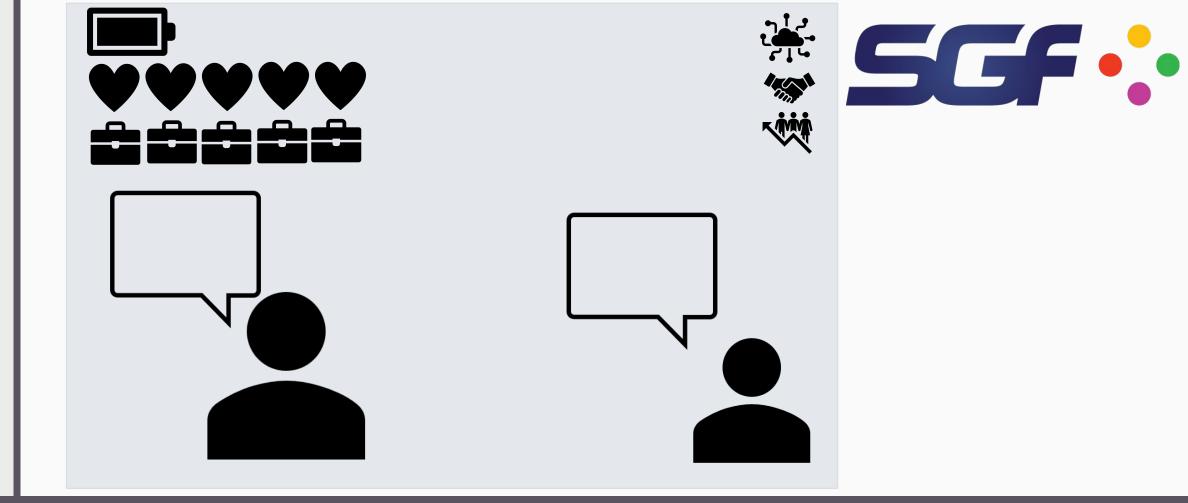




The game could be called «Labour of Hercules»

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

## Aims







#### 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





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/ INFO@SGFACTORY.IT