

**GameDesign**

Institut für Designforschung - Schwerpunkt Applied Game Design

Das kannst du besser - versuch's gleich noch einmal!

Applied Games und ihre Entwicklung

Z

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hdk

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Zürcher Hochschule der Künste
Zurich University of the Arts

- **DEZA** - Direktion für Entwicklung und Zusammenarbeit
- **ETH Zürich**
 - equal! Stelle für Chancengleichheit
 - Rehabilitation Engineering Lab
 - Sensory Motor Systems Lab
- **FHNW** - Fachhochschule Nordwestschweiz
- **Helsana Versicherungen AG**
- **Hocoma AG**
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- **Ingenieurschule Neuchâtel**
- **Naturmuseum Winterthur**
- **Oeschger Centre, Universität Bern**
- **Pädagogische Hochschule Zentralschweiz**
- **Phonak AG**
- **Universität Zürich**
 - Institut für Neuroinformatik
 - Psychologisches Institut
 - Ethik-Zentrum - Universitärer Forschungsschwerpunkt Ethik
- **Universitätskinderkliniken Zürich**
 - Rehabilitationszentrum Affoltern a.A.

- **Framework**
- **Best Practices Applied Games**
- **Challenges**
- **Entwicklungsprozess**

- Mit Videospiele wird heute mehr Gewinn generiert als an Kinokassen und dem Verleih von Videofilmen zusammen.
- Jeder dritte Europäer spielt regelmässig Videospiele.
- Über 70% der Schweizer Jugendlichen spielen Videospiele.
- Im Durchschnitt sind die Spieler etwa 30 Jahre alt und spielen ca. sechs Stunden pro Woche.
- Die Industrie boomt und erschliesst weiterhin neue Märkte.

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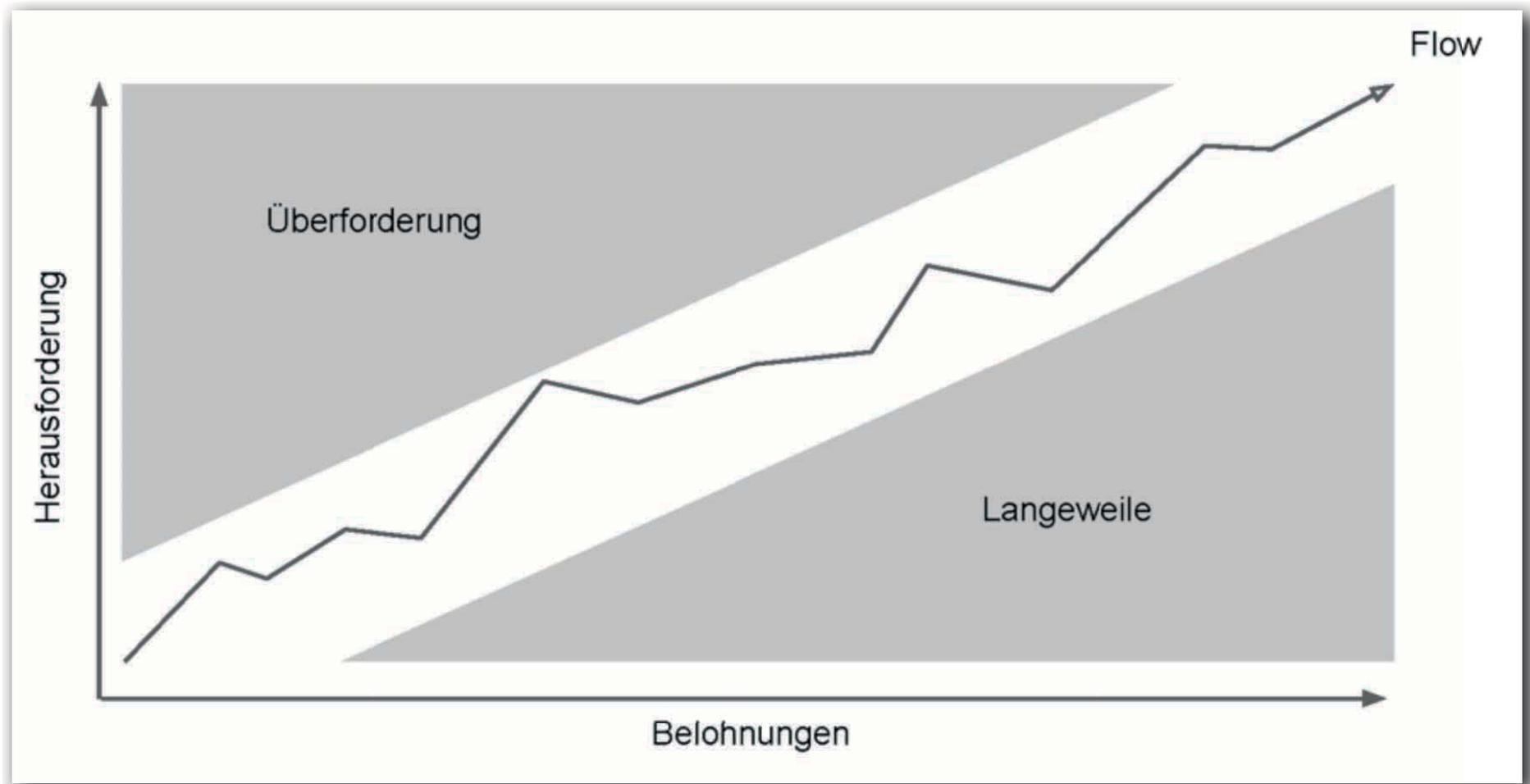


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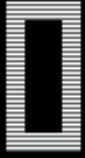


immersion



»Anyone who makes a distinction between games and education clearly does not know the first thing about either one.«

Herbert M. McLuhan



PONG



007

PLAYER 1



DEPOSIT QUARTER
BALL WILL SERVE AUTOMATICALLY
AVOID MISSING BALL FOR HIGH SCORE

ayzyey engineered

»*Entertaining Games with Non-Entertainment Goals*«

www.socialimpactgames.com

»Serious Games are more than fun.«

Ben Sawyer



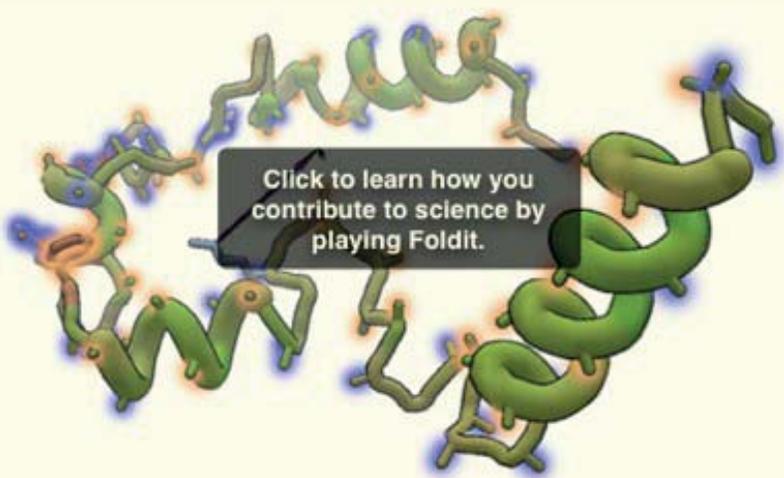
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09:16:27 GMT
foldit BETA

Solve Puzzles for Science

[PUZZLES](#) [BLOG](#) [CATEGORIES](#) [FEEDBACK](#) [GROUPS](#) [FORUM](#) [PLAYERS](#) [WIKI](#) [FAQ](#) [RECIPES](#) [ABOUT](#) [CONTESTS](#) [CREDITS](#)



Click to learn how you contribute to science by playing Foldit.

What's New

Developer Preview Release

Hey everyone,

We've just released an update to the developer preview. You can find a list of changes below:

- * General
 - GUI Script editor CI slider now has 2 decimal points of precision
 - The "show expected residue burials" view option should now properly turn on/off at all times
 - ResidueIE Score Filter no longer applies to locked residues
- * Crash Fixes
 - Crash when switching between puzzles
 - Crash when opening alignment panel

GET STARTED: DOWNLOAD


Win Beta
Windows (XP/Vista/7)


Mac Beta
OSX (Intel 10.4 or later)


Linux Beta
Linux (64-bit)

SEARCH

 Only search fold.it

RECOMMEND FOLDIT

USER LOGIN

Username: *

Password: *

- [Create new account](#)
- [Request new password](#)

SOLOISTS		EVOLVERS		GROUPS		TOPICS	
PLAYER	SCORE	PUZZLE	SCORE				
pvc78	50	36	668: Puzzle 665...ase	10,571			
doug.ehliert	49	1	667: Return of ...zle	11,179			

fold.it

The screenshot displays the Foldit online game interface. At the top left, a dark grey header contains the name "Dr. David Baker" and a cartoon avatar of a man with glasses and a white lab coat. To the right of the avatar, white text reads: "Several sheets are lining up in this protein, but one is out of place. Pull the misaligned sheet back in to form hydrogen bonds! Don't forget you can control-click to lock, and use Shake and Wiggle." Below this text are two buttons: "Repeat Introduction" and "Clear Labels".

In the top right corner, a progress bar shows "Progress: 8899 of 10000" and "Level 4-2: A Sheet Out of Place" with a "Chat" button below it.

The central area features a 3D protein structure rendered in green and brown, with one sheet highlighted in red and grey to indicate it is misaligned. The structure is set against a light yellow background.

At the bottom left, a dark grey toolbar contains four icons: a green circular arrow for "Shake Sidechains", a purple folder for "Wiggle Backbone", a yellow cone for "Clear Locks", and a blue circular arrow for "Reset Puzzle". Below these icons are three tabs: "Actions", "History", and "File".

In the bottom right corner, there is a "Pull Tool" icon.

Predicting protein structures with a multiplayer online game. Seth Cooper, Firas Khatib, Adrien Treuille, Janos Barbero, Jeehyung Lee, Michael Beenen, Andrew Leaver-Fay, David Baker, Zoran Popović and Foldit players. In Nature 466, 756-760 (2010).

- Framework
- **Best Practices Applied Games**
- Challenges
- Entwicklungsprozess

Goals

Actions

Motivation

Emotions



MINT-Land

Eine Entdeckungsreise in die Welt der Mathematik, Informatik, Naturwissenschaften und Technik

ETH zürich **equal!**
Chancengleichheit von Frau und Mann

Credits

HOTEL PLASTISSE

2011-10-14 • vimo • b175e

TRAINIEREN

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GABARELLO

Ulrich Gotz, René Bauer, Peter Spoerni, Florian Faller

press start to play

Gabarello Vs. 1.0: Kooperationsprojekt von
ZHdK Zürcher Hochschule der Künste, ETH Zürich, Kinderspital Zürich, Universität Zürich – copyright 2009

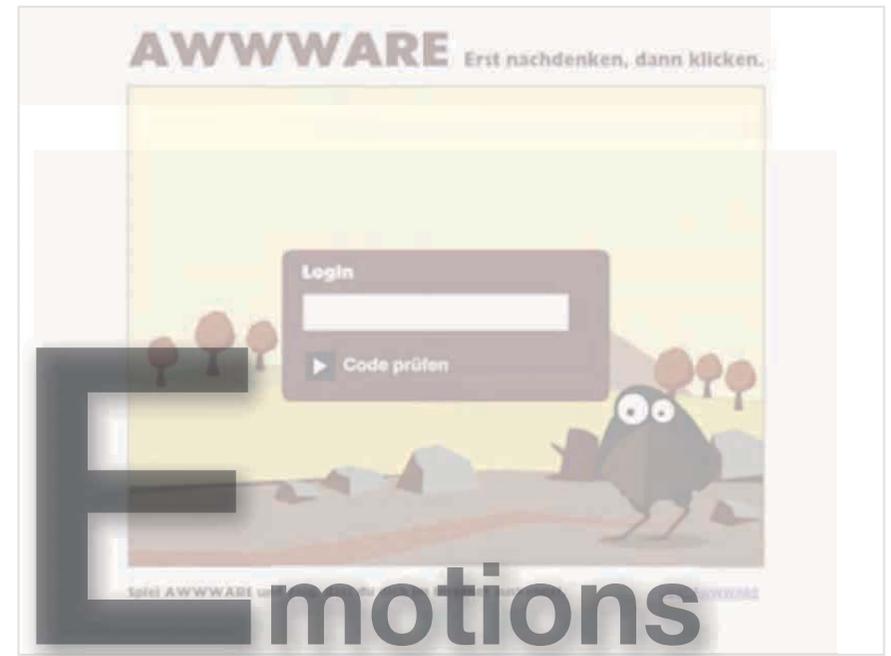
AWWWARE

Erst nachdenken, dann klicken.

Login

▶ Code prüfen

Spiel AWWWARE und zeig, dass du dich im Internet auskennst. [Über AWWWARE](#)





MINT-Land

Eine Entdeckungsreise in die Welt der Mathematik,
Informatik, Naturwissenschaften und Technik



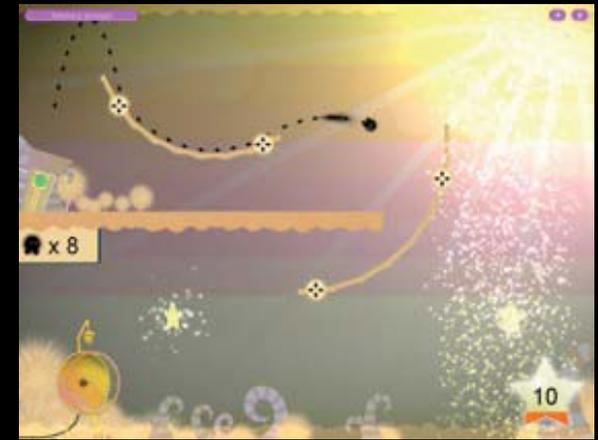
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Credits

MINT-Land - equal! Chancengleichheit von Frau und Mann, ETH Zürich





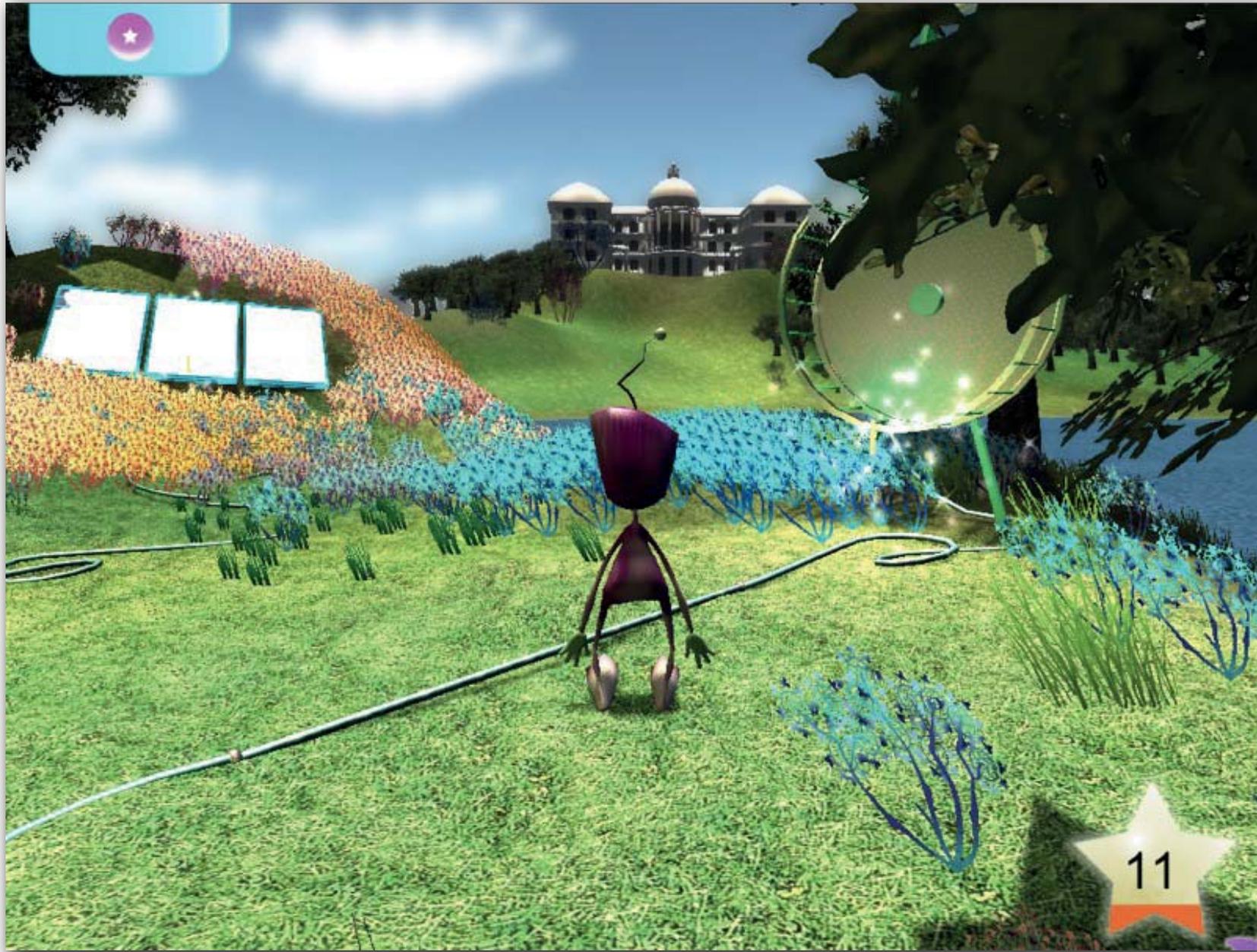
Entwicklung eines Videospiele für 7-11 jährige Mädchen, um sie für Mathematik, Informatik, Naturwissenschaften & Technik zu interessieren.

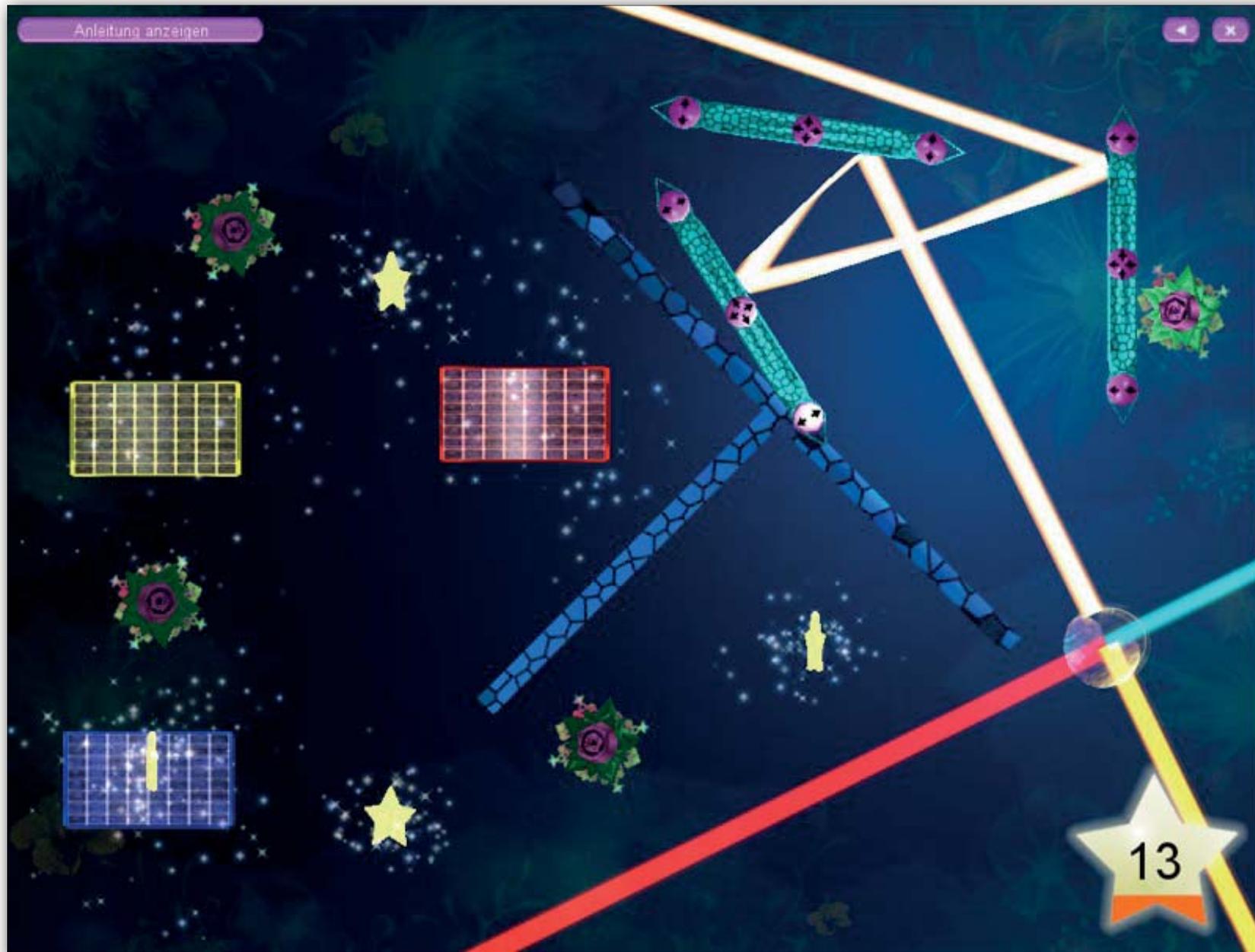
Partner: ETH Zürich / equal! Chancengleichheit von Frau und Mann

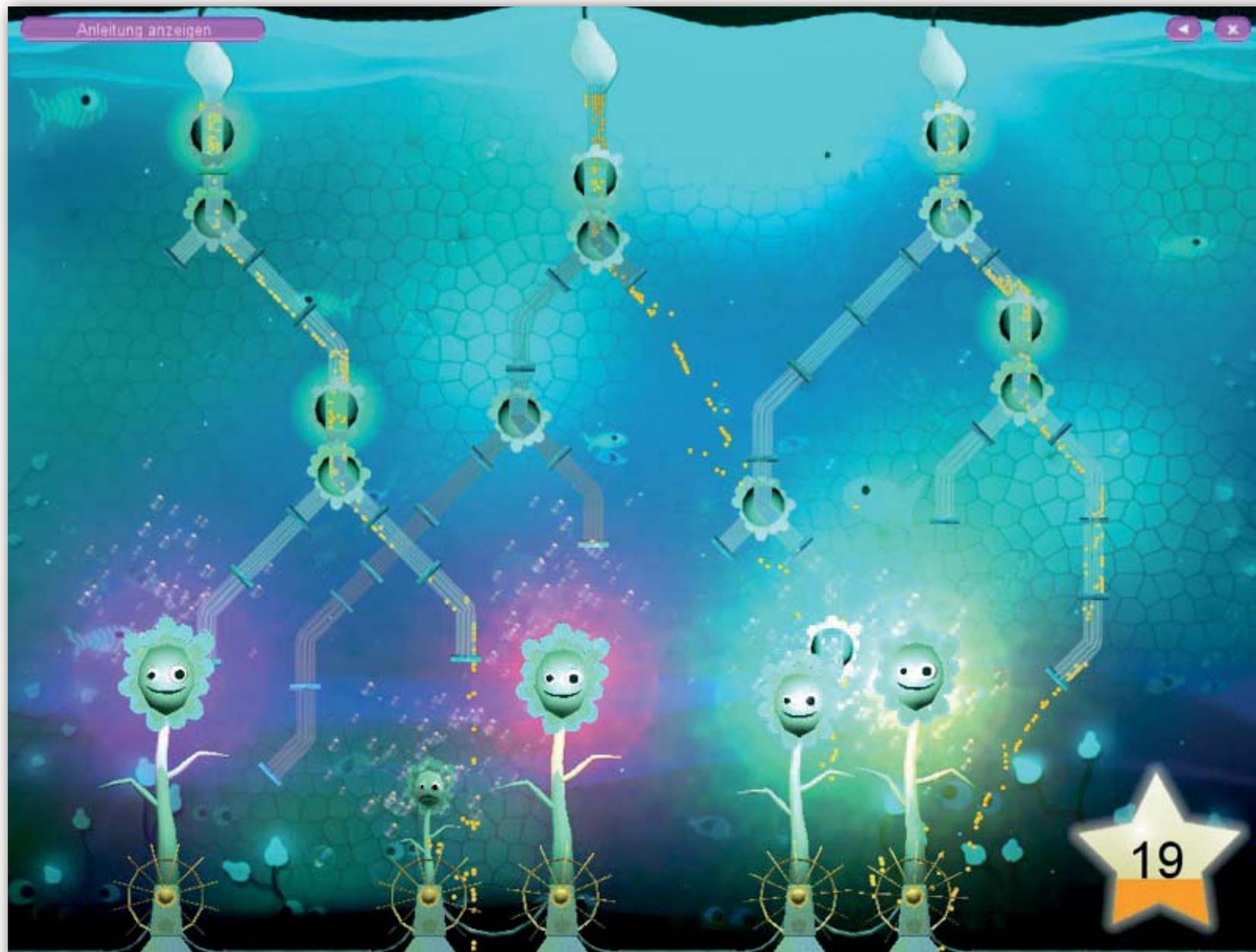


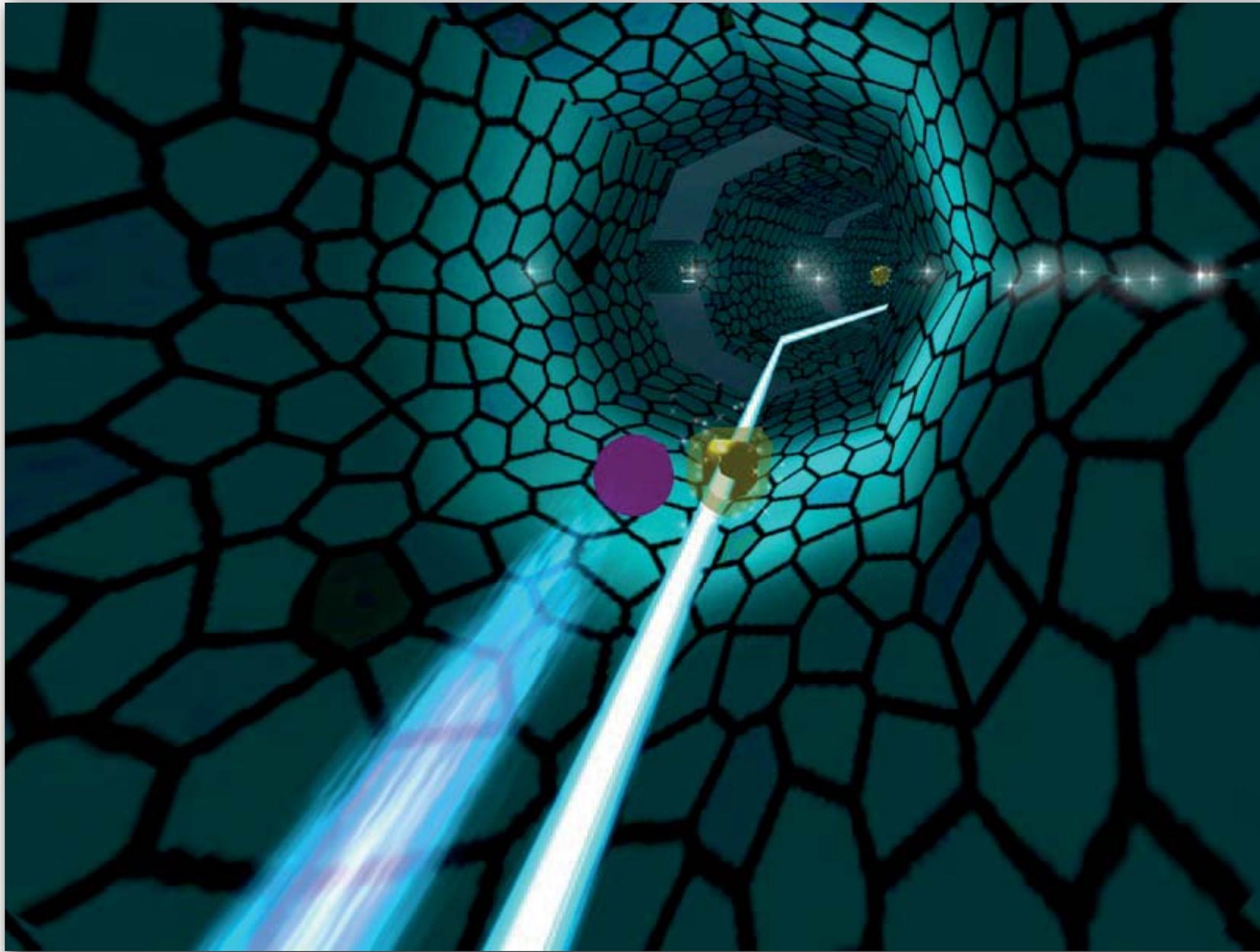
MINT-Land - equal! Chancengleichheit von Frau und Mann, ETH Zürich











MINT-Land - equal! Chancengleichheit von Frau und Mann, ETH Zürich





MINT-Land - equal! Chancengleichheit von Frau und Mann, ETH Zürich





Spiefaktoren für eine hohe Immersion

Z



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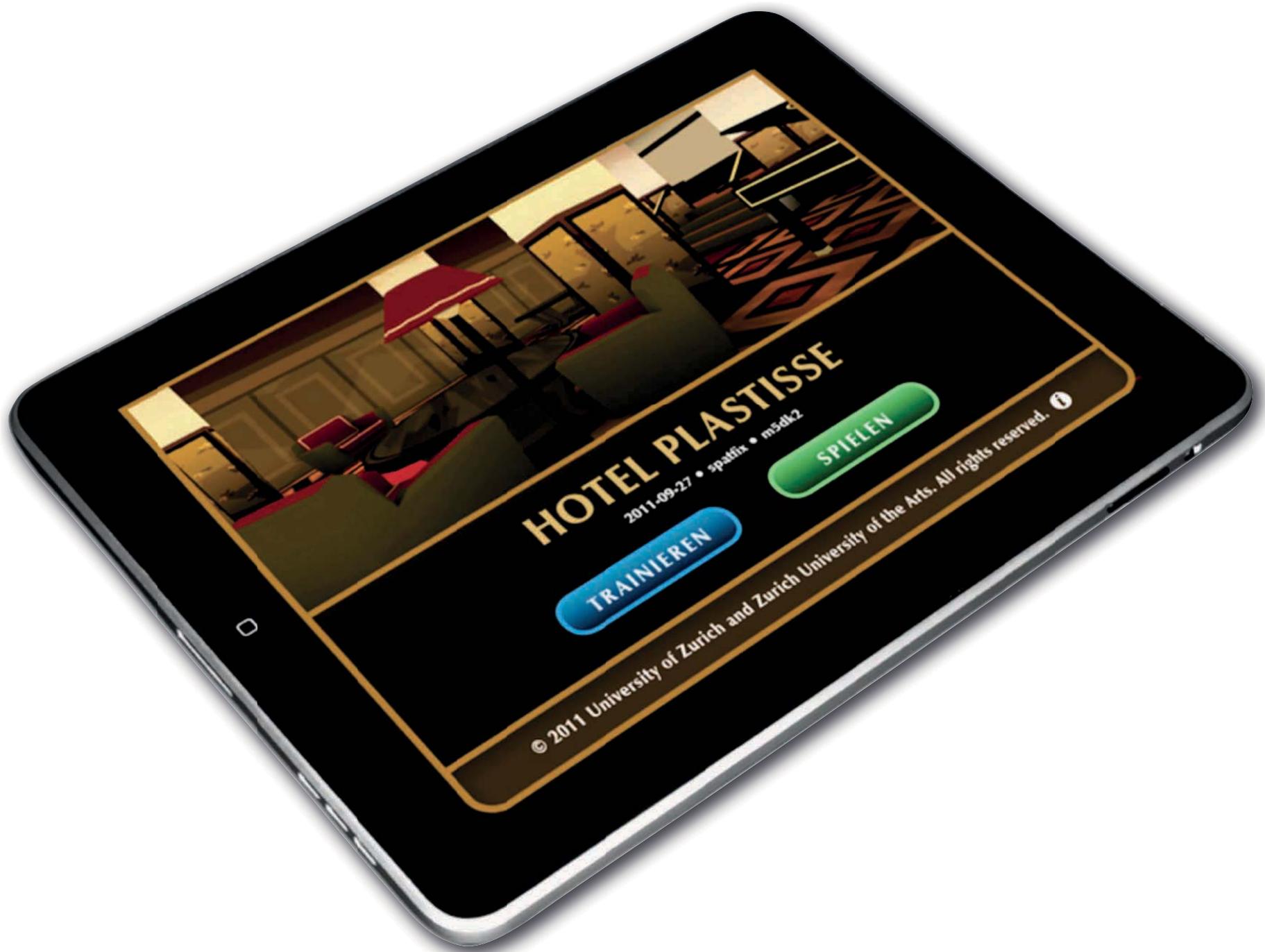


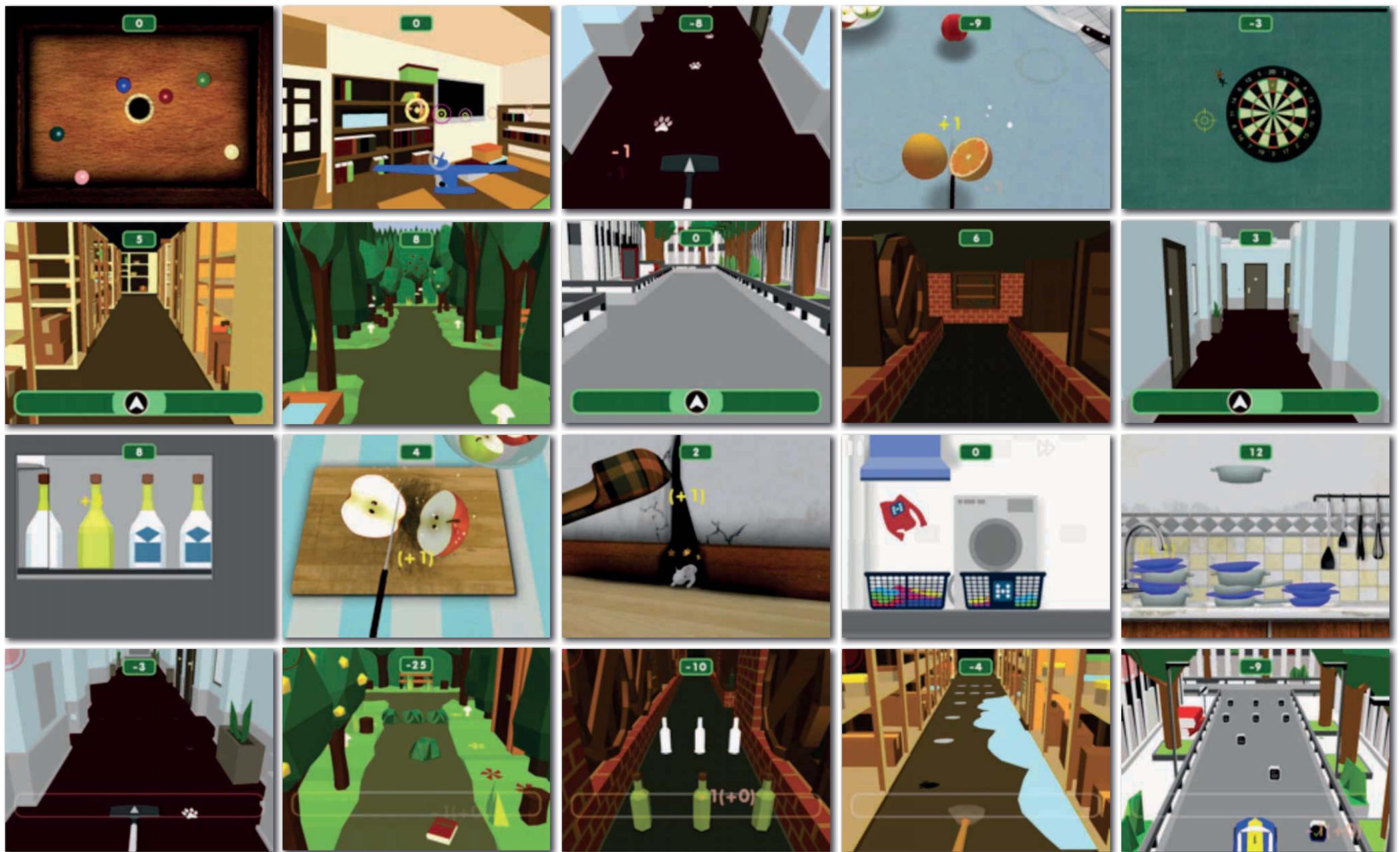


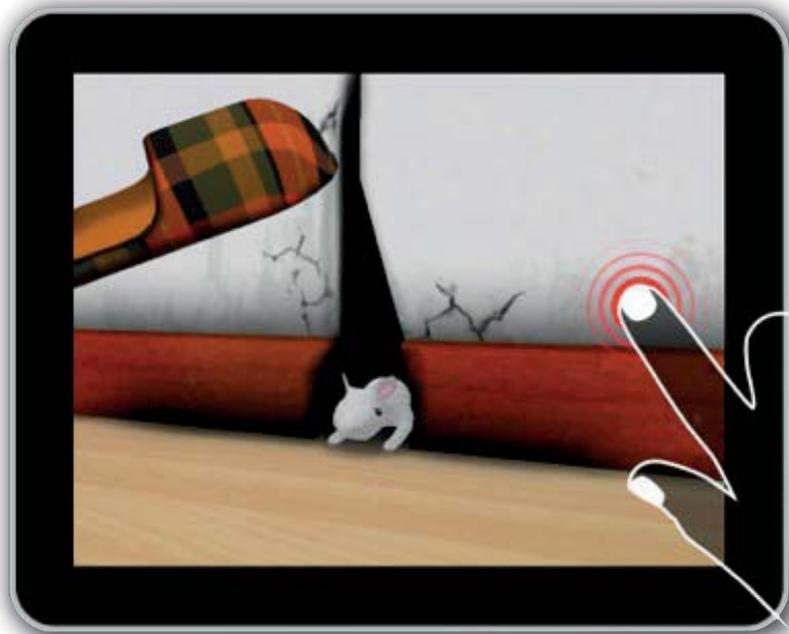
Entwicklung einer Sammlung von Minispielen zum Training kognitiver und sensomotorischer Funktionen bei Senioren. Ziel: Erforschung der Neuroplastizität im Alter.

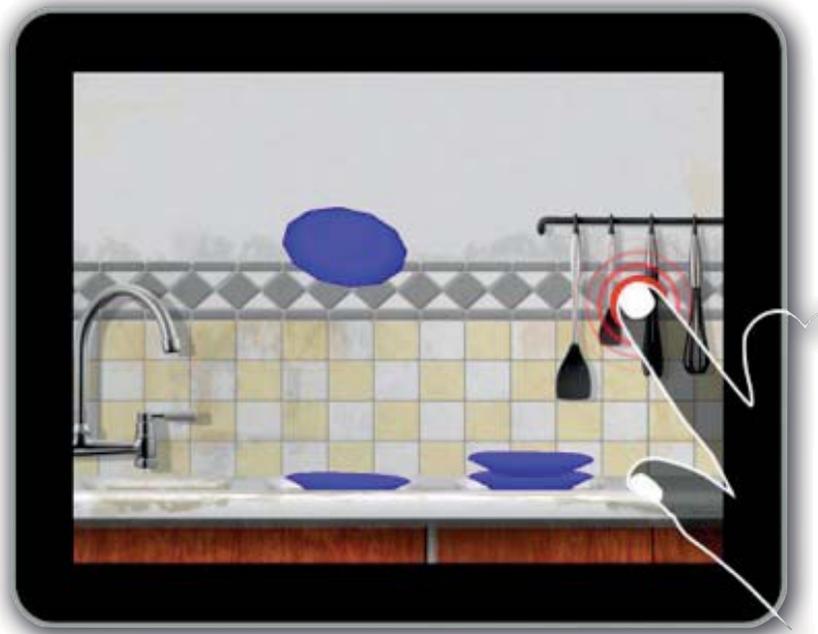
Partner:

Universität Zürich /
International Normal Aging and
Plasticity Imaging Center

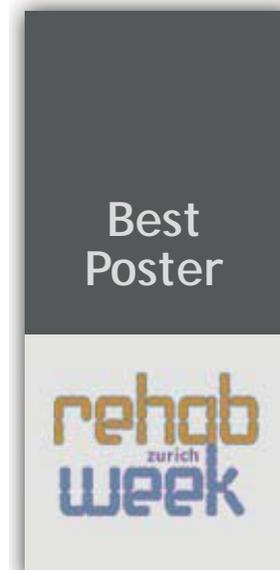
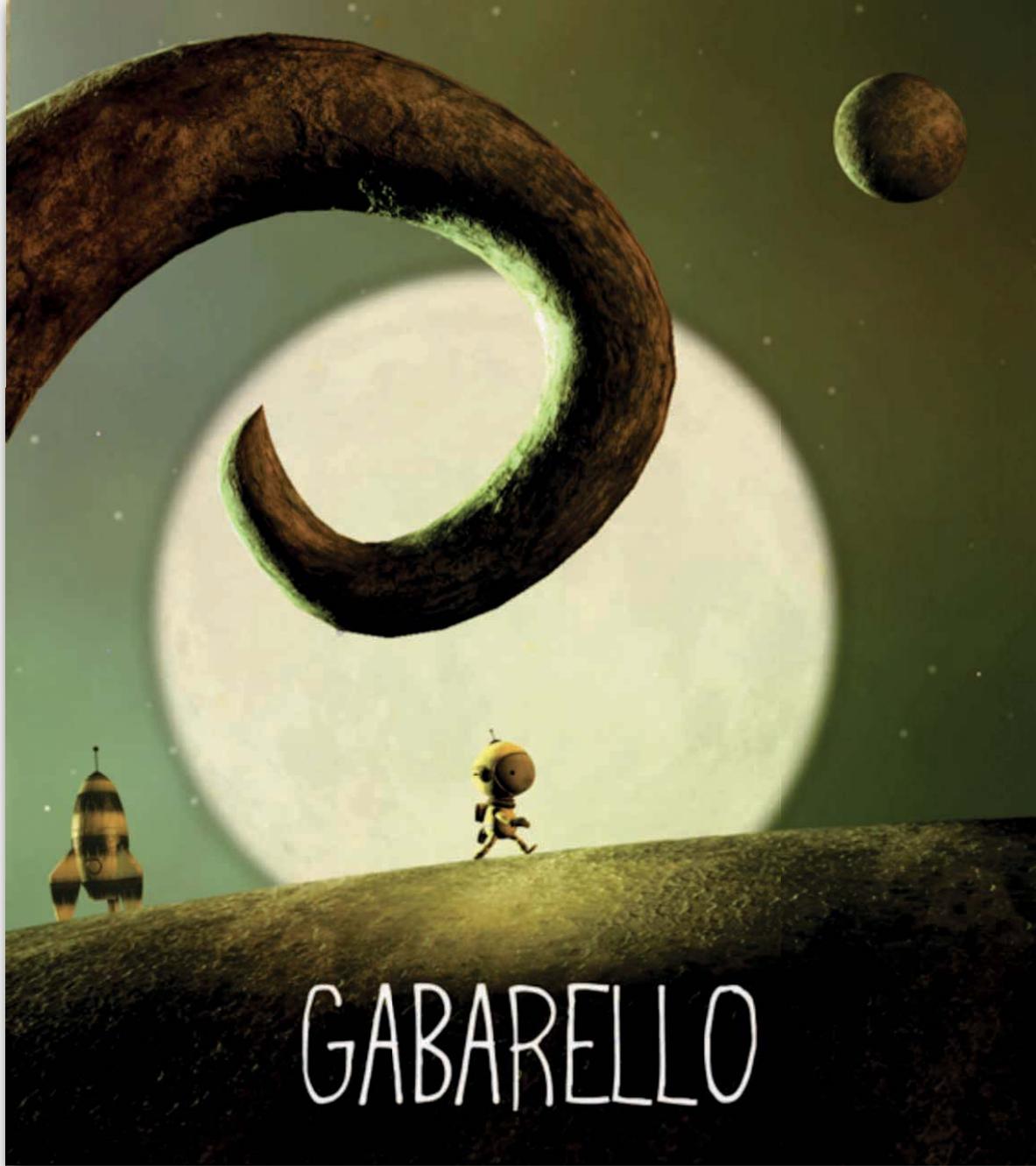








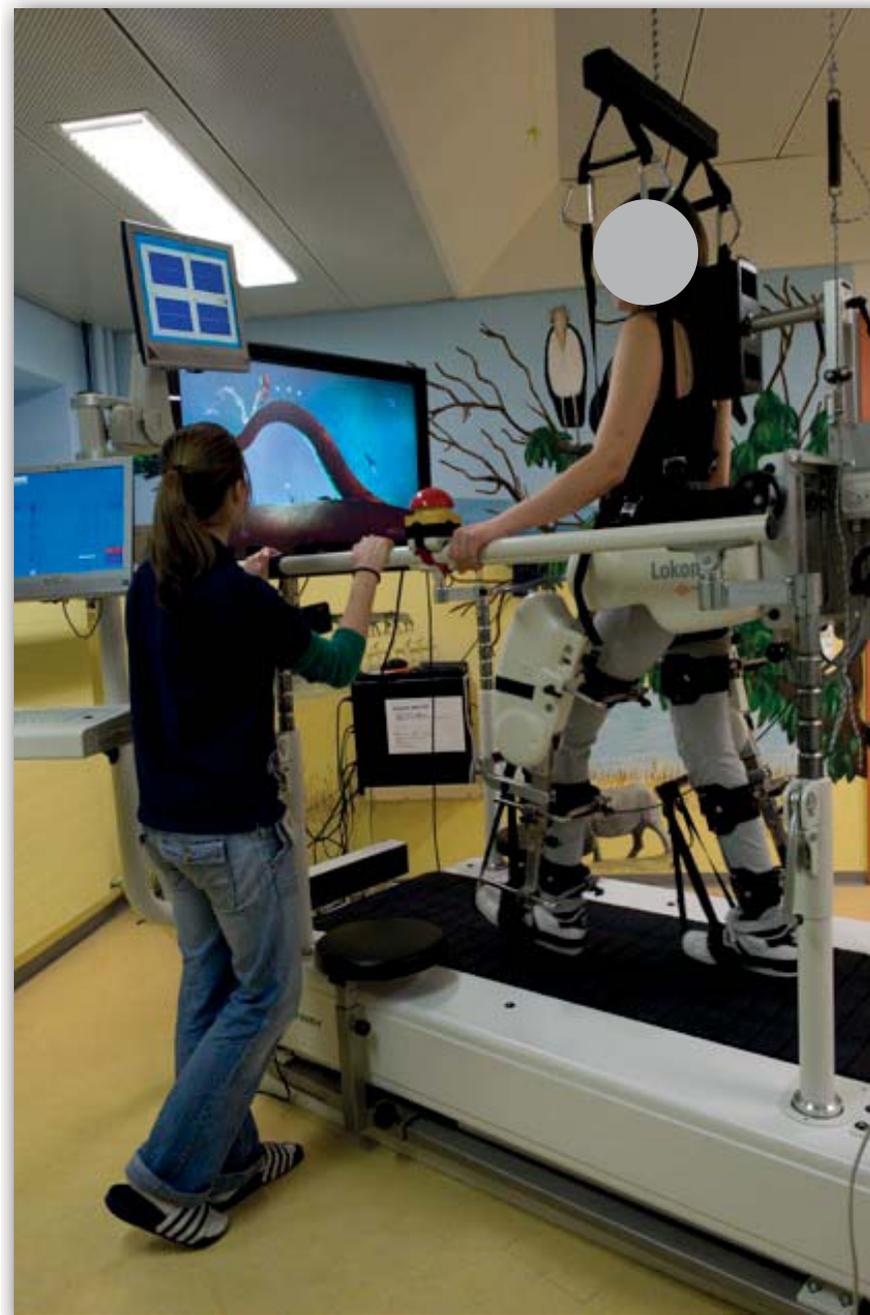






GABARELLO ist ein Motivationsspiel, das in der Rehabilitation von Kindern therapeutische Ziele mit Elementen des Game Design verbindet.

Partner: Universitätskinderkliniken Zürich,
Sensory Motor Systems Lab, ETH
Psychologisches Institut, UZH
Hocoma AG



Gabarello - Game Based Rehabilitation for Lokomat®





Gabarello - Game Based Rehabilitation for Lokomat®





Gabarelo - Game Based Rehabilitation for Lokomat®





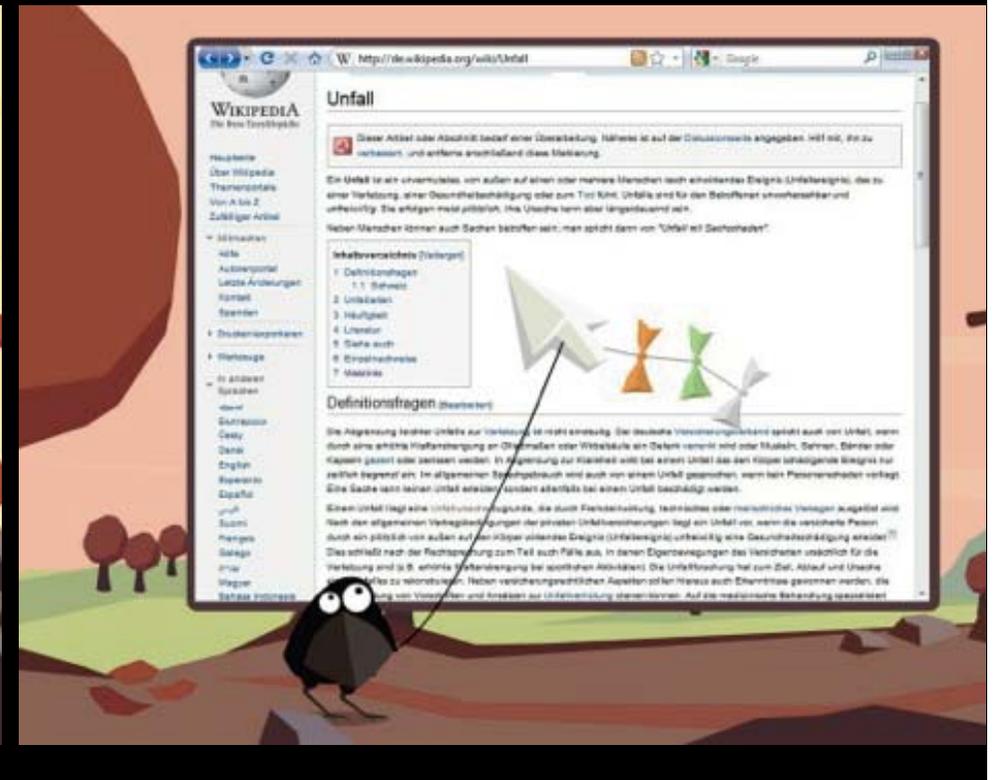
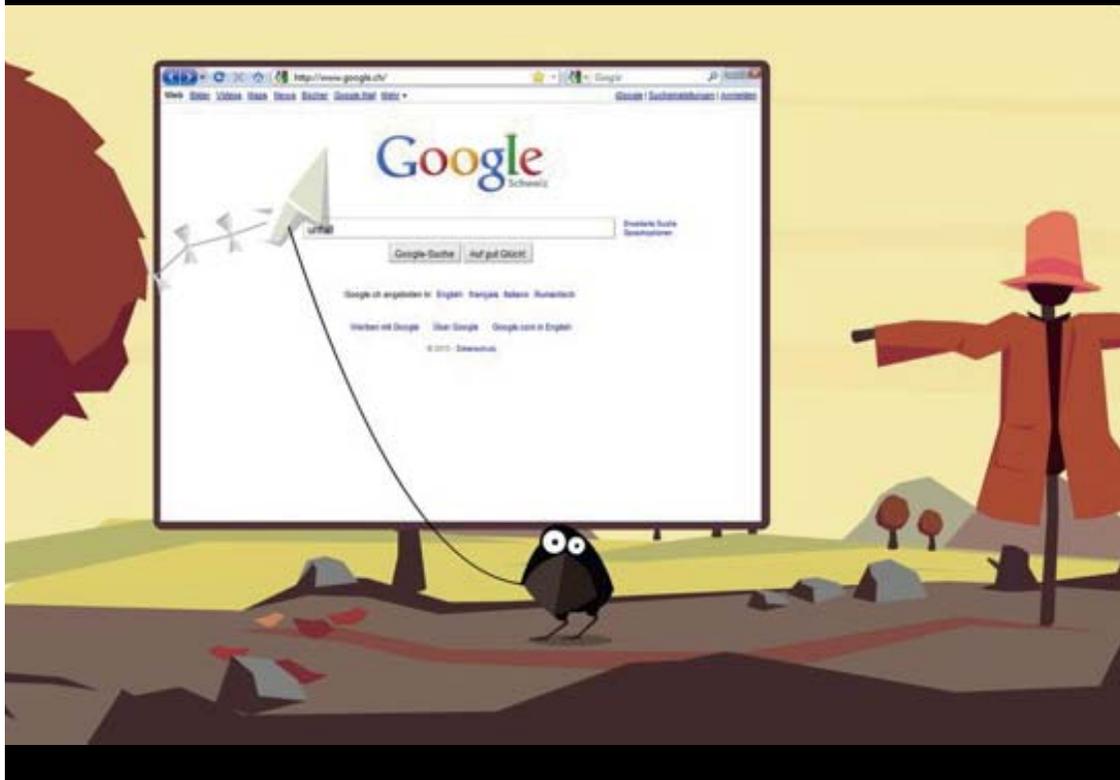
Gabarello - Game Based Rehabilitation for Lokomat®





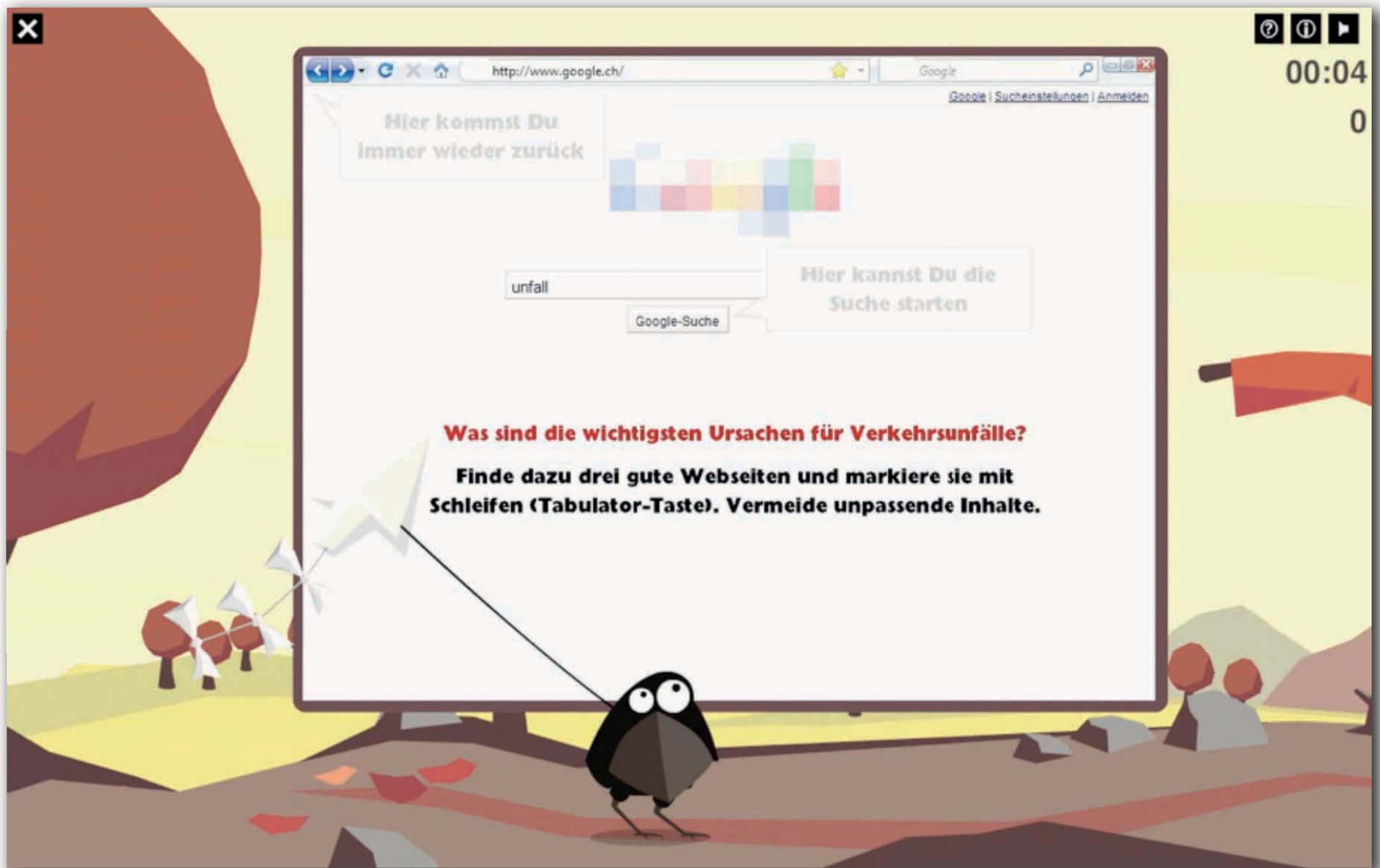
Spielfaktoren für eine hohe Immersion

Z



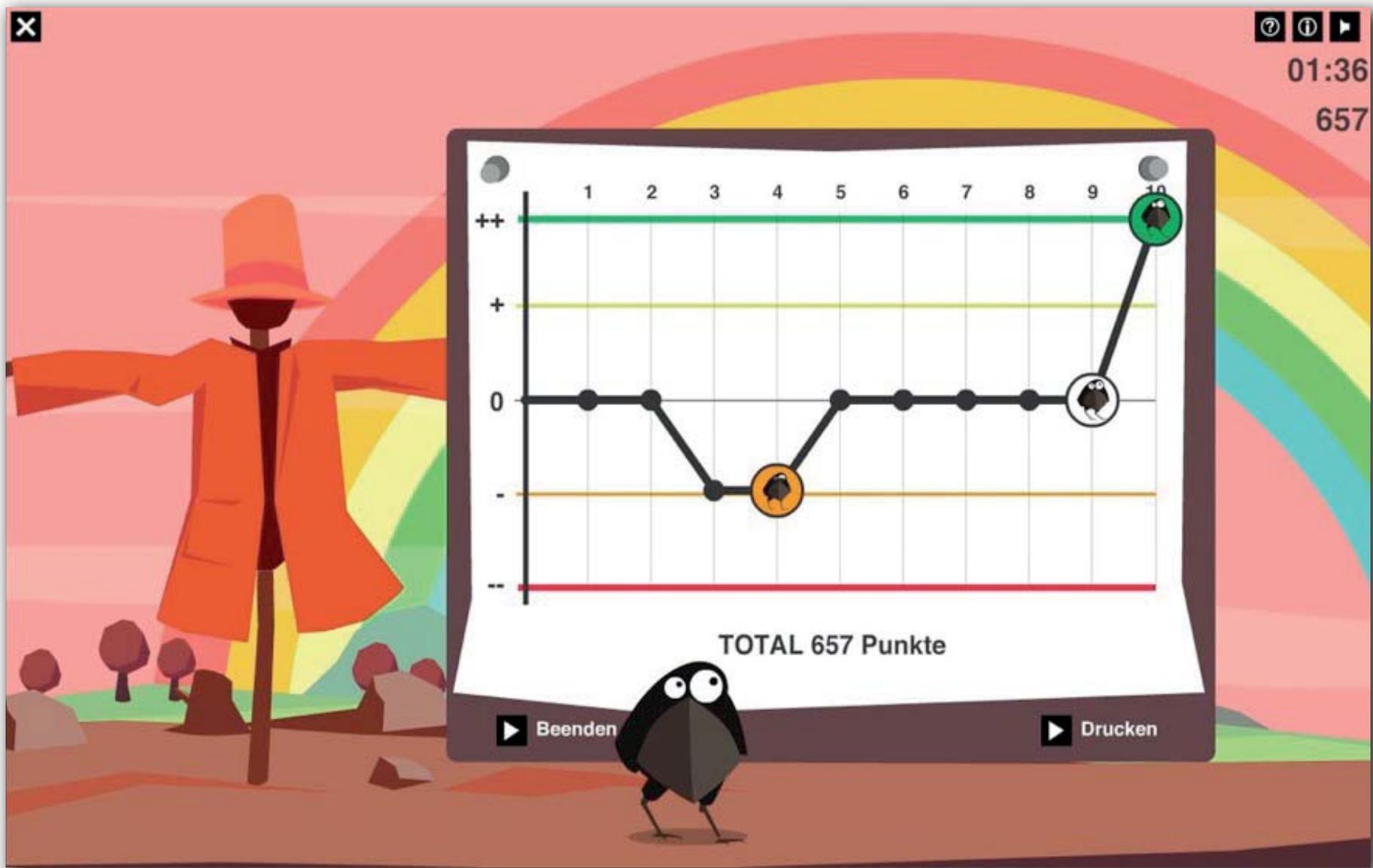
Ein Lernspiel zur Vermittlung von Medienkompetenz im Internet für 10-12 jährige Primarschüler.

Partner: Pädagogische Hochschule Zentralschweiz





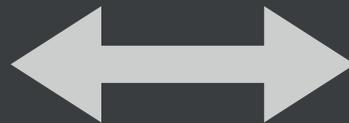




- Framework
- Best Practices Applied Games
- **Challenges**
- Entwicklungsprozess

The Real World

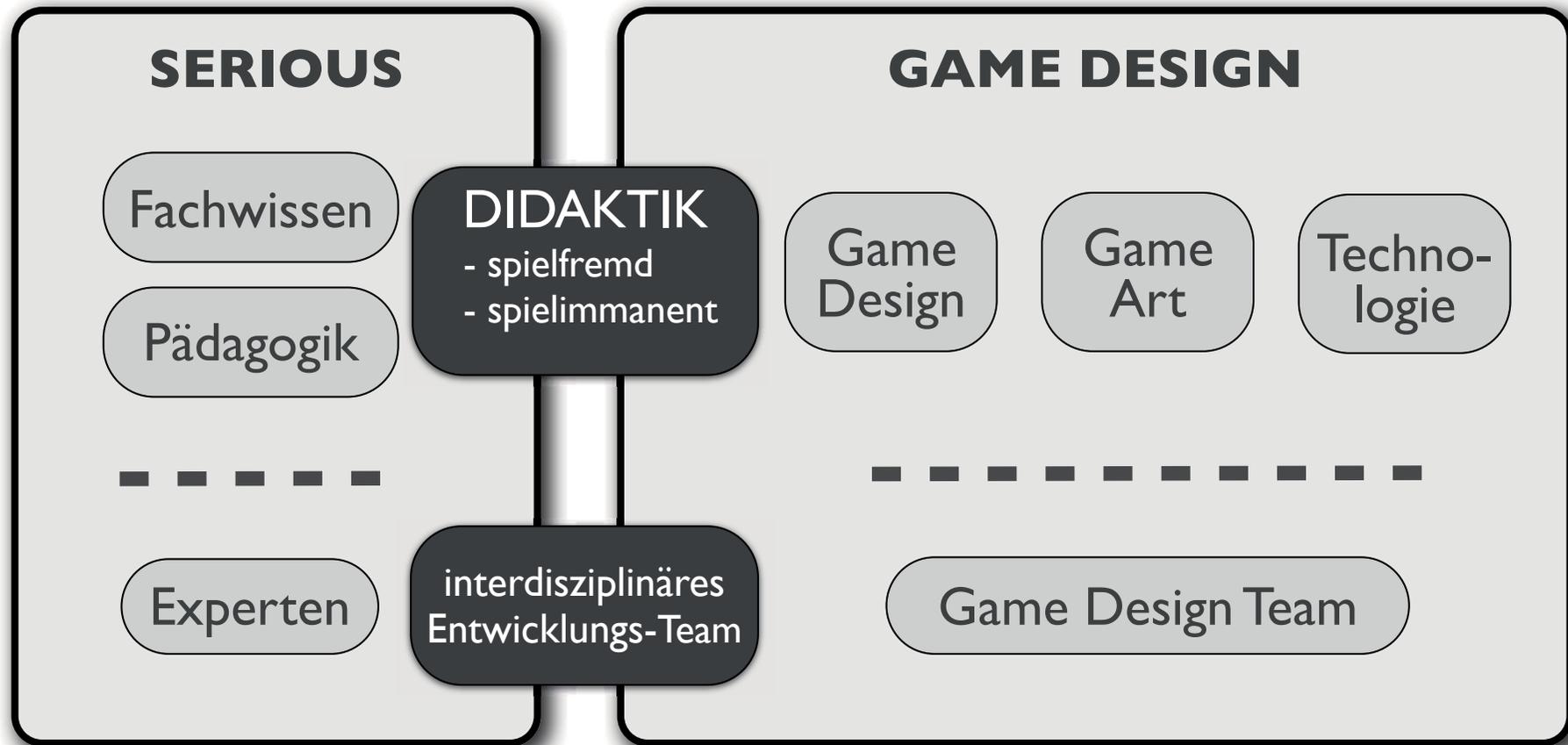
real world concepts,
situations,
and events

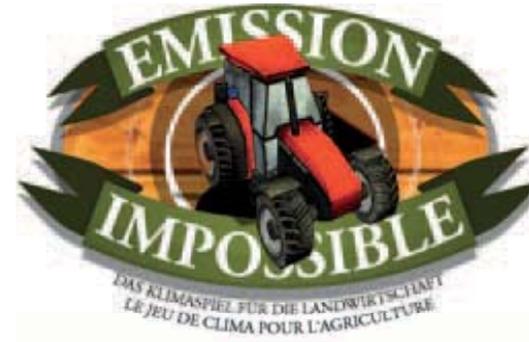


The Magic Circle

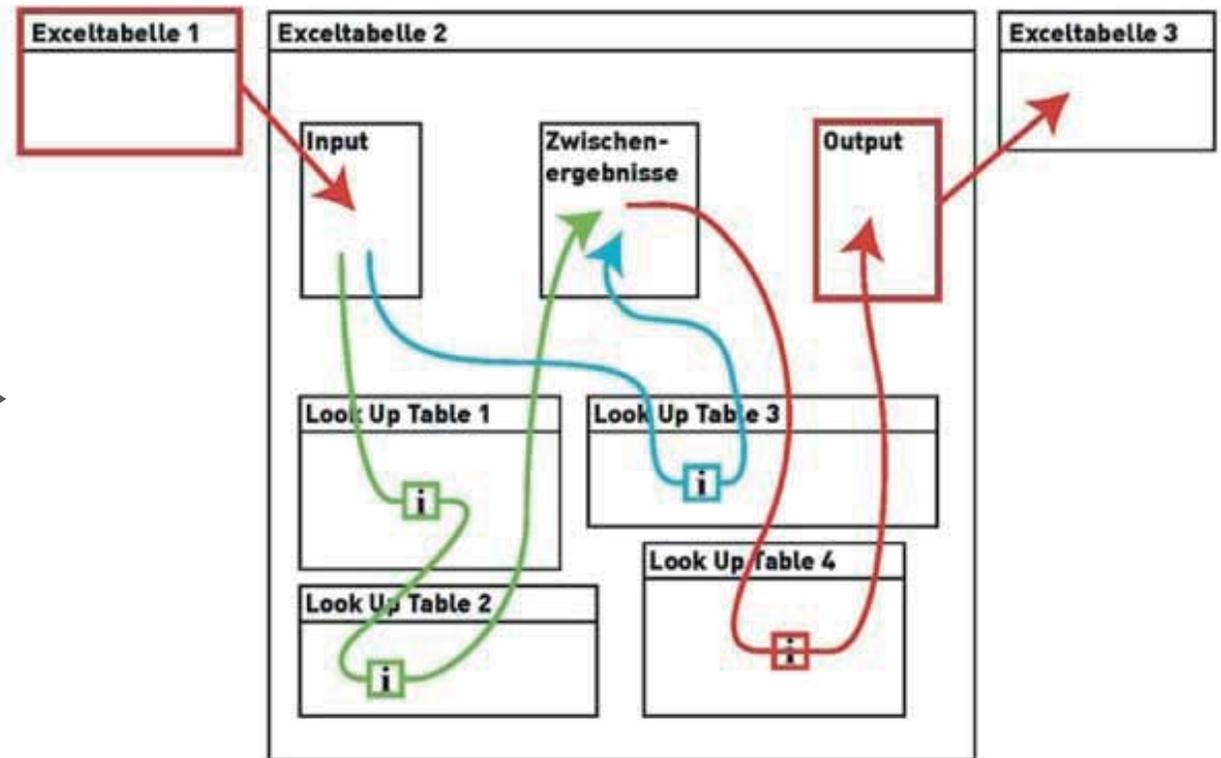
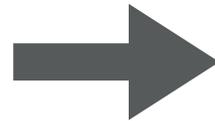
game concepts,
situations,
and events

Johan Huizinga





-  Ausbringung.xlsx
-  Die Umwelt.xlsx
-  Erntereste.xlsx
-  Fruchtfolgefläche.xlsx
-  Futterlager.xlsx
-  Geflügelstall.xlsx
-  Güllelager.xlsx
-  Kauf-Verkauf.xlsx
-  Mistlager.xlsx
-  Rindviehstall_v2.xlsx
-  Schweinestall.xlsx
-  Treibhausgase.xlsx
-  Weide.xlsx



Anforderungen an das Spiel und dessen Lern- oder Vermittlungsziele



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RISE THROUGH THE ARMY RANKS AS YOU MOLD YOURSELF INTO A SPECIAL FORCES SOLDIER. SURVIVE BASIC TRAINING, BUILD YOUR SKILLS, AND PROVE YOUR WORTH ON THE BATTLEFIELD IN 35 HIGH-ADRENALINE SINGLE-PLAYER MISSIONS OR COUNTLESS BATTLES ONLINE.



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Create a persistent character online and gain new skills from battle to battle.



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|--|--|--|
| <input checked="" type="checkbox"/> Players 1 | <input checked="" type="checkbox"/> System Link 2-K | <input checked="" type="checkbox"/> Online Multiplayer |
| <input checked="" type="checkbox"/> Memory Unit | <input checked="" type="checkbox"/> HDTV 480p | <input checked="" type="checkbox"/> Scoreboards |
| <input checked="" type="checkbox"/> Custom Soundtracks | <input checked="" type="checkbox"/> Communicator Headset | <input checked="" type="checkbox"/> Friends |
| <input checked="" type="checkbox"/> In-game Dolby® Digital | <input checked="" type="checkbox"/> Content Download | <input checked="" type="checkbox"/> Voice |

X = features supported by this game. Online features subject to change without notice; additional fees may apply. Voice features require Communicator headset (sold separately).



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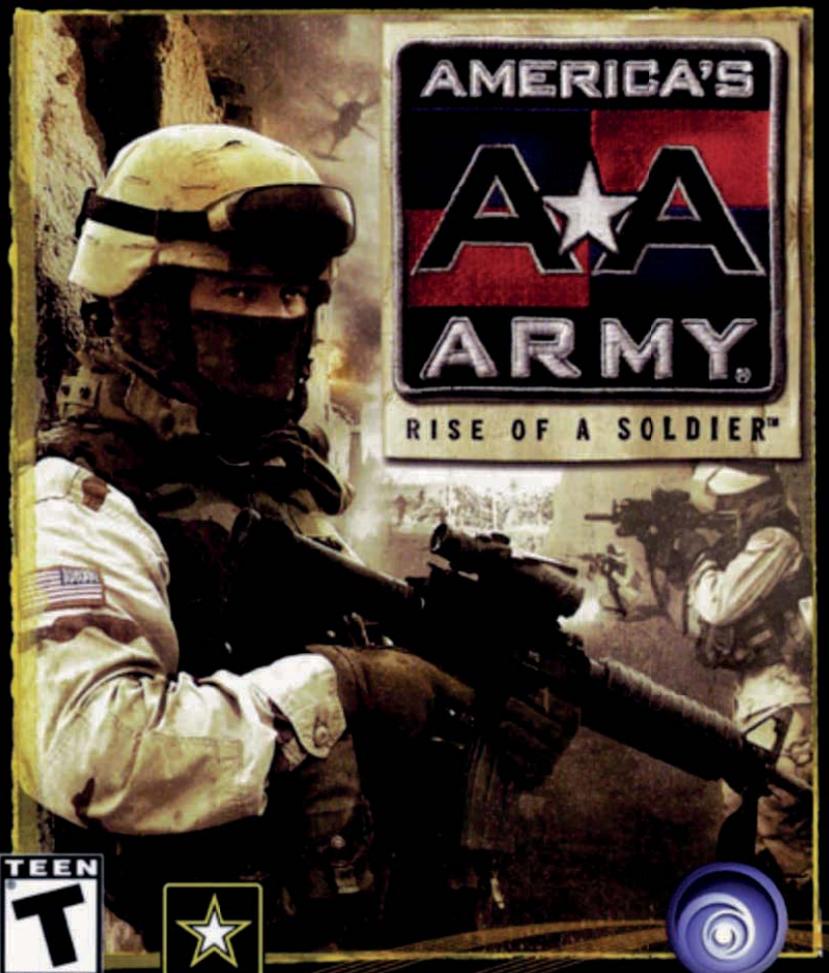
XBOX
ONLINE ENABLED



LIVE ONLINE ENABLED

THE OFFICIAL U.S. ARMY GAME™ NTSC

AMERICA'S ARMY RISE OF A SOLDIER™



Game Experience May Change During Online Play

- Framework
- Best Practices Applied Games
- Challenges
- **Entwicklungsprozess**

I. Instructional Design

II. Design, Play and Experience Framework

I. Instructional Design

II. Design, Play and Experience Framework

- *Instruktionsdesign* oder *Didaktisches Design* bezeichnet die systematische Planung, Entwicklung und Evaluation von Lernumgebungen und Lernmaterialien.
- Anforderungs-, Aufgaben- und Zielgruppenanalyse



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RISE THROUGH THE ARMY RANKS AS YOU MOLD YOURSELF INTO A SPECIAL FORCES SOLDIER. SURVIVE BASIC TRAINING, BUILD YOUR SKILLS, AND PROVE YOUR WORTH ON THE BATTLEFIELD IN 35 HIGH-ADRENALINE SINGLE-PLAYER MISSIONS OR COUNTLESS BATTLES ONLINE.



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| Players 1 | System Link 2-K | Online Multiplayer |
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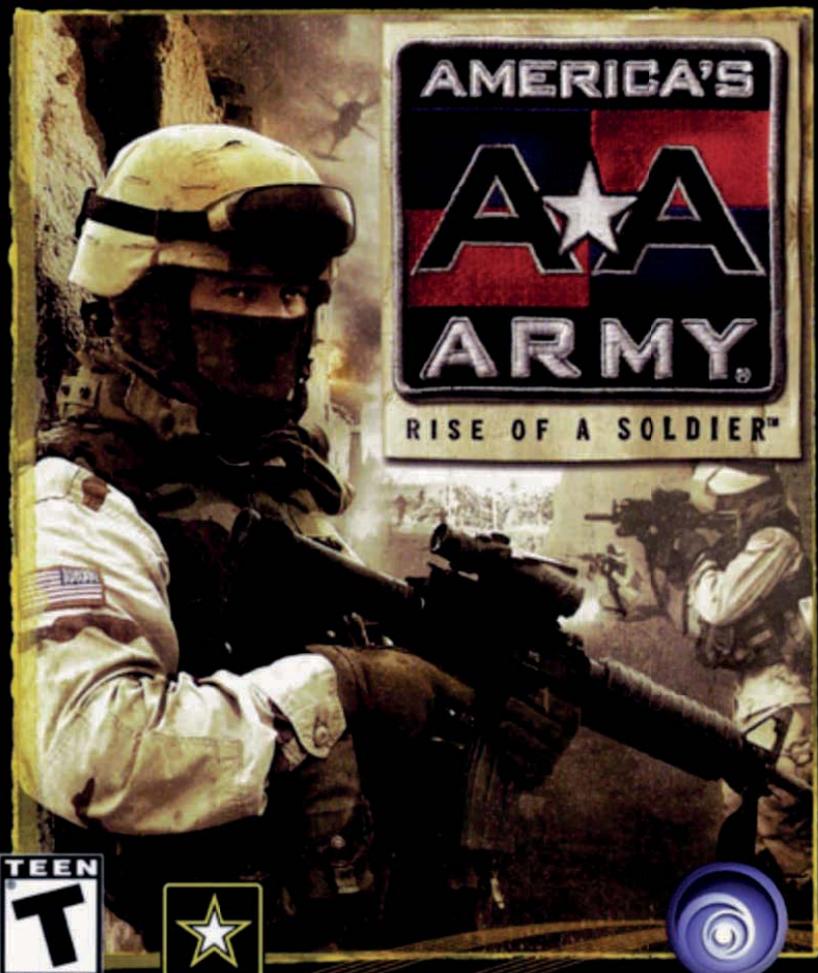
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Game Experience May Change During Online Play

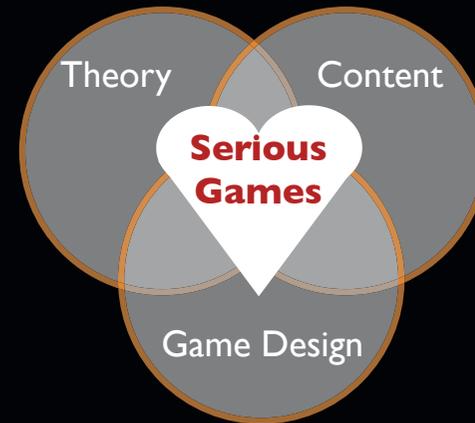
I. Instructional Design

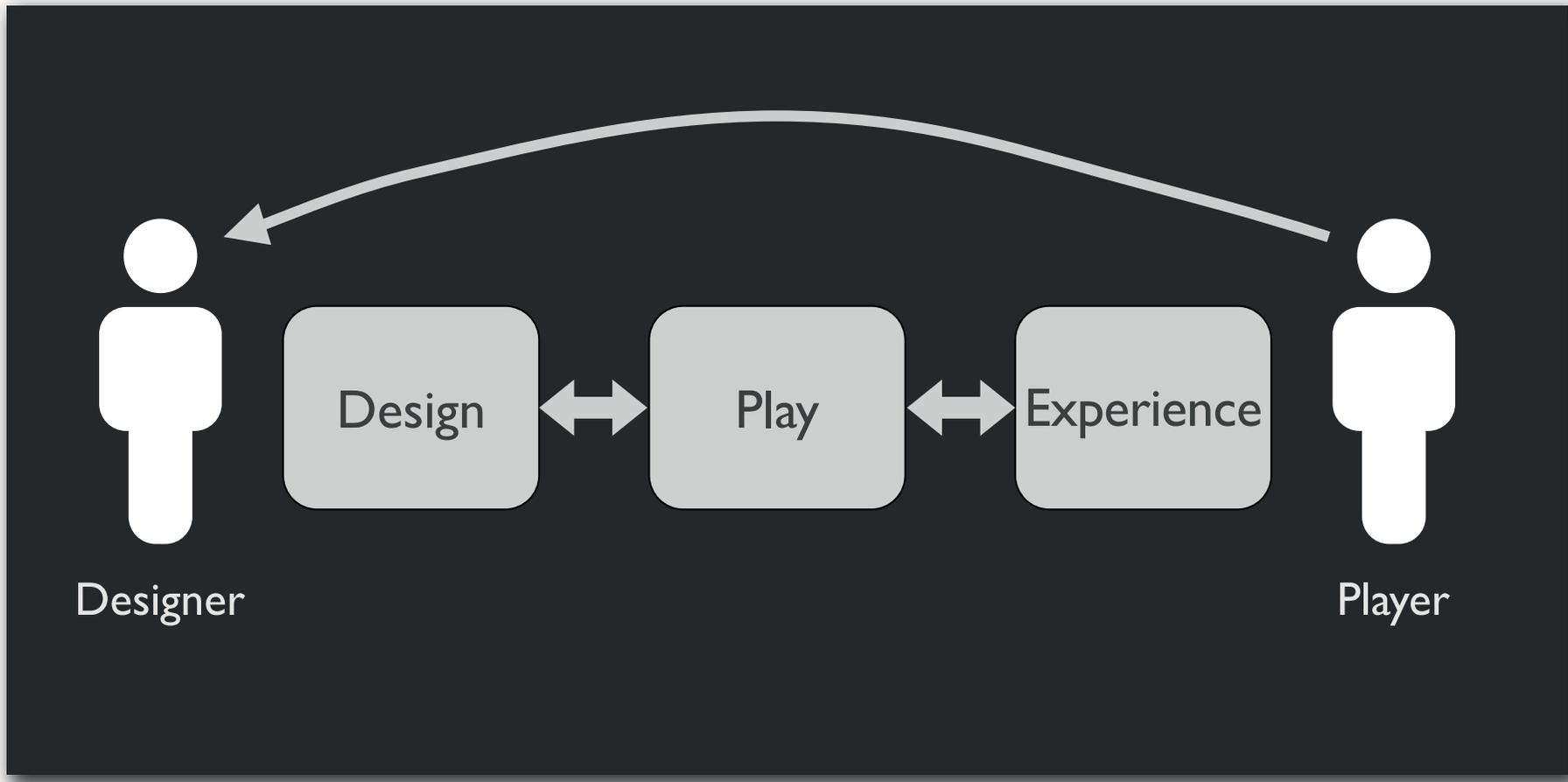
II. Design, Play and Experience Framework

Formeller Design Ansatz, um das volle Potenzial von Serious Games auszuschöpfen und

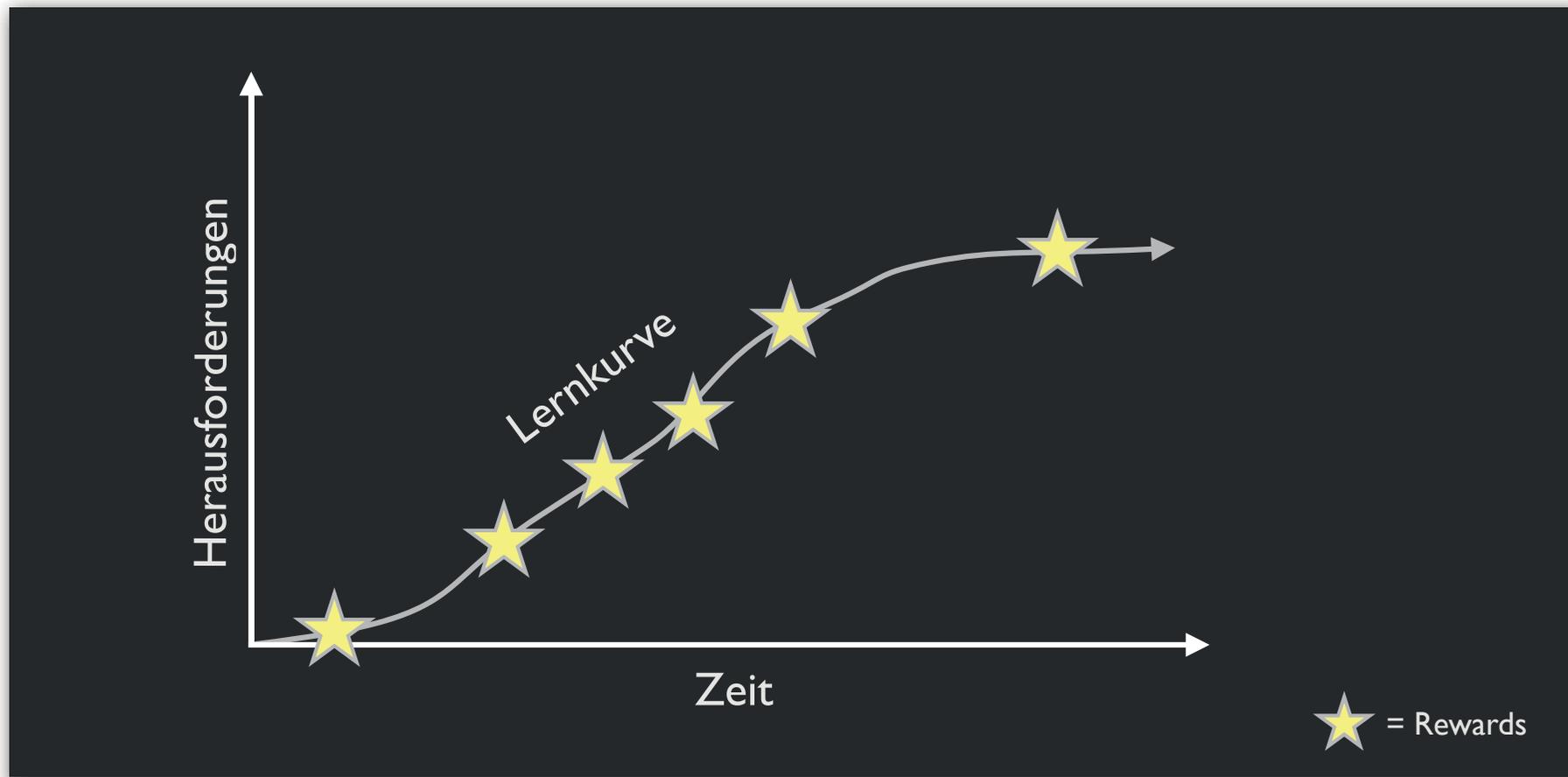
- Lernebene
- Storytelling
- Gameplay
- User Experience
- Technologie

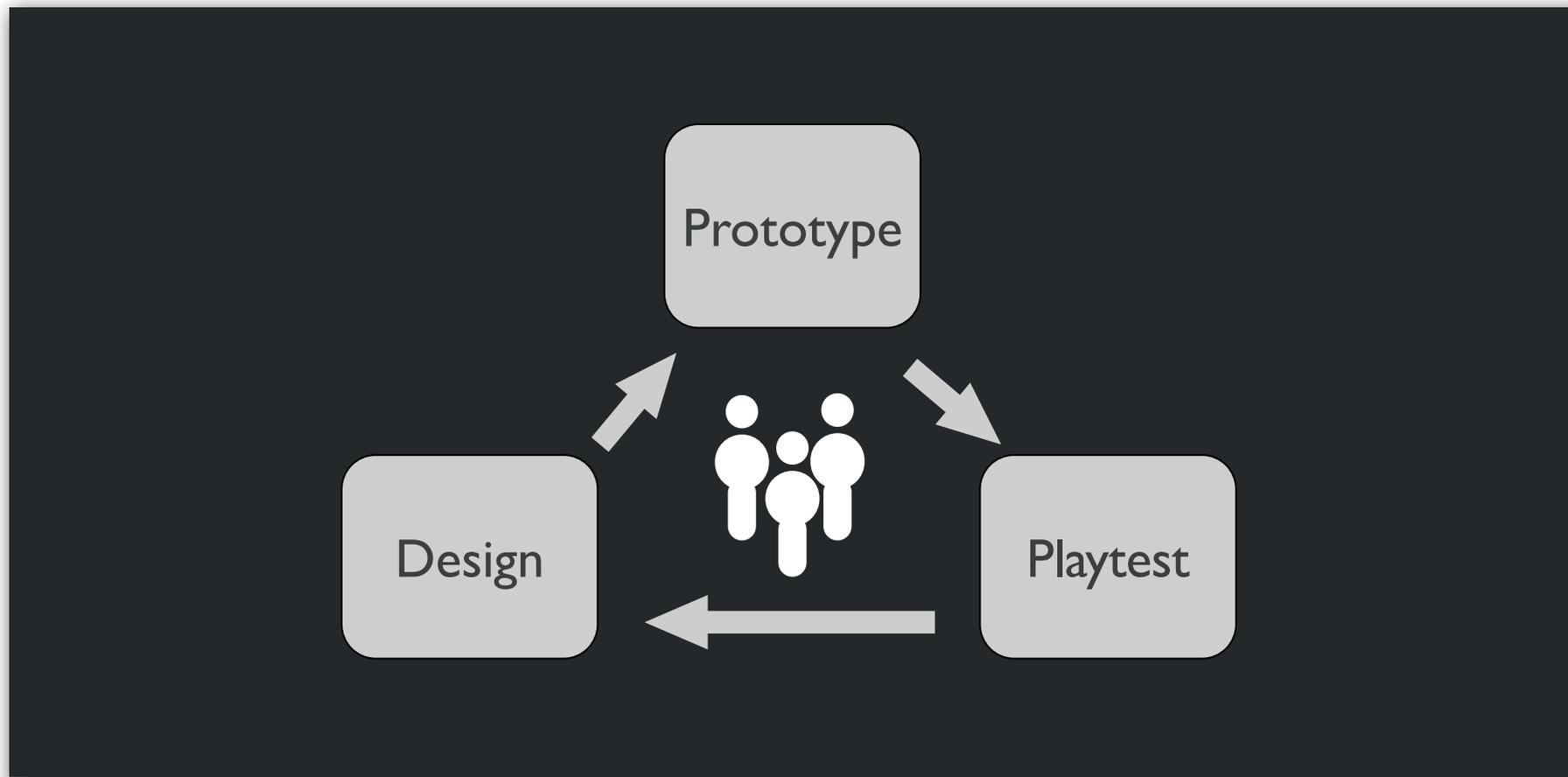
adäquat gestalten zu können.





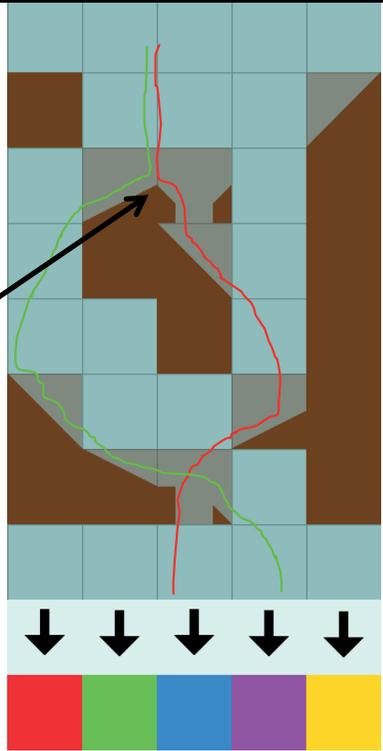
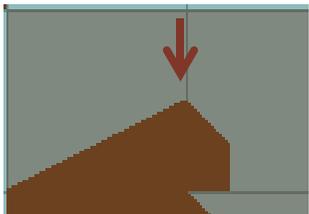




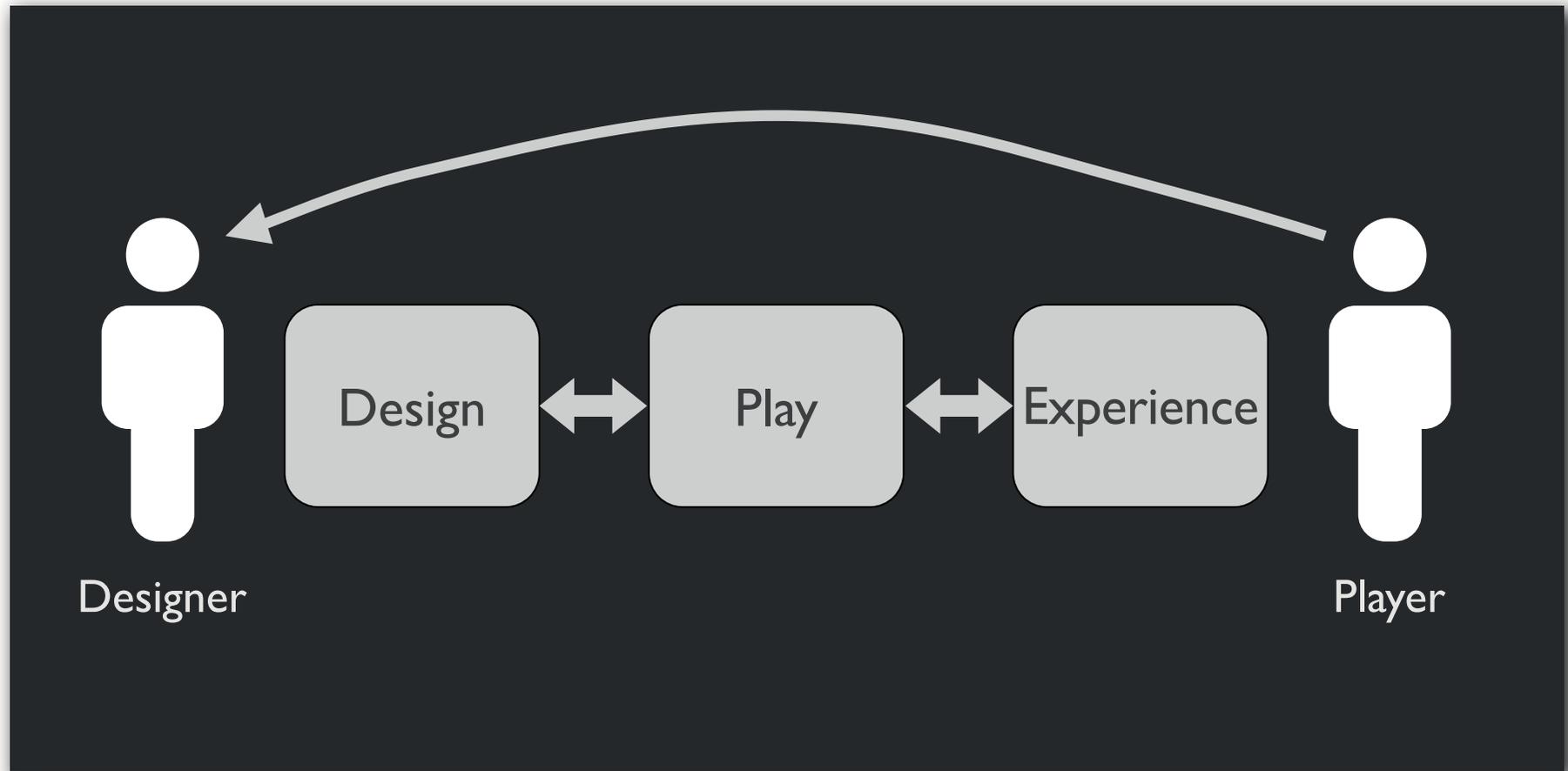


Ideenfindung

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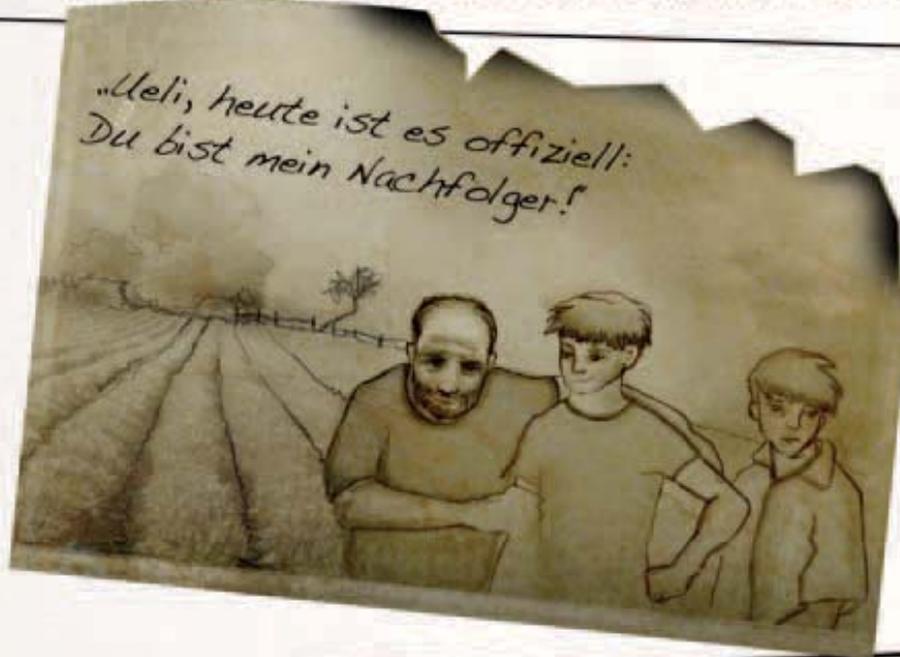






Tag der Entscheidung

An einem Abend stehen wir draussen vor dem Hof und reden über die Zuckerrüben.



Und ich, Max, was soll ich tun?

weiter >

Vielen Dank!

cornelius.mueller@zhdk.ch
serious.games@zhdk.ch
gamedesign.zhdk.ch
ide.zhdk.ch

