

**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**
- **hydrosolutions GmbH**
- **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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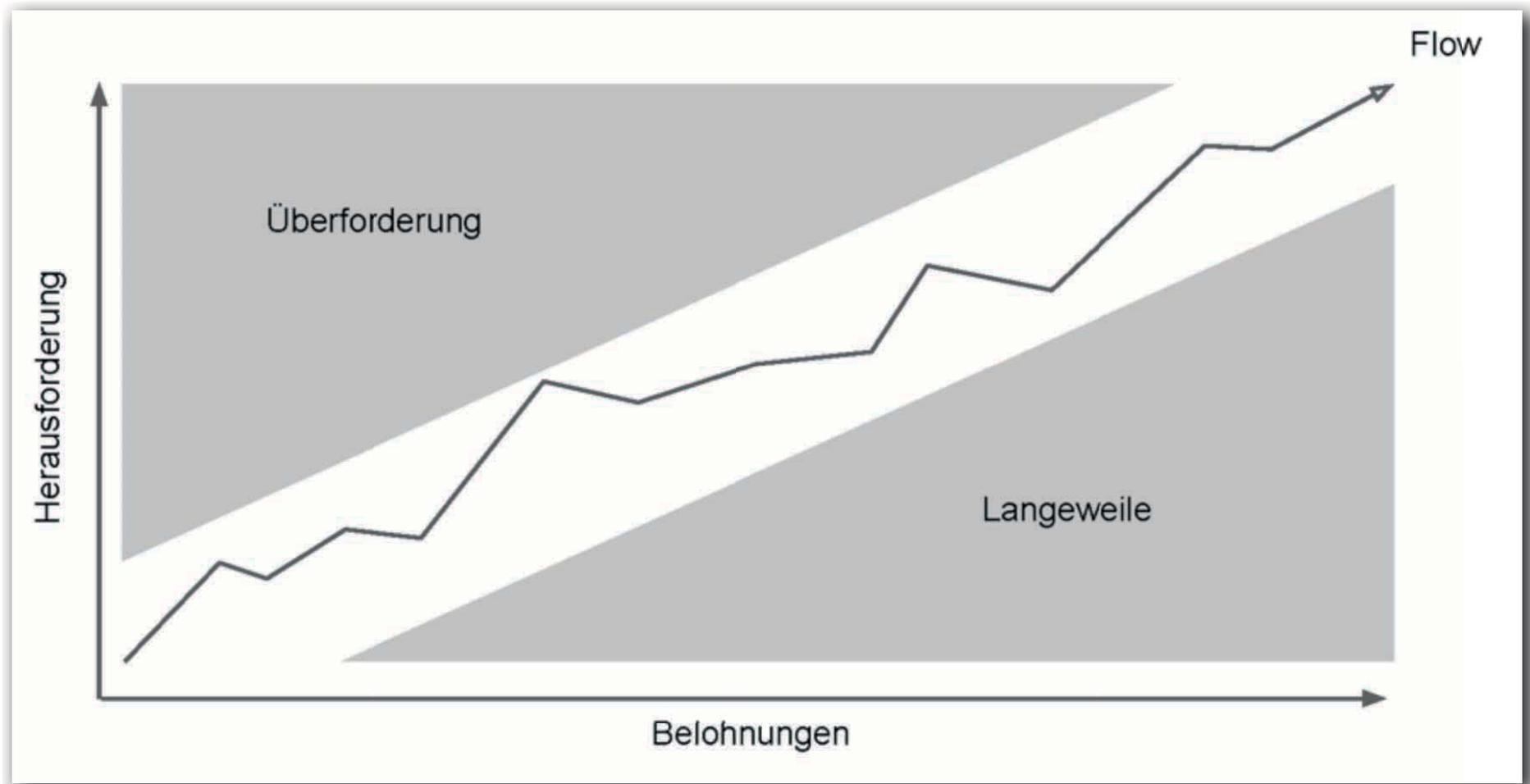


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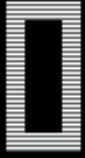


immersion



»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



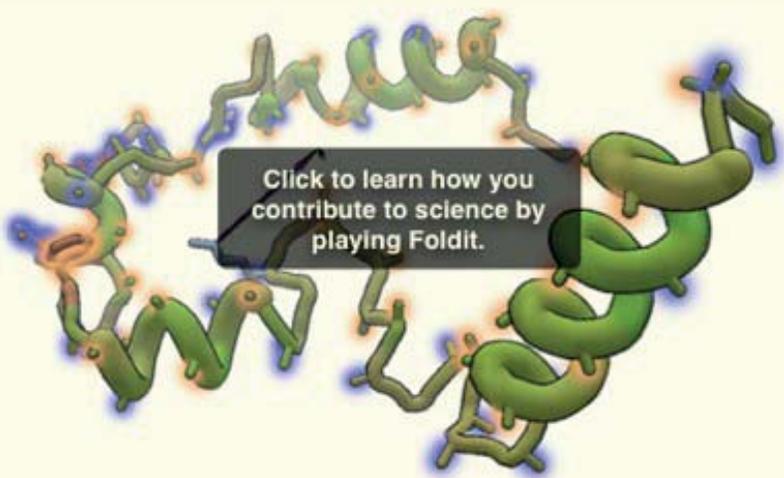
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09:16:27 GMT
foldit BETA

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



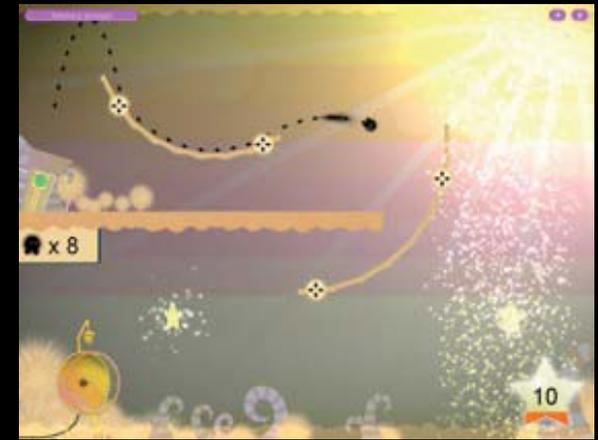
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Credits

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





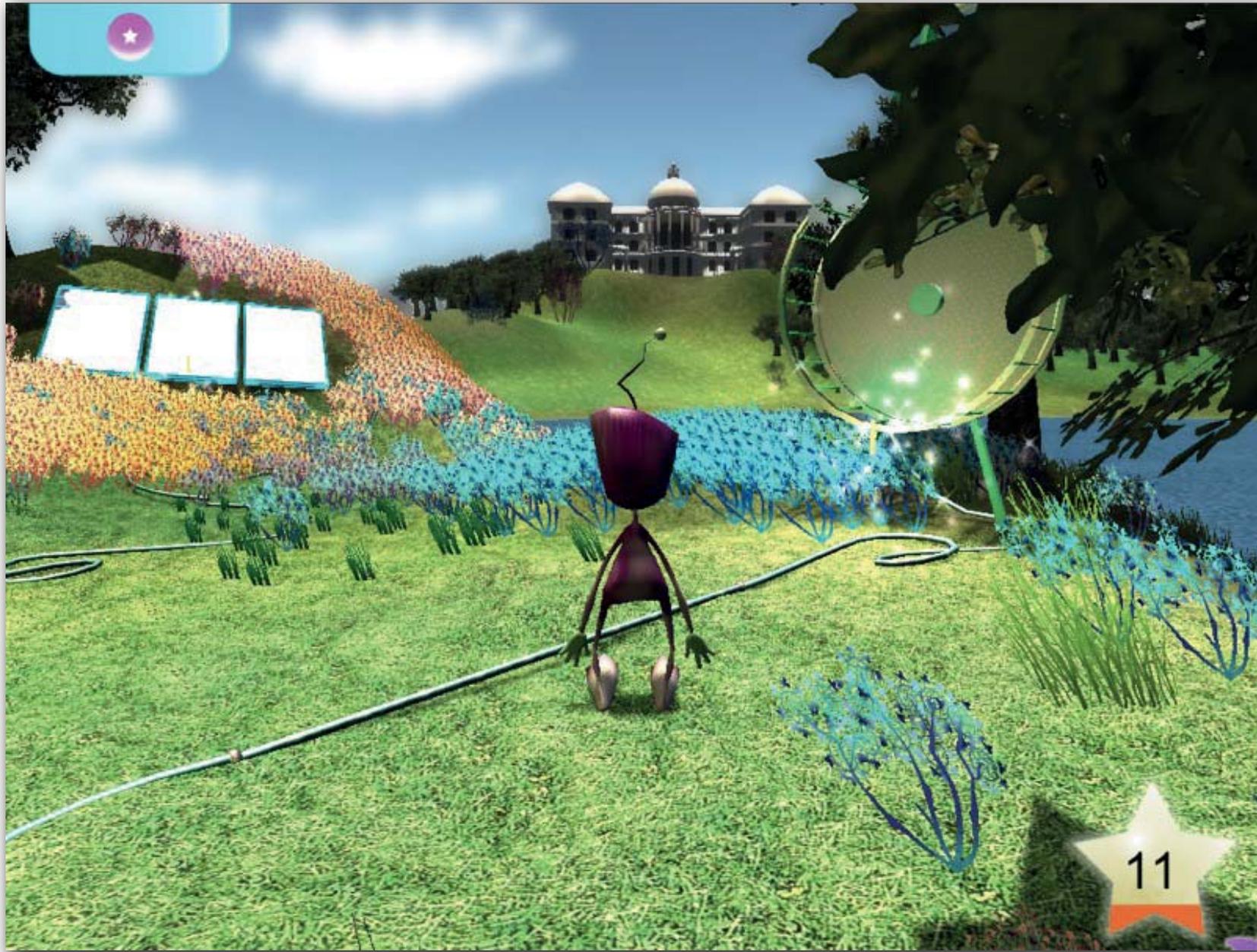
Entwicklung eines Videospiele für 7-11 jährige Mädchen, um sie für Mathematik, Informatik, Naturwissenschaften & Technik zu interessieren.

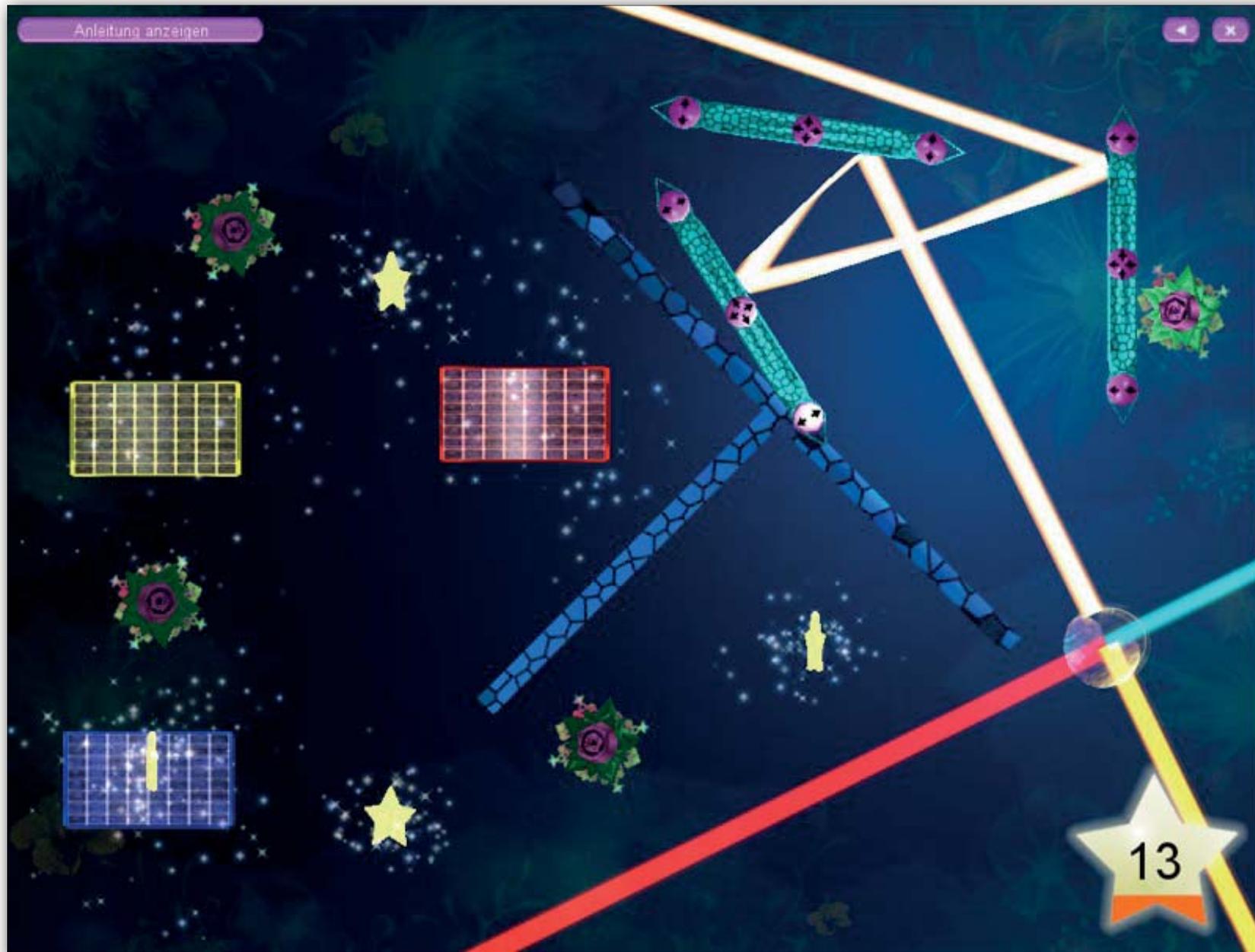
Partner: ETH Zürich / equal! Chancengleichheit von Frau und Mann

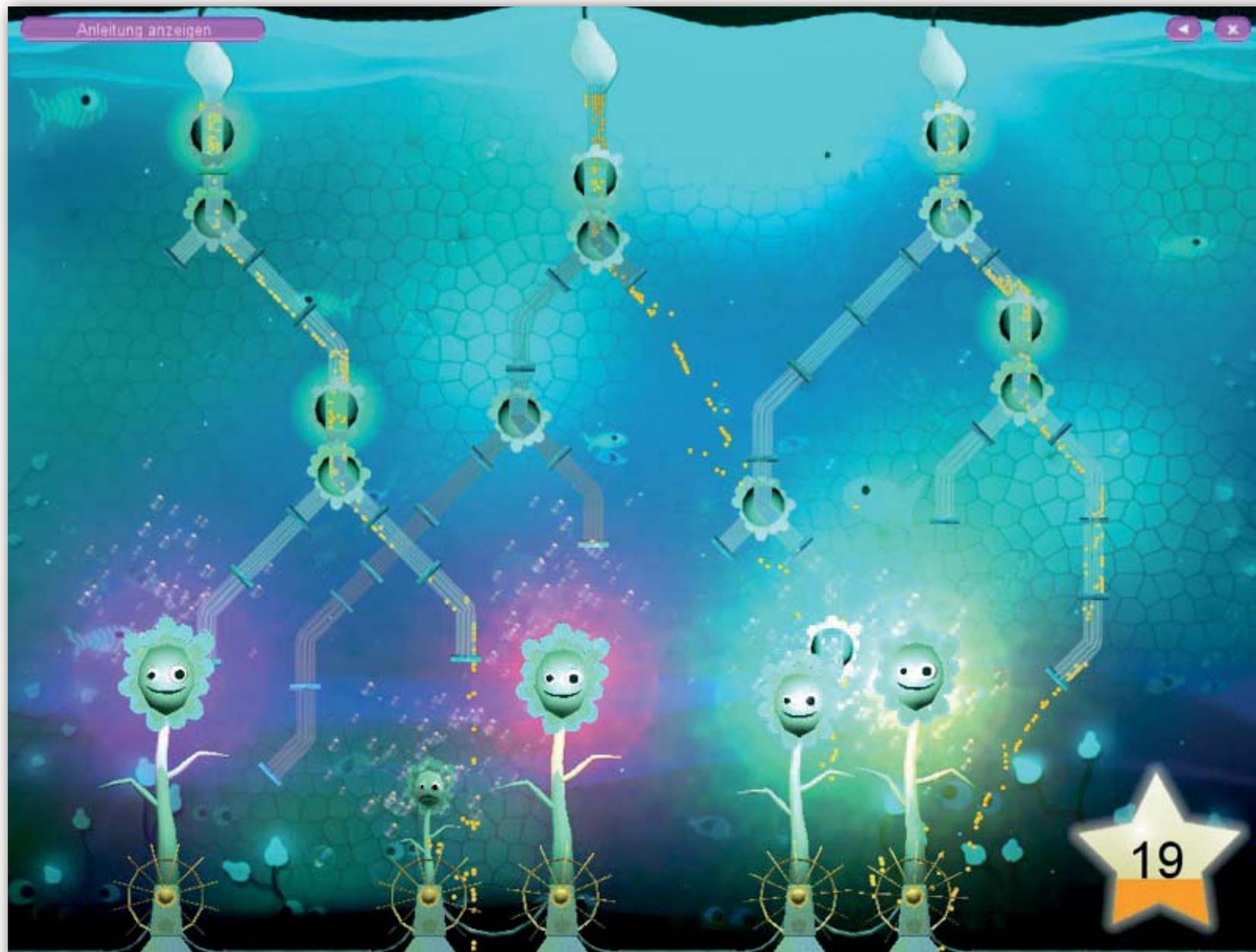


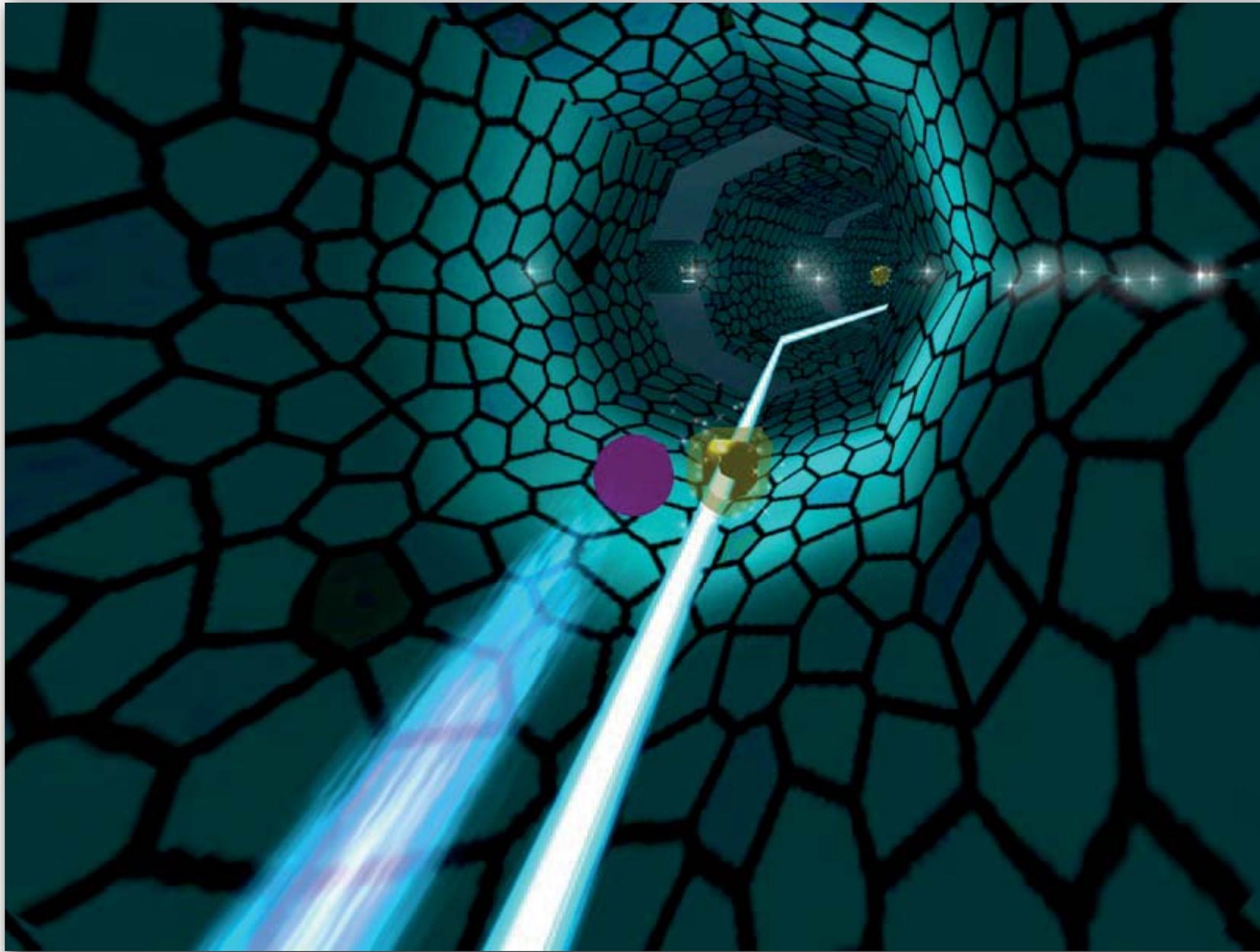
MINT-Land - equal! Chancengleichheit von Frau und Mann, ETH Zürich











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

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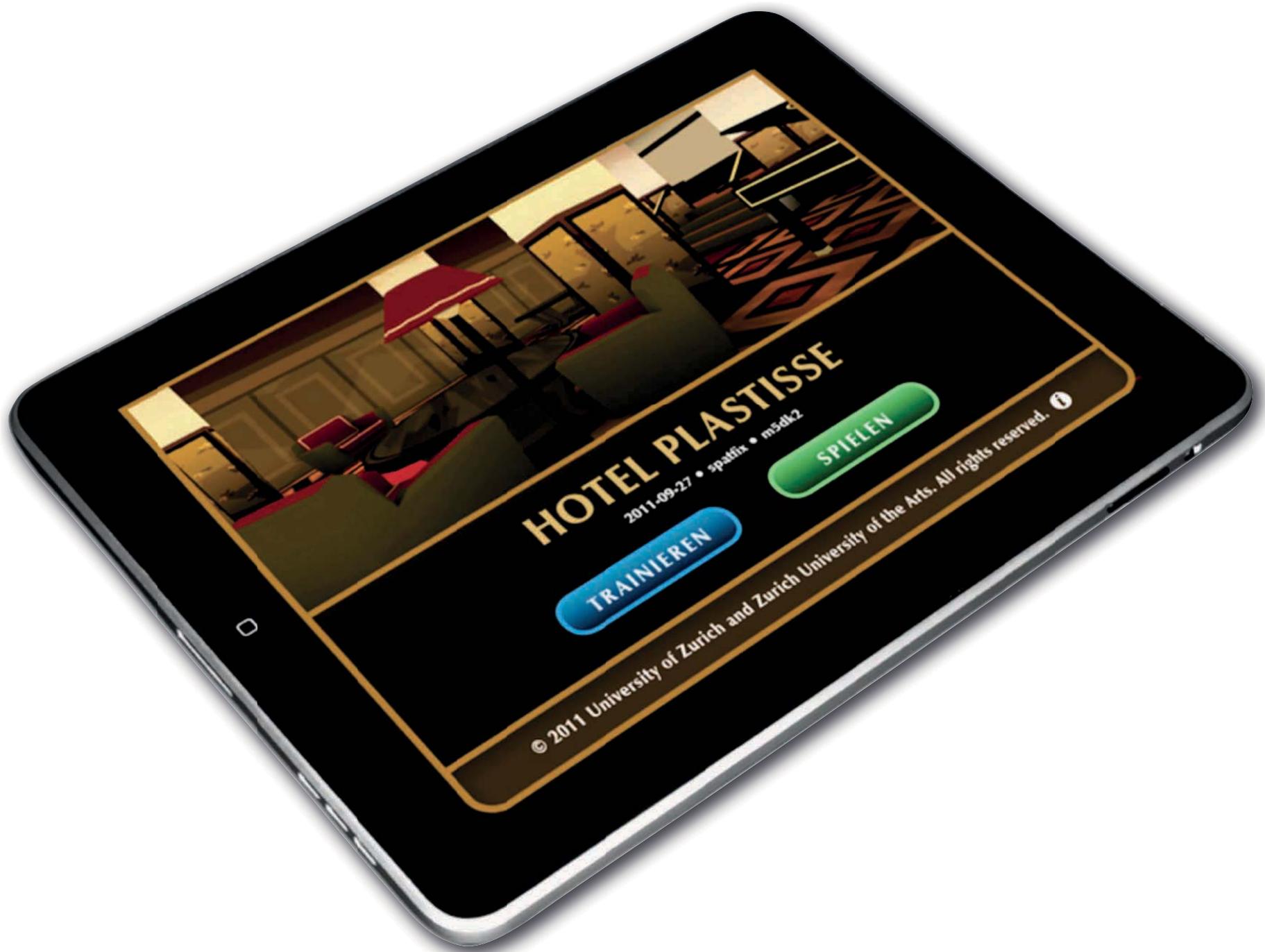


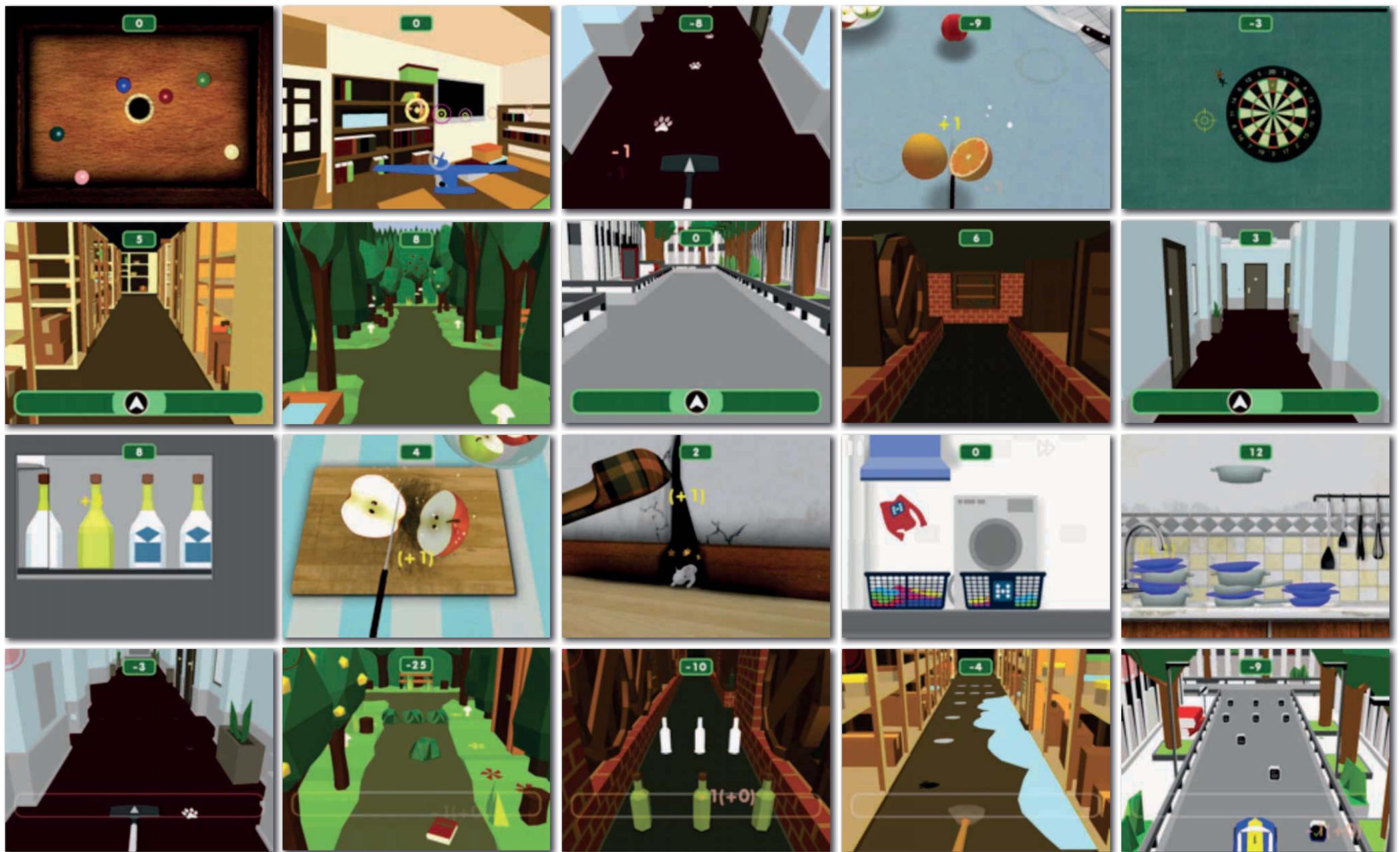


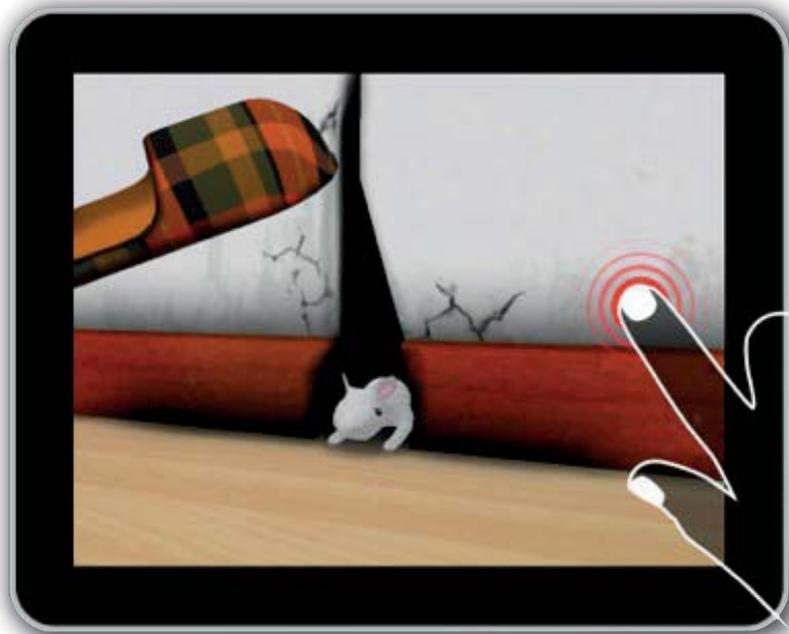
Entwicklung einer Sammlung von Minispielen zum Training kognitiver und sensomotorischer Funktionen bei Senioren. Ziel: Erforschung der Neuroplastizität im Alter.

Partner:

Universität Zürich /
International Normal Aging and
Plasticity Imaging Center

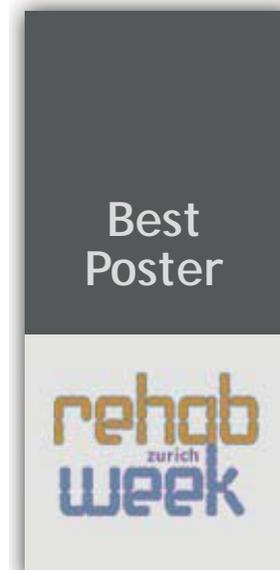
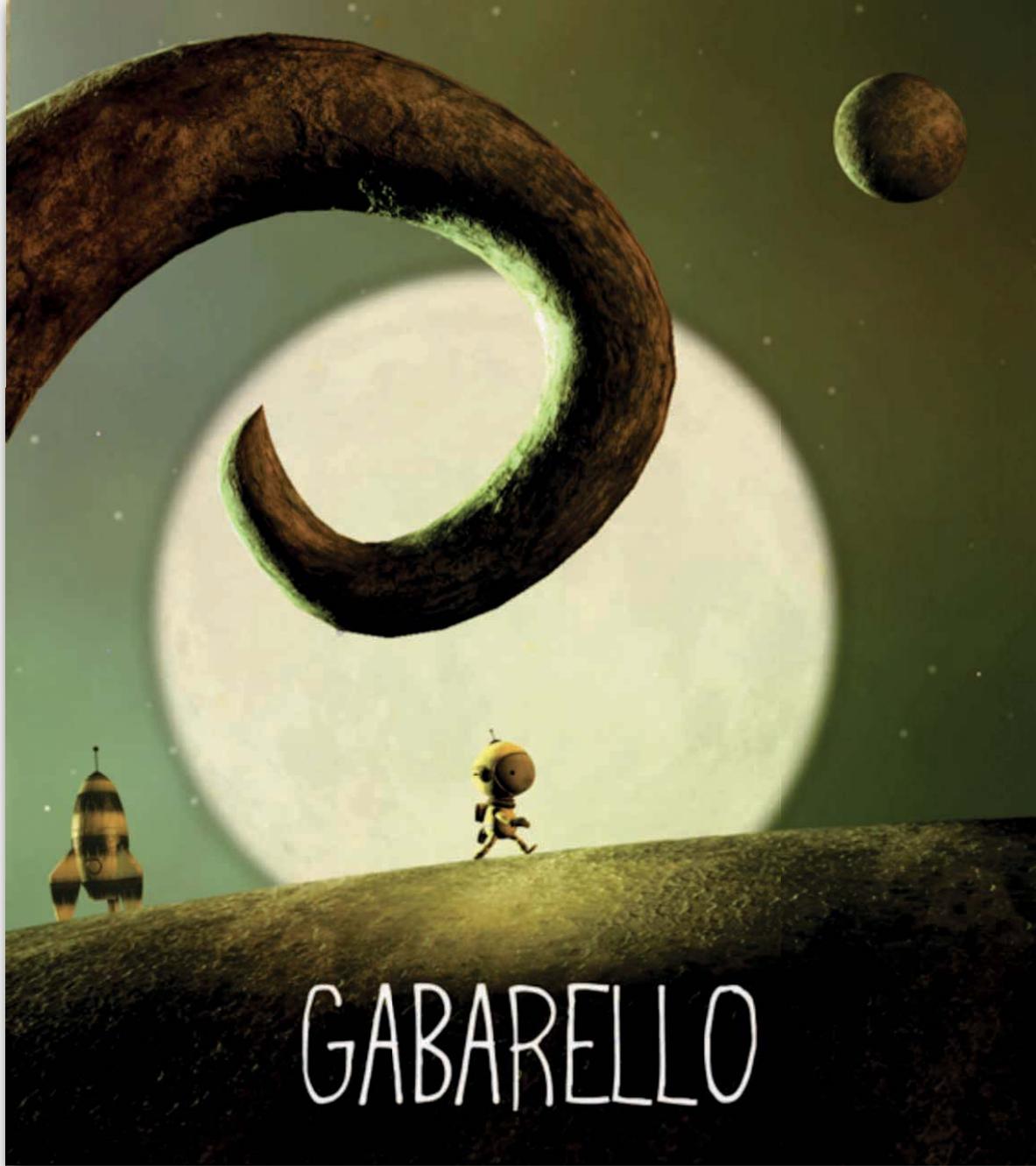














GABARELLO ist ein Motivationsspiel, das in der Rehabilitation von Kindern therapeutische Ziele mit Elementen des Game Design verbindet.

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®





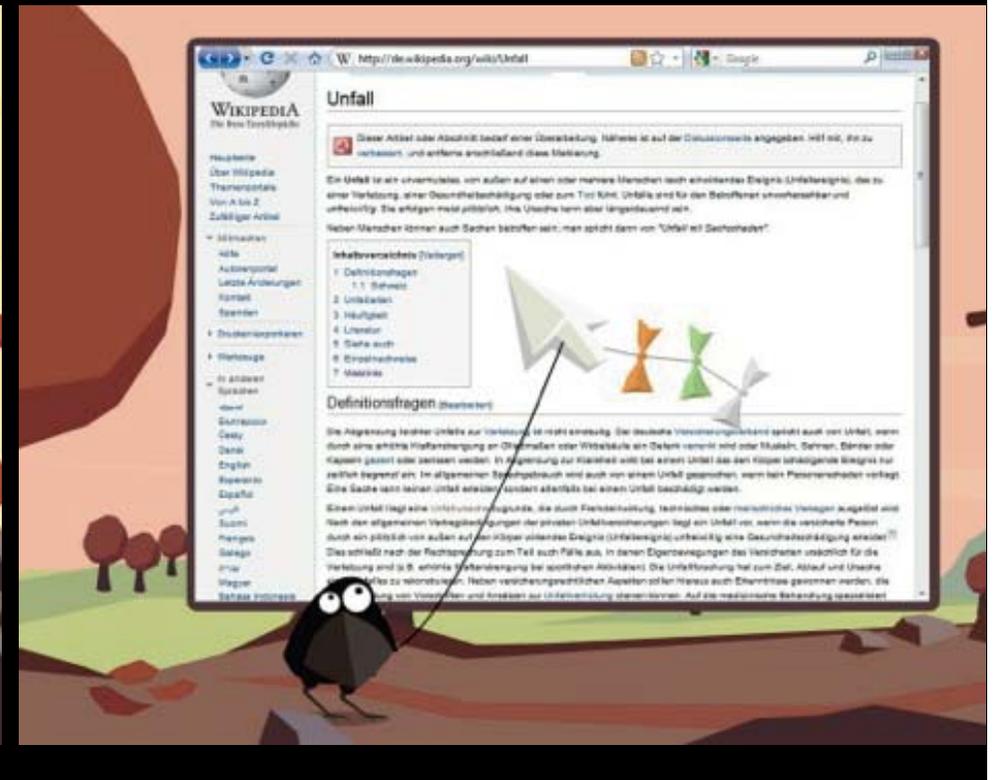
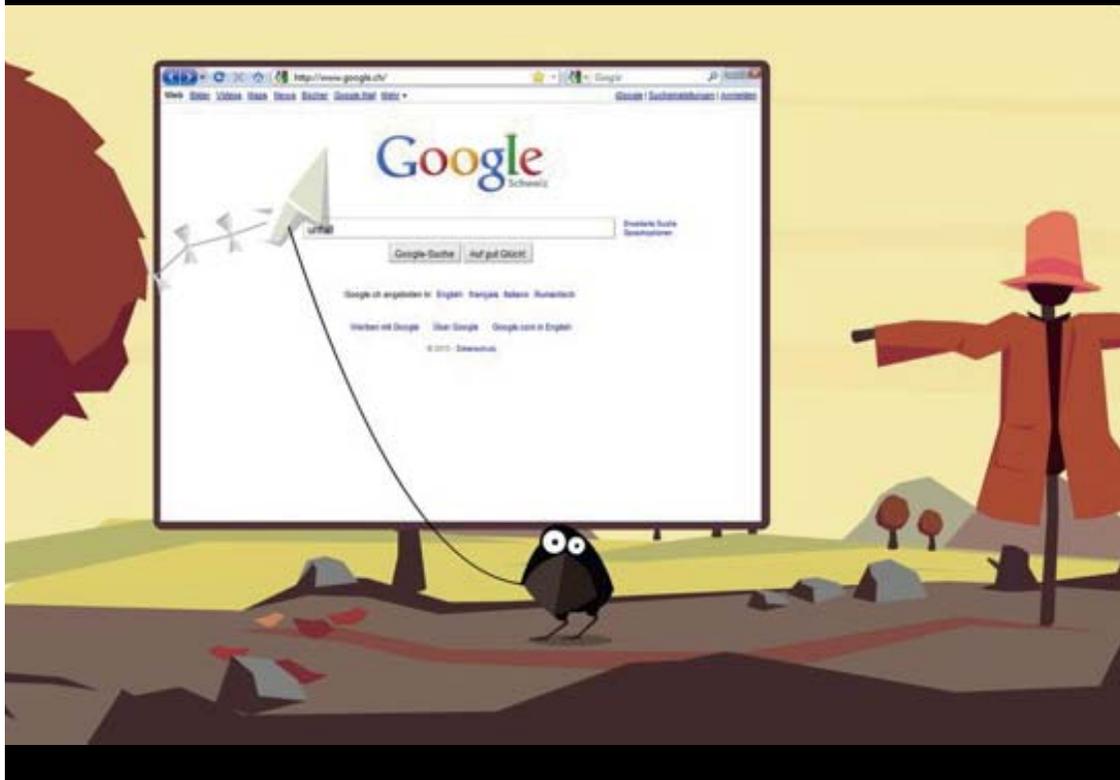
Gabarello - Game Based Rehabilitation for Lokomat®





Spielfaktoren für eine hohe Immersion

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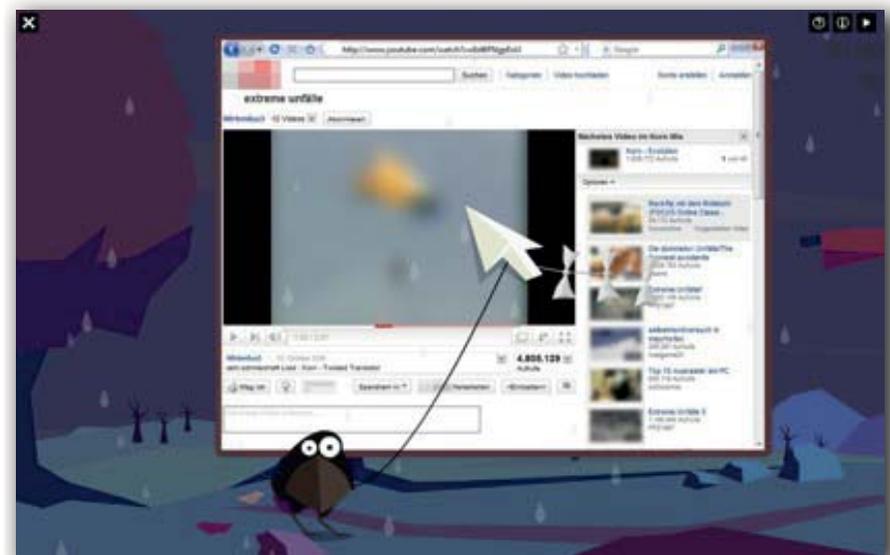
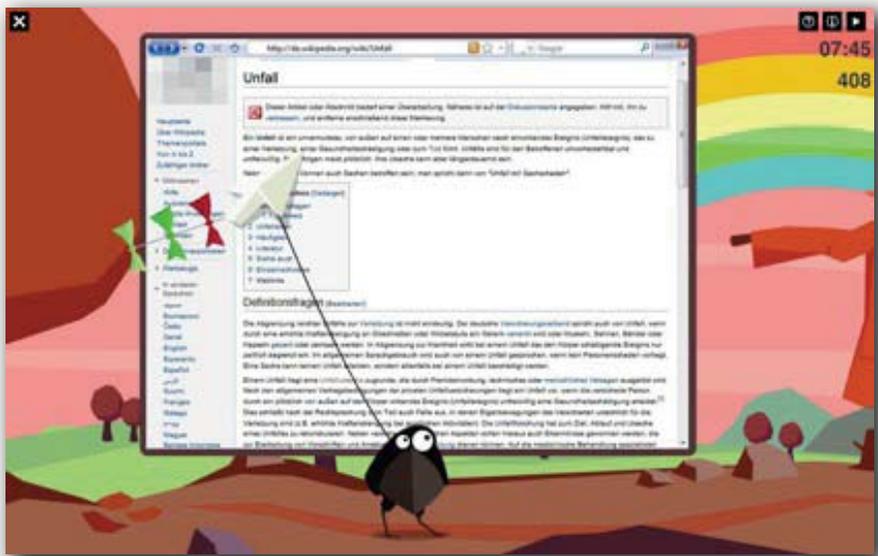


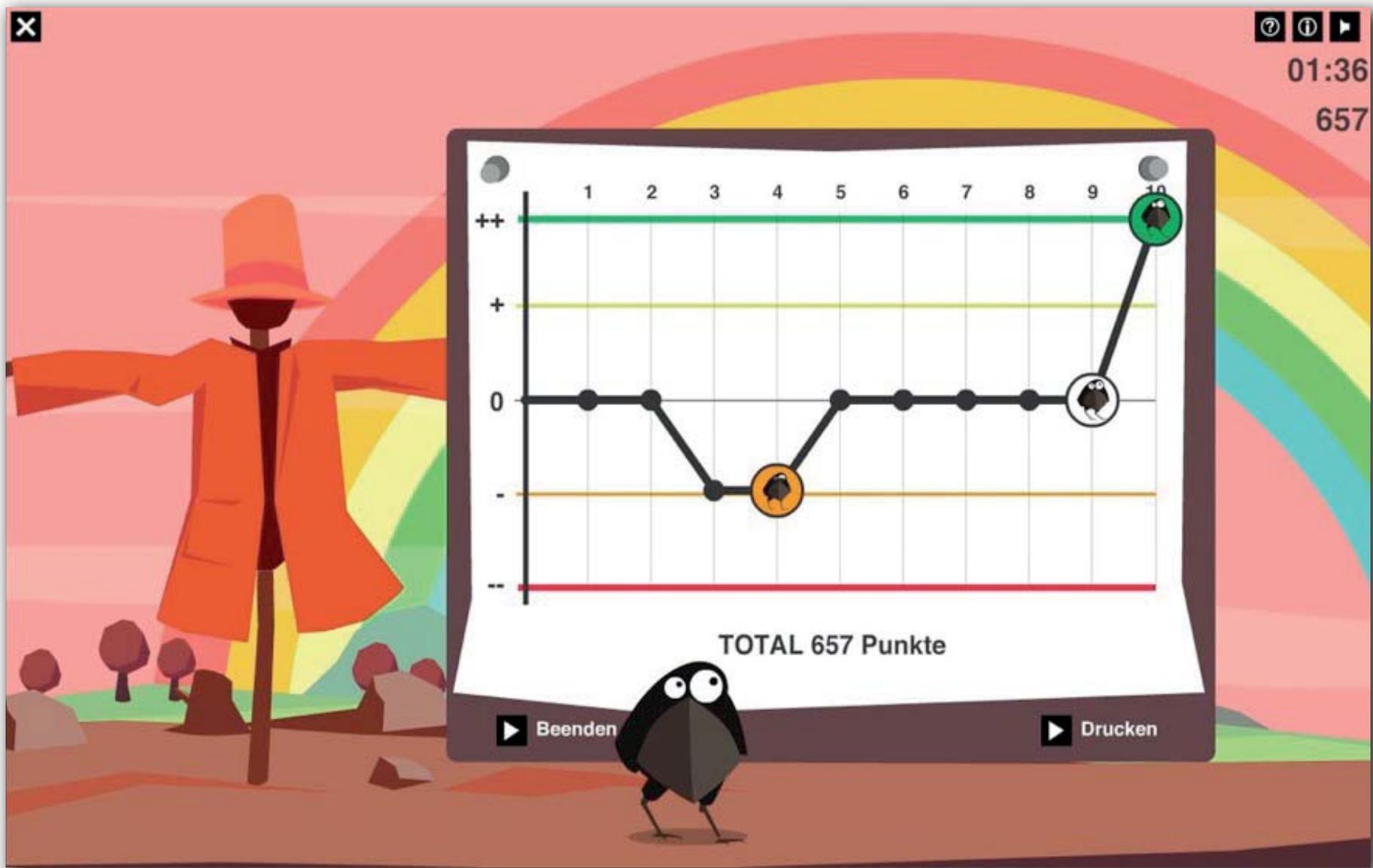
Ein Lernspiel zur Vermittlung von Medienkompetenz im Internet für 10-12 jährige Primarschüler.

Partner: Pädagogische Hochschule Zentralschweiz





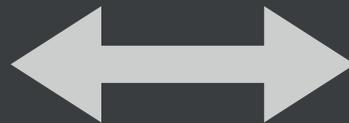




- Framework
- Best Practices Applied Games
- **Challenges**
- Entwicklungsprozess

The Real World

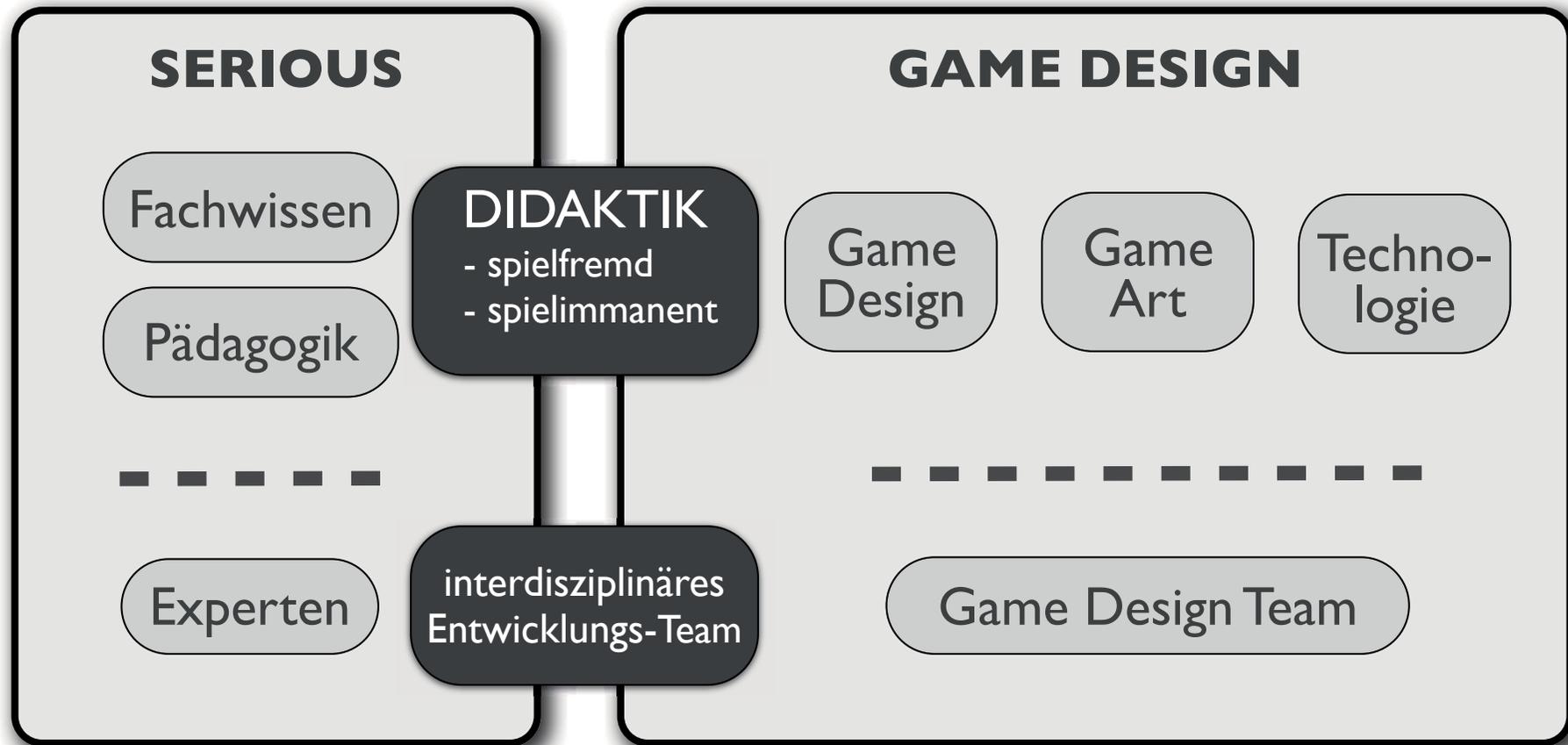
real world concepts,
situations,
and events

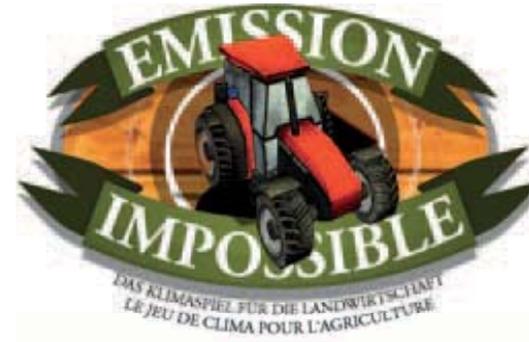


The Magic Circle

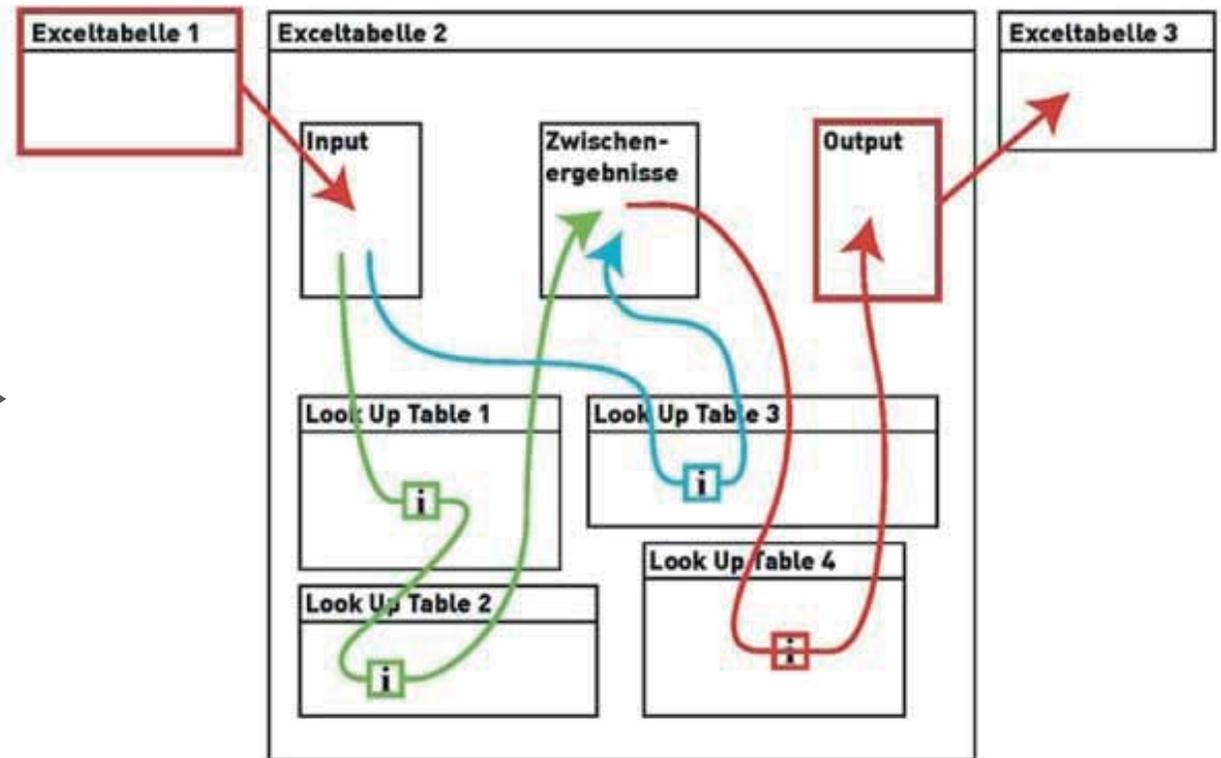
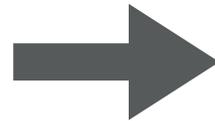
game concepts,
situations,
and events

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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Master roles such as sniper, machine gunner, or other specialized Soldier.



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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).



IMPORTANT! Read Instruction Manual for important safety and health information. For use only with Xbox video game consoles with "NTSC" designation. Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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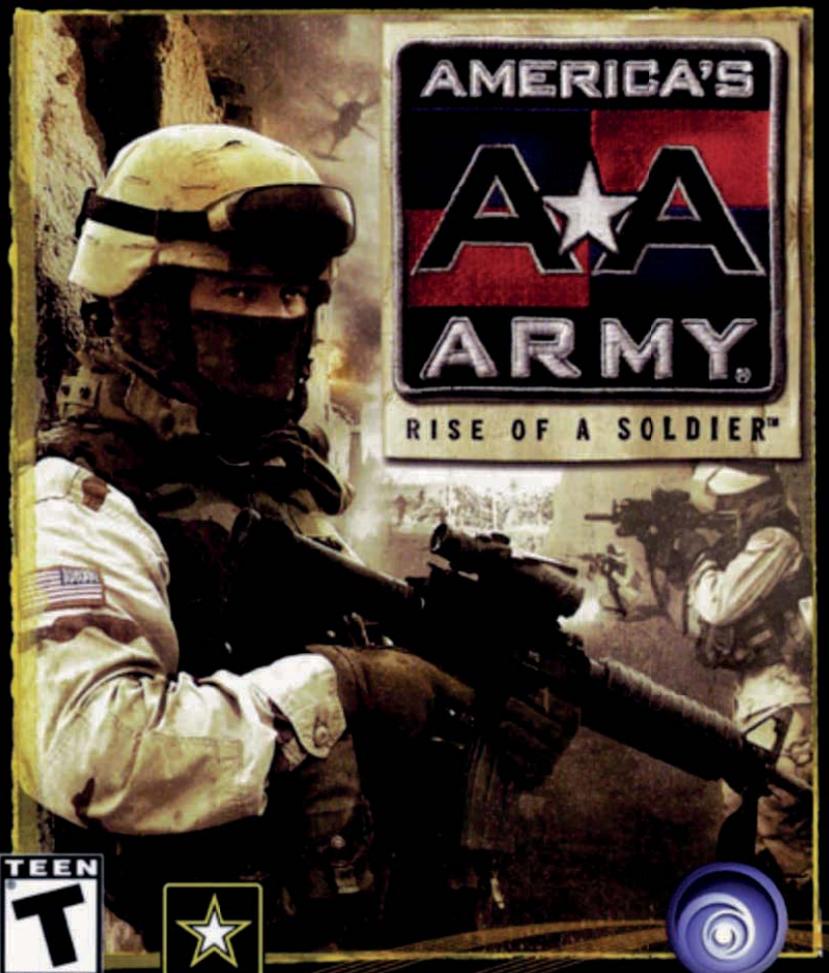
XBOX
ONLINE ENABLED



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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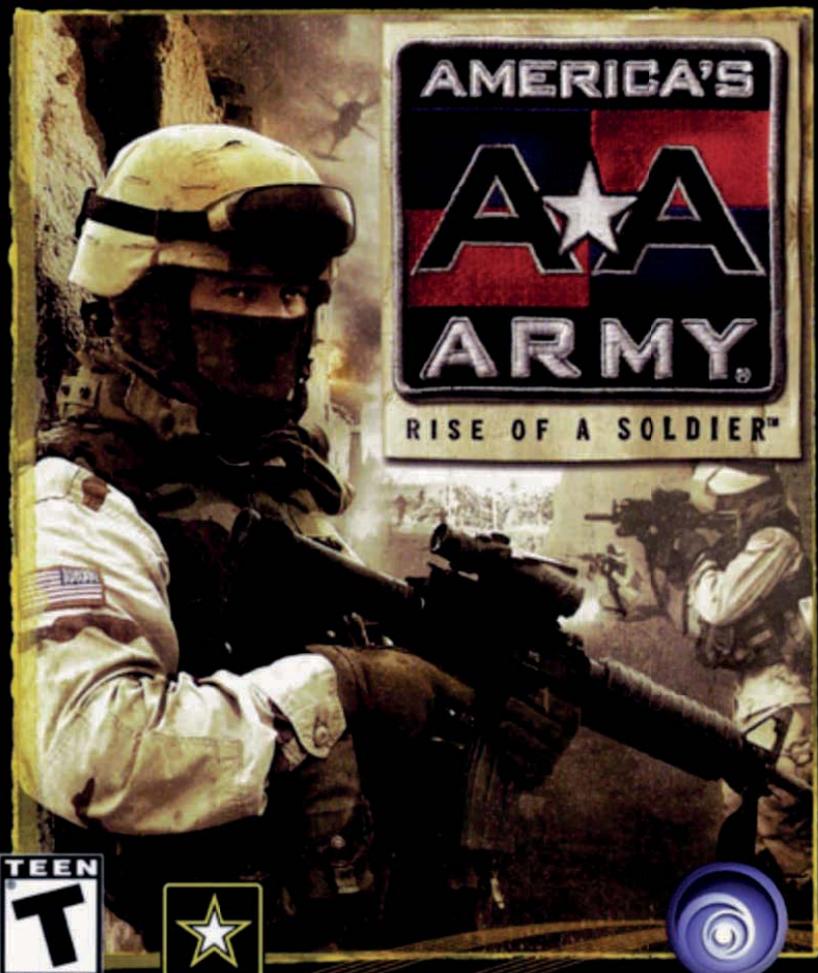
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LIVE ONLINE ENABLED

THE OFFICIAL U.S. ARMY GAME™



AMERICA'S ARMY RISE OF A SOLDIER™



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Game Experience May Change During Online Play

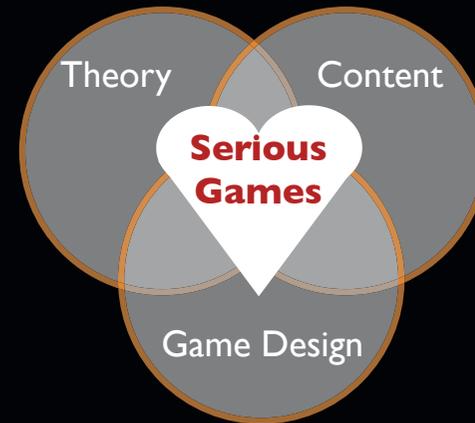
I. Instructional Design

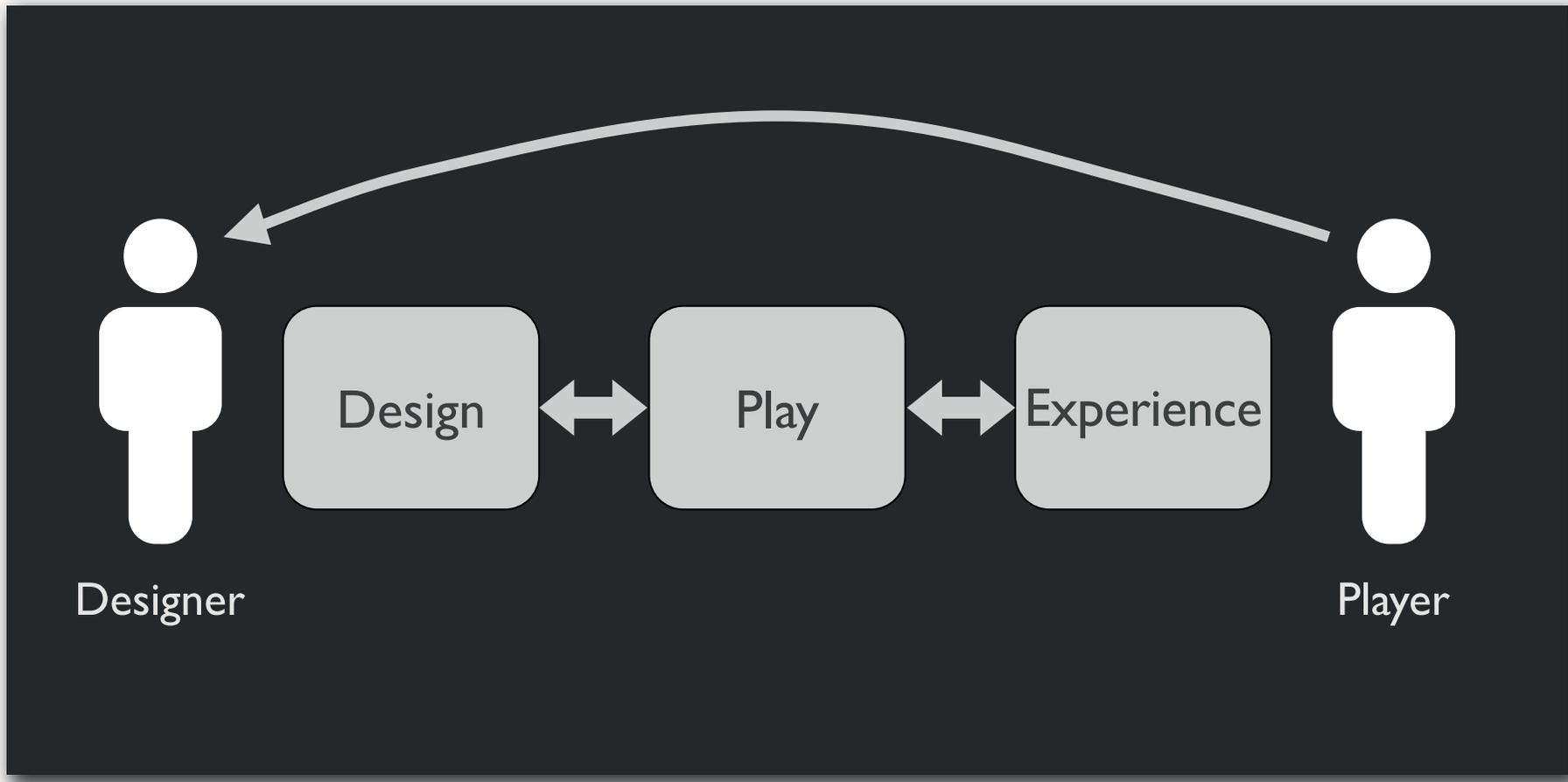
II. Design, Play and Experience Framework

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

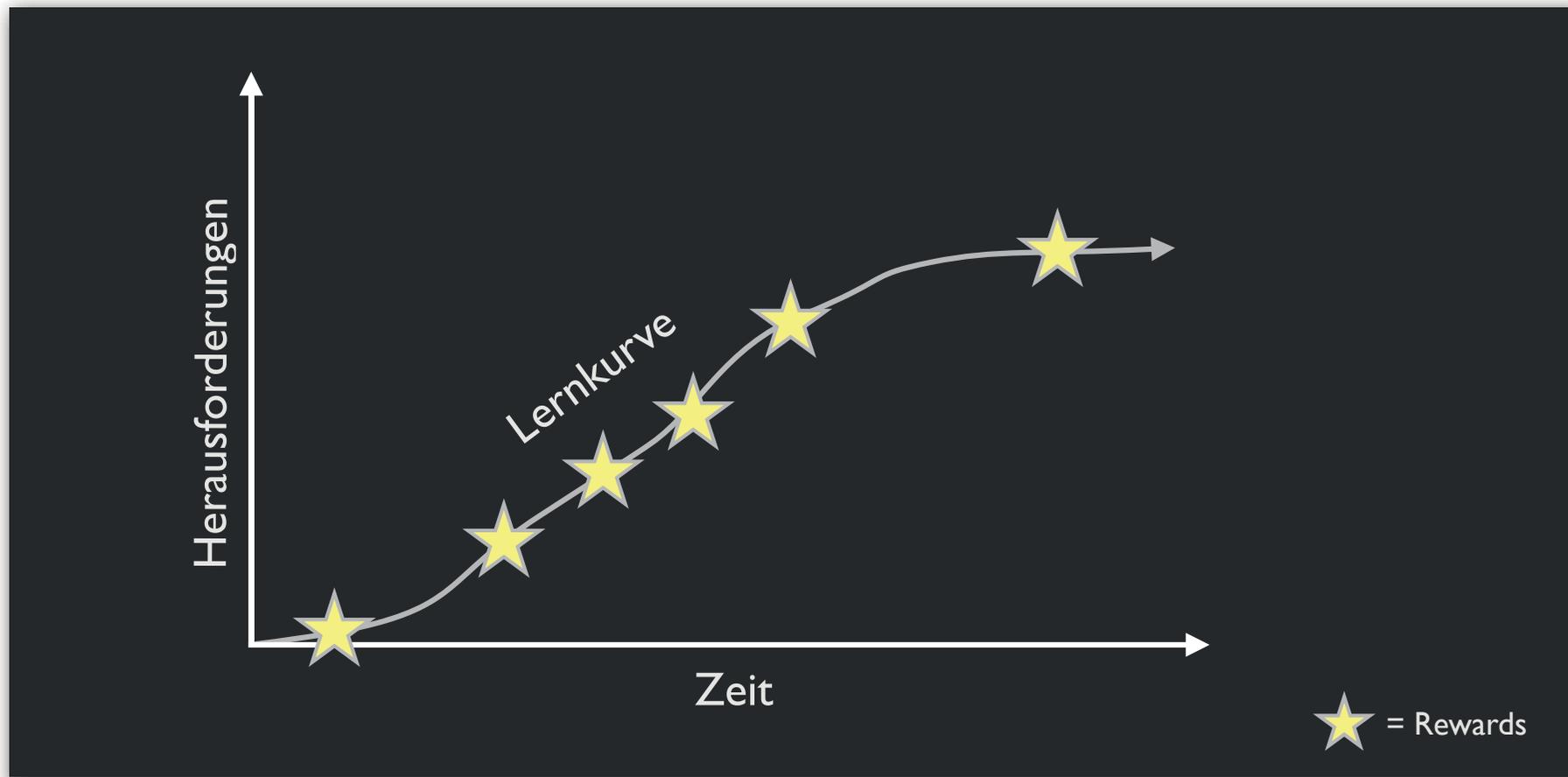
- Lernebene
- Storytelling
- Gameplay
- User Experience
- Technologie

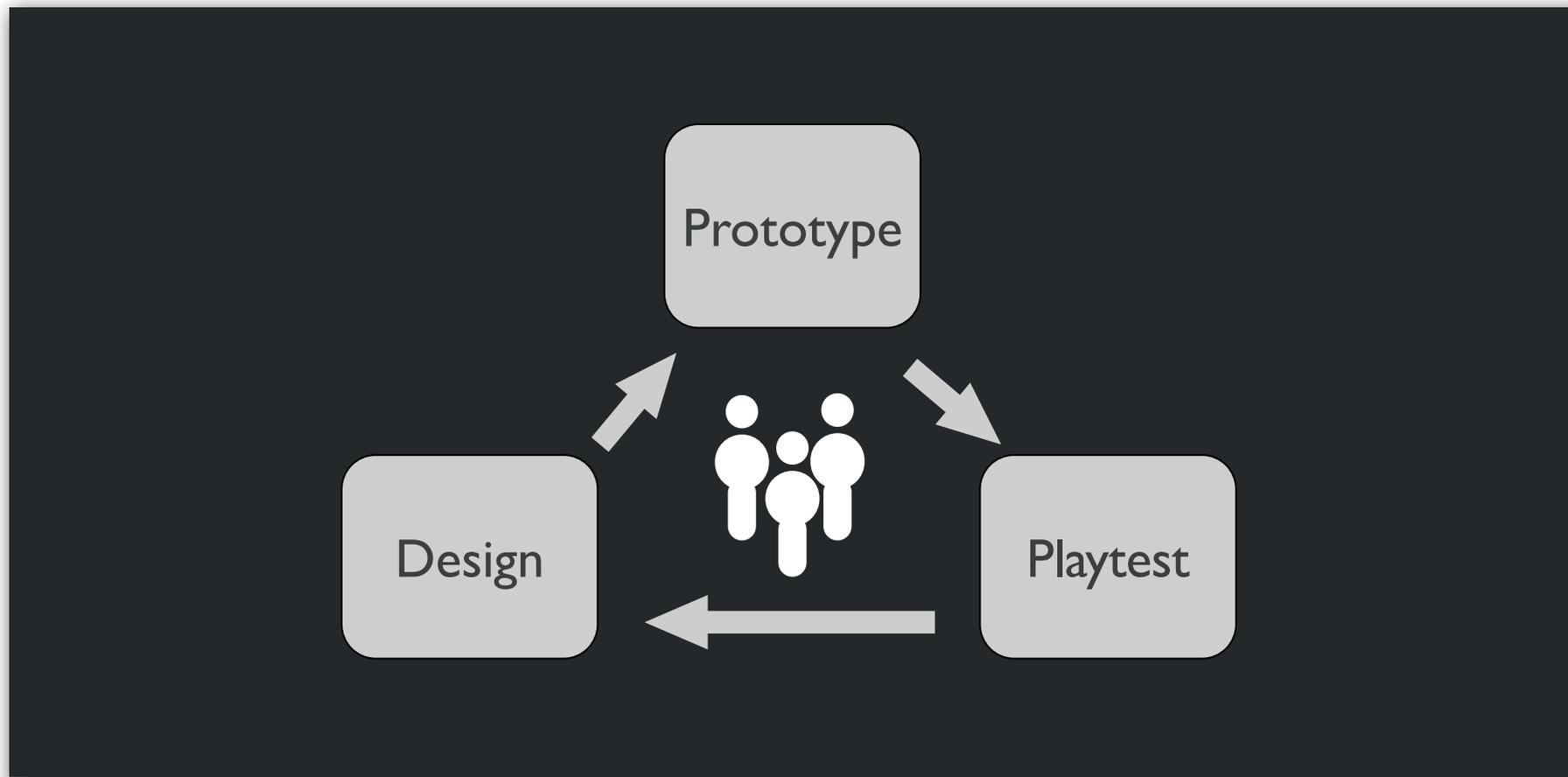
adäquat gestalten zu können.





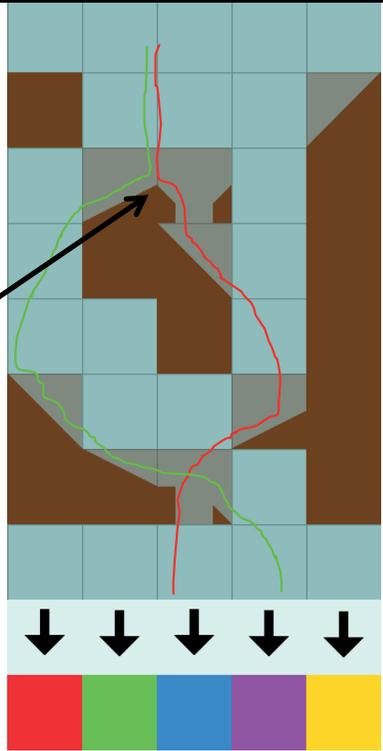
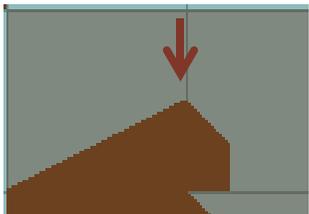




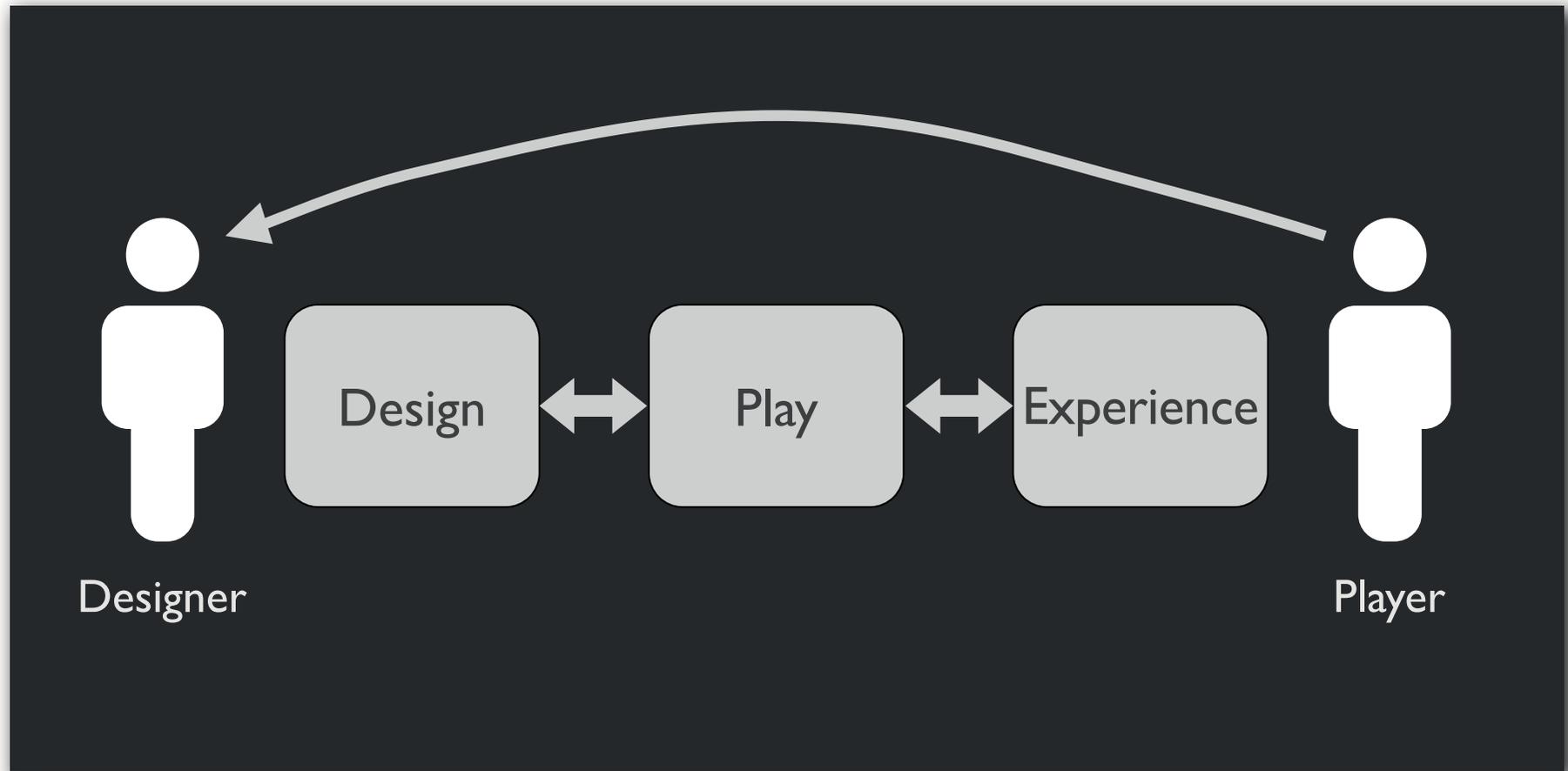


Ideenfindung

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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!

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

