CISC 499 Project

Serious Games: Games for Change or Games for Health

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According to its website, "The Serious Games Initiative is focused on uses for games in exploring management and leadership challenges facing the public sector. Part of its overall charter is to help forge productive links between the electronic game industry and projects involving the use of games in education, training, health, and public policy."

Two main areas in the Serious Games Initiative are "Games for Change" and "Games for Health". Again, from their websites:

"Games for Change (G4C) provides support, visibility and shared resources to organizations and individuals using digital games for social change. This is the primary community of practice for those interested in making digital games about the most pressing issues of our day, from poverty to race and the environment. We are the social change/social issues branch of the Serious Games Initiative."

The Serious Games Initiative founded Games for Health to develop a community and best practices platform for the numerous games being built for health care applications. To date the project has brought together researchers, medical professionals, and game developers to share information about the impact games and game technologies can have on health care and policy.

An example of a game for change is Food Force. An example of a game for health is Re-Mission. Both of these were developed by teams of professional programmers.

This 499 project is for one student or two to three students as a team to design and develop a game for change or a game for health.   A team is recommended in order to be able to develop a significant enough game to be interesting, but not required. You could form a team and apply as a group or I could form a team from interested applicants. Any topic of interest within these broad categories can be chosen.   Any programming language or tool may be used for the implementation, but Flash is recommended.

The design may be more extensive than the implementation, but a basic core of the game must be completed.

A CISC 497 background research project and presentation on serious games or game design is required for this project.