Serious Games and Gamification

Module Information

2022.01, Approved

Summary Information

Module Code	7105COMP
Formal Module Title	Serious Games and Gamification
Owning School	Computer Science and Mathematics
Career	Postgraduate Taught
Credits	20
Academic level	FHEQ Level 7
Grading Schema	50

Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

Learning Methods

Learning Method Type	Hours
Lecture	11
Workshop	22

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-CTY	CTY	January	12 Weeks

Aims and Outcomes

Aims	To provide the underpinning knowledge, concepts and principles of gamification.To provide an opportunity to apply the principles and techniques of gamification to design a game-based solution to a specific domain.To be aware of the game technologies available for creation of a serious game application.To demonstrate an awareness of the serious games industry, its main practitioners and ethical issues.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Discuss the game-related concepts, application of gamification and the ethical issues surrounding gamification.
MLO2	2	Apply the appropriate gamification techniques to a real-world application or setting.
MLO3	3	Design an immersive serious game for a specific domain using appropriate game technology and digital content creation tools.
MLO4	4	Critically evaluate the design of a serious game and gamification application to a specific domain.

Module Content

Outline Syllabus	Theory & Cognitive Skills: Industry trends, Serious games Platforms, The Serious Games Industry, Ethical Considerations of Serious Game Implementation, Problem Solving using Serious Games, Serious Game Narrative, Project and Risk Management for Serious Games.Gamification & Practical Skills: Game art/design Theory vs Application, Gamification and Games, Gamification Versus Serious Games, Elements of Games Design, Psychology and Motivation Theories, Application of Gamification in Real World, challenges and Implications.Serious Games Transferrable Skills: Serious Games in Real World, Serious Games and Taxonomy of Serious Games, Games Ontology, Games Technology and Digital Content Creation, Gamification and Serious Games Design: Techniques and Pitfalls, Serious Games Prototyping, Simulation Design.
Module Overview	
Additional Information	The module focuses on the mechanism of gamification, its application and the issues surrounding the topic. It also focuses on the process of designing serious games and introduces the relevant toolsets to the students. In the coursework, students will be working in team to apply gamification to a problem domain and design serious game treatment.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Centralised Exam	Design and critical analysis	100	0	MLO1, MLO2, MLO3, MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Syed Naqvi	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings