

EINLADUNG

Zeit: Donnerstag, 13.12.2012, 16.00 Uhr

Ort: AH I, Ahornstr. 55

Referent: Dr. Igor S. Mayer, Delft University of Technology

Titel: The Research and Evaluation of Serious Games:
Towards a Comprehensive Methodology

Abstract:

Dr. Mayer will present the methodological backgrounds and underlying research design of an on-going scientific research project concerned with the 'scientific evaluation of serious games and/or computer-based simulation-games (SG) for advanced learning'. The main questions of this research project are:

1. What are the requirements and design principles for a comprehensive social-scientific methodology for the evaluation of SG?
2. To what extent does SG contribute to advanced learning?
3. What factors contribute to, or determine this learning?
4. To what extent and under what conditions can SG-based learning be transferred to the real world (RW)?

Between 2004 and 2012, several hundreds of SG-sessions in the Netherlands with thirteen different SG were evaluated systematically, uniformly and quantitatively to give a data-set with more than 2000 respondents in higher education and work-organizations. Dr. Mayer will discuss some of the methods and techniques to gather data from SG and of course give a few examples of different serious games for advanced learning. Detailed analysis and findings will appear in forthcoming publications.

Es laden ein: Die Dozenten der Informatik