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Trends and Applications of Serious Gaming and Social Media

Gaming Media and Social Effects

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Preface

As the popularity of entertainment and mobile gaming continues to grow, so too does interest in research around how games could be used to improve our daily lives. Serious games are games that have been designed with a primary purpose other than just entertainment. However, there has been no single definition of serious games, though most have agreed that serious games are games or game-like interactive systems developed with game technology and design principles for a primary purpose other than pure entertainment. Serious games have demonstrated their effectiveness in providing, engaging, learning solutions, not just for kids but also for working adults and professionals.

In Asia, businesses and education-related organisations are beginning to recognise that the framework and experience of games can be harnessed to address specific problems in the real world. The Asian Federation for Serious Games (AFSG) is a grouping of Asian organisations and associations involved in serious game development. Unlike in the United States and Europe, the understanding of serious games and its adoption is still at its infancy here. The Serious Games Association (Singapore) thus initiated the formation of this federation, with the aim of bringing together like-minded groups, combining expertise and resources to influence the adoption of serious games in Asia. Formed in June 2012, the Serious Games Association is a focused community of Serious Games industry professionals, researchers, practitioners and developers who are involved in serious games development and passionate about furthering their professional know-how and moving the industry ahead. Dedicated to educating end-users on the benefits of Serious Games in Education, Training and Healthcare, the association aims to be the champion in promoting Serious Games adoption in Asia.

The Serious Games Association's (Singapore) inaugural conference: "Serious Gaming and Social Connect—Games for Good (SGSC 2012)", officiated by Mr. Winston Toh, Deputy Chief Executive, Singapore Workforce Development Agency (WDA) Singapore, had over 150 participants from 20 countries sharing knowledge, experience and exchanging ideas on how games can offer learning solutions that are both engaging and meaningful; games that can raise the quality of life and well-being of children, adults and even the elderly.

The chapters in this monograph are from the SGSC 2012 conference. The editors believe that these chapters will give the readers insights into some of the serious games research done in Asia. There are also actual games developed

and applied in the Asian classrooms. Through this monograph, we understand the challenges and the potential of serious games in Asia. The authors in this monograph performed research around how games could be used to improve our education, as well as the actual games developed and applied in the classrooms.

This volume represents the sum of the efforts invested by the authors, members of the scientific committee and members of the organizing committee. The editors are also grateful for the dedicated assistance of the reviewers who worked tirelessly behind the scenes to ensure the quality of the papers. We hope this book will serve as a reference source on hydroinformatics for researchers, scientists, engineers and managers alike, hoping this volume will inspire readers' thoughts on game-based learning.

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