SGDA2012

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1 International Conference on Serious Games Development and Applications

The **Third International Conference on Serious Games Development and Applications** is this year organised as a satellite conference to **IFIP-ICEC2012** in Bremen. **SGDA 2012** appears in the sequence of the successes of the First International Workshop on Serious Games Development and Application held in Derby in 2010 and Second International Conference on Serious Games Development and Applications, held in Lisbon in 2011. The aim of SGDA is to collect and disseminate knowledge on serious games technologies, design and development; to provide practitioners and interdisciplinary communities with a peer-reviewed forum to discuss the state-of-the-art in serious games research, their ideas and theories, and innovative applications of serious games; to explain cultural, social and scientific phenomena by means of serious games; to concentrate on the interaction between theory and application; to share best practice and lessons learnt; to develop new methodologies in various application domains using games technologies; and to explore perspectives of future developments and innovative applications relevant to serious games and related areas.

The emergence of serious games as a branch of video games has introduced the concept of games designed for a serious purpose other than pure entertainment. To date the major applications of serious games include engineering, education, health care, military applications, city planning, production, crisis response, and training. Serious games have primarily been used as a tool that gives players a novel way to interact with games in order to promote physical activities, to learn skills and knowledge, to support social-emotional development, to facilitate behavior transformation, to treat different types of psychological and physical disorders, etc. Many recent studies have identified the benefits of using video games in a variety of serious purposes. However, most Serious Games are still mostly focusing on the learning objective, and not so much in developing engaging and motivating user interfaces. In the world of entertainment games, there has been much more focus on the user experience. Therefore the organizational committee decided to co-locate SGDA with the 11th International Conference on Entertainment Computer conference. This will give

the opportunity of fostering the dialogue between the entertainment and serious games communities and will support a bi-directional knowledge transfer.

At SGDA 2012 around 20 presentations will be hold on different aspects of serious games design and use. The papers are published in LNCS. We are all welcoming you to participate in our discussions.