Editorial

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Before introducing the new IJSG issue, the first one of the fourth year, I am proud to announce also from these columns the sixth edition of the Gala Conference, that will be held in Lisbon, 5th to 7th December 2017 https://conf.seriousgamessociety.org/. The general chair is João Dias, of INESC-ID and Instituto Superior Técnico, Universidade de Lisboa.

It will be another great occasion to meet each other – old and new members of this ever-growing Serious Games Society community - learn personally from our research, and checking the market/industry trends. As in the previous edition, the conference will also host workshops, exhibitions and competitions.

The present IJSG issue features five valuable papers, that bring new, significant insights in the field, providing different perspectives.

"Patients' follow-up using biomechanical analysis of rehabilitation exercises", by Bonnechère et Al., [1], investigates the application of a serious game in physical rehabilitation, particularly physiological data to monitor the evolution of the patients (adults and children) in the long term. Different parameters were extracted from the games: time, range of motion, reaching area… Results of this study indicate that it is possible to follow the evolution of the patients during the rehabilitation process.

"Experience, Experiment, Evaluate: A Framework for Assessing Experiential Games", by Lytle et Al., [2], presents a design framework, namely Experience, Experiment, Evaluate (EEE), for the experiential games genre. The article provides example analyses of three games, showing the effectiveness assessment prediction capabilities of the framework. Suggestions are finally offered for strategically incorporating elements of the framework in the development and design of future systems.

"Persuasive Gaming: Identifying the different types of persuasion through games", by de la Hera Conde-Pumpido, [3], overcomes a game-centric approach to studying persuasion in games by considering their use as well. A theoretical framework is presented, which features three types of persuasion: exocentric persuasion, as a game-centric approach for persuasion; endocentric persuasion, as a player-centric approach for persuasion; and game-mediated persuasion, as a context-centric approach for persuasion.

"Serious Games are a Serious Tool for Team Research", by Coovert et Al., [4], argue that serious games provide an opportunity not only for education and training, but also for research, with demonstrated reliability and validity particularly in team research. They conclude by suggesting the importance of a new partnership between team researchers and serious game researchers.

"Flow experience in game based learning – a systematic literature review", by Perttula et Al., [5], offers a valuable review focused on examining the meaning of flow in the context of serious games, exploring the relationship between flow and learning, the factors that influence occurrence of flow and how flow is operationalized. The review stresses that no robust empirical evidence about the meaning of flow exists in literature. The authors suggest that new methods to measure flow and analyse the data need to be developed, especially considering the very nature of serious games that combine enjoyment and learning.

References

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