

# Games in different fields



# Why do we enjoy games?

VIDEO: [Why we like Games](#)

- Urgent Optimism – extreme self-motivation
- Social Fabric – building strong social relationships, bonds, trust
- Blissful Productivity – happier working hard
- Epic Meaning – challenges of accomplishing something difficult



Jane McGonigal: Gaming can make a better world, TED Talk 2010



# Games and children

- Reality check: kids play games and there is no avoiding it
- Games can teach them life skills – 21<sup>st</sup> century skills
  - VIDEO: [Games teach kids 21<sup>st</sup> Century Skills](#)
- Embrace their hobby and be part of their experience
  - VIDEO: [How parents became part of their child's experience](#)

What if you could make a game together with your child, without coding?



# Games in education

- Homework sets you up for failure
  - Take an assignment home > work on it > hand it in > get it back with a mark
- Games train to overcome failure
  - Keep trying until you overcome it
- Innovation is necessary today
  - Must see failure as an opportunity to learn
- Computers can do a lot of the heavy lifting, so teachers can concentrate on teaching



# How Games can Help Teachers

VIDEO: [How games help Teachers](#)

What if a teacher could make a simple game without coding to help his/her students with a challenging concept?

# Serious Gaming

- “Simulations of real-world events or processes designed for the purpose of solving a problem. Main purpose is to train or educate the end user.”

- Wikipedia

- \$6.6 Billion market

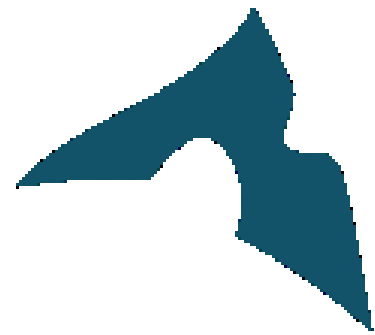
What if a shipping company could make a simple game that would train a new employee on where the different types of cargo is kept?



# Other fields

- Marketing
- Politics
- Gamification
- Endless possibilities

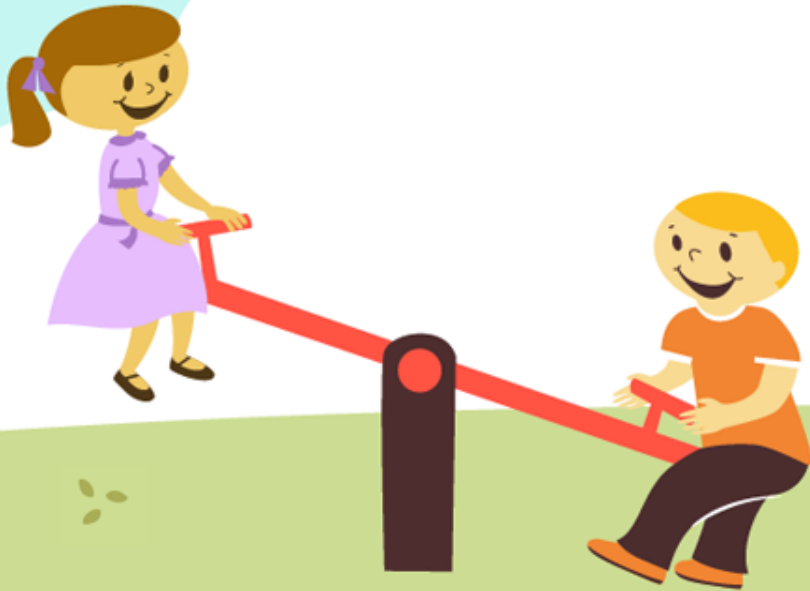




# SPARK

Inspirations | Game Engine

Make the game of your dreams!





# Who? What? Where? Why?

- Who: Non-coders and coders alike
- What: Make 2D and 3D, multiplayer or single player games
- Where: On the cloud
- Why: Because we can... technology has evolved



# Our journey so far...





This one should do. Now, so far we've done our first steps creating a level but it's not really a game yet. We should be able to control our character and move him around. From the **Project** panel, select the Alien.

Select the Alien model.

**PROJECT**

- Main Scene
  - Plane
  - Ground
  - Alien
  - Desert

**LIBRARY**

- Snow
- Red Sky
- Desert
- Mountains
- Night sky
- SFX
- Space



Sign Up

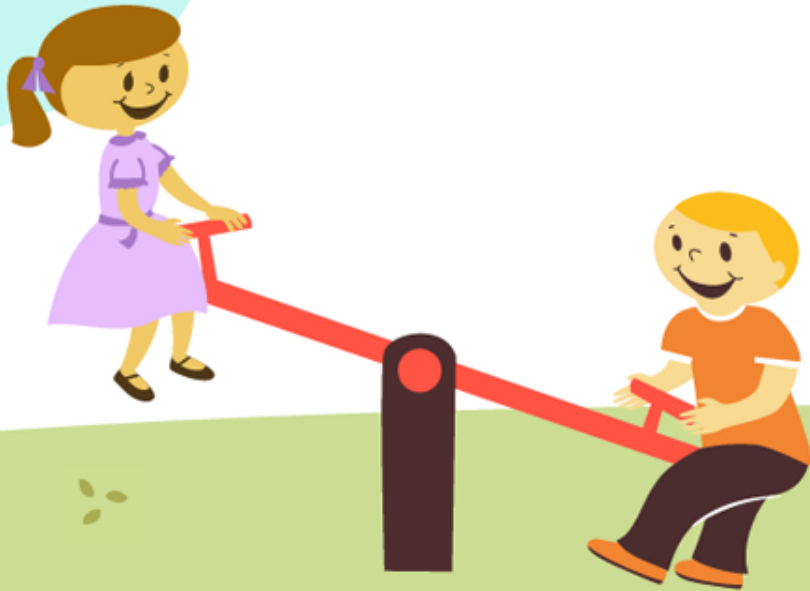
User Name

Password

Log in

# Games are good

Let's not frown on games. With games, we can make a difference.



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