

Game Design: Creating Serious Games for Sustainable Futures

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This workshop takes the participants into the role of a game designer. It walks the participants through the process of designing and creating a serious game. Theory on games, types of games, game elements, and mechanics of games are combined with practical exercises. Participants work in groups and get immersed in a step-by-step process of creating their own serious game. The process starts with brainstorming and the creation of ideas. It continues with the selection of game elements and the development of a first game prototype. The workshop concludes with group presentations of the game prototypes created during the workshop.