



**RESOURCE**

# Serious Games: An Overview

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## Author(s)

Susi, Tarja Johannesson, Mikael Backlund, Per

## Description / Abstract

This report discusses some issues concerning serious games, that is, (digital) games used for purposes other than mere entertainment. The starting point is the serious games concept itself, and what the actually means. Further, serious games allow learners to experience situations that are impossible in the real world for reasons of safety, cost, time, etc., but they are also claimed to have positive impacts on the players' development of a number of different skills. Subsequently, some possible positive (and negative) impacts of serious games are discussed. Further, some of the markets such games are used in are considered here, including, military games, government games, educational games, corporate games, and healthcare games. This report also identifies some (mainly academic) actors in the North American and the European serious games market.

## Publication year

2007

## Publisher

University of Skövde, Sweden

## Keywords

Review

## Thematic Tagging

Water services Youth

Language English

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Tool

## **Serious Games**

C2.03

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**Source URL:** <https://iwrmaactionhub.org/resource/serious-games-overview>