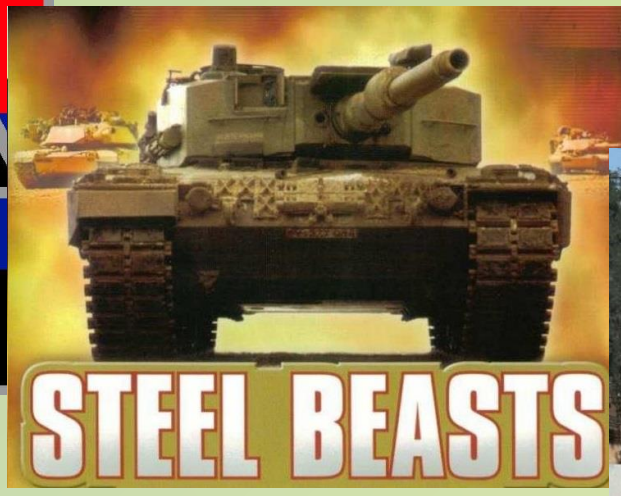




Serious Games for Military Cultural Training(MCT)

-Challenges and suggestions



Game Design

Lack of evidence based game design

Cost

High cost makes development difficult for smaller teams.

Realism & Limited Technology



Lack of research

Few available controlled studies. Often self reported data.

Military Needs

Current research does not specifically target the military as players of cultural games.



FUTURE WORK

Proposed Research Questions:

How do MCT Games compare to traditional cultural training effectiveness?

Future development and research papers on MCT Games should include data on effectiveness and learning outcome. Additionally, untested game design choices should be investigated for effectiveness.

Is there a significant difference between the civilian and military player?

If there is a significant difference between the regular and military player, it can be crucial for improvement of future game design. Hypotheses exist on how there is a possibility for having more kinaesthetic/tactile learners in the military. If this is the case, how could this affect game design choices?

Shared Framework

The issue of limited technology can possibly be helped by developing a framework for cultural training games. A shared open-source framework for advanced animation, sound and scenario creation could possibly alleviate cost and workload for smaller teams.

Key references:

Prasolova-Forland et al. (2013) Preparing for International Operations in a Cyberworld: a Norwegian Army Example.
Zielke, M.A., M.J. Evans, F. Dufour, et al. (2009). Serious Games for Immersive Cultural Training: Creating a Living World. IEEE Computer Graphics and Applications 29(2): 49–60.

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Current: Research project on health games for ADHD

