

CIDSE Invited Talk

with Michael G. Wagner

Taking Computer Games Seriously: of Game-based Learning and eSports



Monday, November 18, 2019
10:30 AM
Brickyard Engineering 510

Abstract:

This talk discusses fundamental aspects in two distinctly different, yet surprisingly similar, areas of serious game design and development: digital game base learning and competitive computer gaming (eSports). By comparing iterative approaches commonly found in computer game development with the more traditional development models of instructional design, we first identify the core principles of successful serious game design. We then apply these principles to applications in game-based learning as well as eSports.

Additionally, we will look at the history of eSports and its future academic potential, both in terms of scientific relevance as well as its emergence as a college sport.

BIO

Michael G. Wagner is Professor and Department Head of Digital Media at the Westphal College of Media Arts & Design at Drexel University where he manages one of the top ranked game design and development programs in the US. He currently also serves as the College's Interim Associate Dean of Research and Graduate Studies. His research focuses on the theoretical foundation of serious game design as well as the educational use of digital media and computer games in general. His work has been the starting point for the development of the physics learning game "Ludwig", recipient of the prestigious German Game Developer Award for best serious game 2011.

Hosted by: K. Selcuk Candan

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& decision systems engineering**