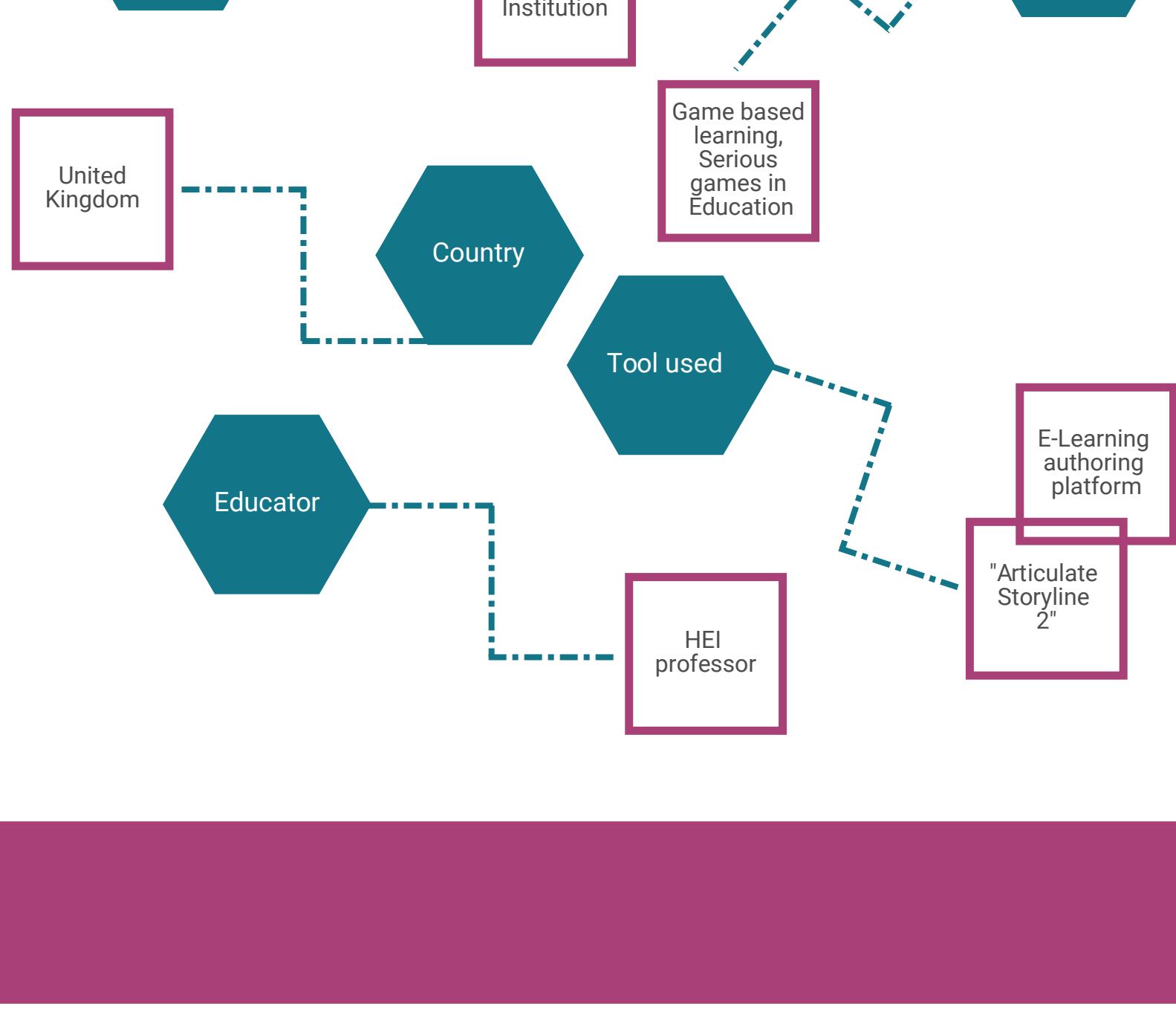


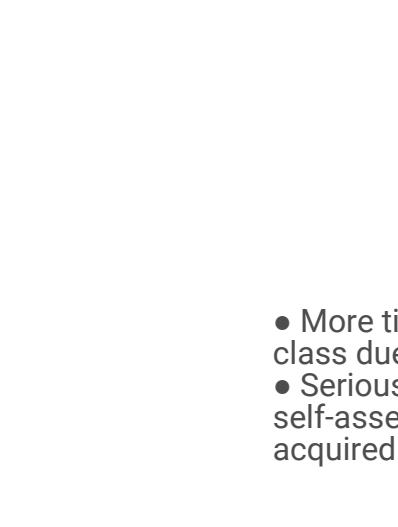
# SERIOUS GAMES



"Serious games" are simulations of real-world events or processes designed for the purpose of teaching and training. Their aim is to enhance understanding of key concepts, along with the development of cognitive skills. They have been characterised as "valuable pedagogic mediums". University of Westminster developed a serious game called "The law of murder" for the needs of the module Criminal Law. The game narrates the story of 2 friends, Alf and Bob. After an argument Alf makes an action that results in Bob's death. Students had to decide if this is a murder or an accident. The game is a journey during which students have to go through 6 steps: factual analysis; understanding the law of murder; apply the law of murder on facts and identify issues; analyse causation; analyse intention and reach the final verdict. In each step there are several game activities that try to keep students' interest alive and involve them with the case.



## Main challenge, Key Success and Enabling Factors



- Games do have positive effects on learning in that they boost students' interest and engagement towards the knowledge in focus.

- Using digital games in education, results also in soft skills development, like understanding, applying, evaluating, self-confidence, collaboration, decision-making, negotiation, self-efficacy.

- The serious game was accessible online and through devices that students regularly use (mobile phones, tablets etc).

## Lessons Learnt and Recommendations



- More time is needed for preparation of the game during class due to the novelty of the activity.
- Serious games can also be used for improving students' self-assessment or allow students to practice previous acquired knowledge on their own.

[www.futuretheproject.eu](http://www.futuretheproject.eu)

The coordinator

dlearn  
EUROPEAN DIGITAL LEARNING NETWORK

European Digital Learning Network, DLEARN  
[www.dlearn.eu](http://www.dlearn.eu)

The partners

PIM  
PROJECTS IN MOTION

e-business Academy

iDEC

Projects in Motion Limited, PIM  
[www.pim.com.mt](http://www.pim.com.mt)

E-business Academy  
[www.e-businessacademy.eu](http://www.e-businessacademy.eu)

Aintek Symvoulois Epicheiriseon Efarmoges Ypsilis  
Technologias Ekpaideftsi Anonymi Etaireia, IDEC  
[www.idec.gr](http://www.idec.gr)

Kolegji ILIRIA  
[www.iliria.org](http://www.iliria.org)

Lodz University of Technology

ISTITUTO  
DEI SORDI

Politechnika Łódzka  
[www.p.lodz.pl](http://www.p.lodz.pl)

Instituto dei Sordi di Torino, IST  
[www.istitutosorditorino.org](http://www.istitutosorditorino.org)

EUROGEO

funteso

UPI LJUDSKA UNIVERZA ŽALEC  
*sola prijaznih ljudi*

European Association of Geographers,  
Eurogeo VZW  
[www.eurogeography.eu](http://www.eurogeography.eu)

Fundacion Tecnologia Social, FTS  
[www.fts.org.es](http://www.fts.org.es)

Ijudska univerza Zalec, UPI  
[www.upi.si](http://www.upi.si)

FUTURE

Foster Multiply and Connect Adult Education



This project has been funded with support from the European Commission.  
This publication [communication] reflects the views only of the authors, and the Commission  
cannot be held responsible for any use which may be made of the information contained therein.