Item	Serious Games
Introduction	"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. As they are more likely to capture the imagination of students than other more traditional forms of classroom teaching, 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 and 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.
Type of institution involved	Higher Education Institution
Title of the methodology used	Game based learning, Serious games in Education
Type of educator	HEI Professor
Tool/tools used	"Articulate Storyline 2". Storyline is an eLearning authoring platform.
Main Challenges, Key Success and Enabling Factors	This practice reported that 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.

	One of the success factors was that 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.
Country	UK
Name of the Institution/Education Center	University of Westminster

Co-funded by the
Erasmus+ Programme
of the European Union