

# **Hoofdstukindeling scriptie Rob Schuddeboom**

## **Abstract**

### **1. Introduction**

- 1.1 Context
- 1.2 Problem statement
- 1.3 Research questions
- 1.4 Research method

### **2. Serious gaming**

- 2.1 Defining serious games
  - 2.1.1 Definition of game
  - 2.1.2 Definition of serious game
- 2.2 Important elements and methods for serious game development
  - 2.2.1 Basic elements of games
  - 2.2.2 What makes computer games appealing?
  - 2.2.3 Learning goals and suitable game genres
- 2.3 Theories of learning and serious gaming
  - 2.3.1 Types of knowledge
  - 2.3.2 Ways of learning and information processing
  - 2.3.3 Personal characteristics and learning
  - 2.3.4 Support of reflective learning

### **3. Observation and measuring techniques for serious gaming**

- 3.1 Assessment in traditional learning and e-learning
  - 3.1.1 Traditional methods usable for serious game assessment
- 3.2 Assessment in serious gaming
  - 3.2.1 Assessment challenges in serious gaming
  - 3.2.2 Useful features of entertainment games for assessment
  - 3.2.3 Serious game specific methods for assessment

### **4. Serious gaming and the Holodeck**

- 4.1 What is a Holodeck?
  - 4.1.1 Purposes of a Holodeck
  - 4.1.2 Possible forms of a Holodeck
    - Belastingdienst/PoC
    - others
  - 4.1.3 Definition of a Holodeck
- 4.2 What added value can serious gaming offer in a Holodeck setting?
  - 4.2.1 The use of game elements
  - 4.2.2 Added value
- 4.3 What added value can a Holodeck offer to serious gaming?
  - 4.3.1 The use of game elements
  - 4.3.2 Support of learning
  - 4.3.3 Added value

#### 4.4 Does the use of a Holodeck require or facilitate other forms of assessment?

##### 4.4.1 Required changes in assessment

##### 4.4.2 Additional opportunities for assessment

#### 5. Case study - ...

##### 5.1 The Holodeck used for PoCs

###### 5.1.1 Purposes of the Holodeck

###### 5.1.2 Description of the Holodeck

###### 5.1.3 Success of using the Holodeck?

##### 5.2 The Holodeck designed for change management on an emotional level

###### 5.2.1 Purposes of the Holodeck

###### 5.2.2 Description of the Holodeck

###### 5.2.3 Similarities with serious gaming – the presence of game elements in the Holodeck

Possibly: 5.4 Why has the Holodeck developed by the HKU never been used?

#### 6. Conclusions and future research

#### References

#### Attachments