1. Describe five characteristics which, according to you, circumscribe the notion of "Serious Gaming" best.

2. Select a serious game that you have used yourself (or select one with the help of the links provided during the lecture). What is the purpose of the game? Describe briefly the nature of the game, with the help of the five characteristics (see previous question).

3. Describe the relation between e-learning and serious gaming. Can you think of an application of serious gaming in the context of the IMM curriculum (e.g., in the "management" part of the curriculum).

4. Search for a Dutch company that is active in the Serious Gaming market. Describe briefly what kind of business model you think this company has (e.g. target user market, costs, benefits). Most likely you will need to make educated guesses about internals of the company.

5. Assume you want to start a company for the development of one or more serious games. Characterize briefly a serious game that you think would be useful / feasible / worthwhile / ... . What kind of competencies do you think you need within your company?