



17^{ème}
ÉCOLE QUALITÉ
du 9 au 11 Septembre 2019

De l'usage des serious games

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Who are we?

Isabelle Patroix



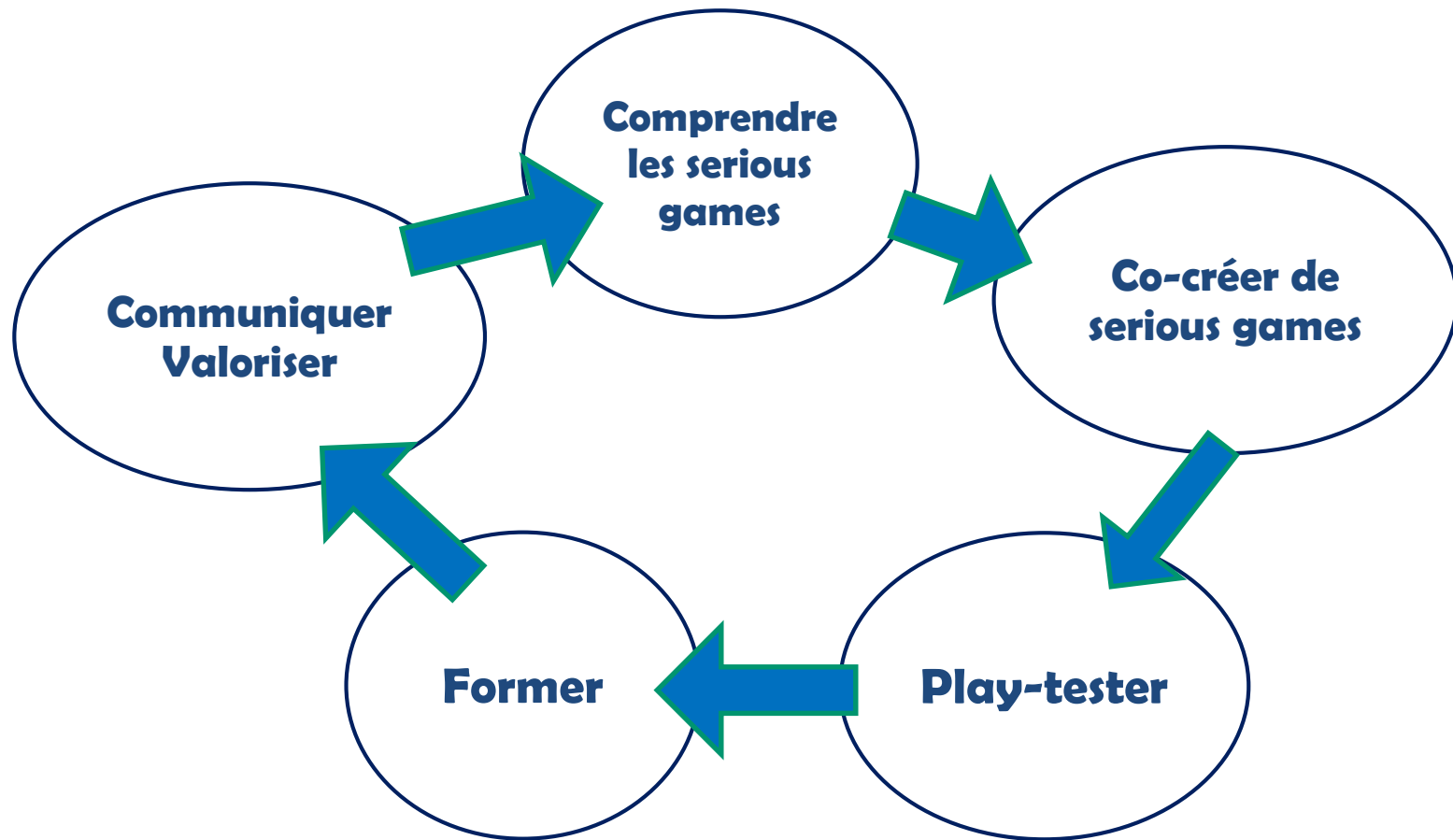
- ✓ Docteure en Littérature
- ✓ Playground Manager

Emmanuelle Heidsieck



- ✓ Ingénieure pédagogique
- ✓ Conseillère pédagogique

Serious Games à GEM Le Playground



- **Pour quoi utilise-t-on des serious games ?**
- **Comment en créer un ?**
- **A votre tour !**

- **Pour quoi utilise-t-on des serious games ?**



Escalator or stairs?



Play or drive ?



Gamification

To add ludic mechanisms in order to involve again people in task whose are seems

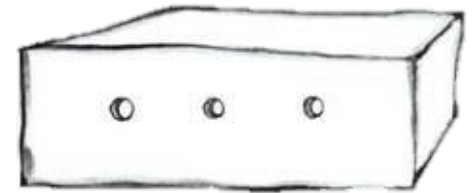


Too complex

Too simple

Too boring

« S'il vous plaît,
dessine-moi un
mouton. »



Fold It



Rank: 84 Score: 0

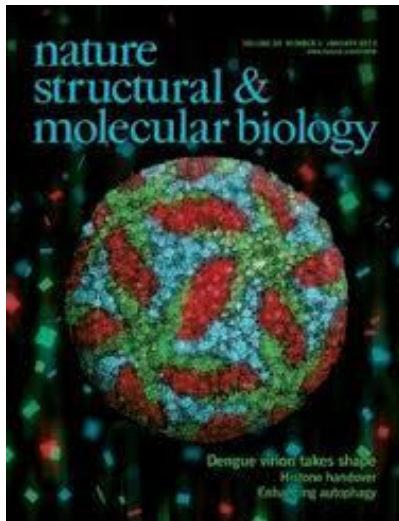
50: Strep Binding

- ▶ Group Competition
- ▼ Player Competition


82	sores	-	9149
83	Benj	9048	9122
84	kathleen	0	9122
85	wccarrington	-	9090
86	KaMi2	9086	9087
87	WartburgFast	-	9078
88	JChenada	-	9072
89	biomphid	-	9055

▶ Chat

▶ Actions ▶ Undo ▶ View ▶ File Pull Tool




Foldit: The Gamification Of Scientific Discovery



Scientists had been studying the M-PMV crystal structure for **15 YEARS**.

In 2008, University of Washington researchers released an online puzzle video game about protein folding.

It took **57,000+ PLAYERS**
10 DAYS to solve the problem those scientists were studying.

 Find more statistics on video games at bigfishgames.com/blog/stats/

Sources: Pew Research. <http://goo.gl/10xK0w> | Foldit: <http://foldit.org/portal/>

Crystal structure of a monomeric retroviral protease solved by protein folding game players

Firas Khatib¹, Frank DiMaio¹, Foldit Contenders Group, Foldit Void Crushers Group, Seth Cooper², Maciej Kazmierczyk³, Mirosław Gilski^{3,4}, Szymon Krzywda³, Helena Zabranska⁵, Iva Pichova⁵, James Thompson¹, Zoran Popović², Mariusz Jaskolski^{3,4} & David Baker^{1,6}

Design a game from the
issues and the learning goals



The word is a (serious) game!

Explore / Discover



Histopad, Palais des Papes
(2017)



Assassin's creed II (2010)

Montaigne in game : l'Histoire par les jeux vidéos @MontaigneInGame

The word is a (serious) game!

Be Involved



Voracy, P. Valle (2012)



Christopher Nolan, (2007)

The word is a (serious) game!

Reveal yourself



Reveal by L'Oreal (2010)



American army (2000)



Stakes GEM and Enjeu (2018)

The word is a (serious) game!

Be creative



Tech'it (2015)



Cubification (2017)

The word is a (serious) game!

Decided/ Be engaged



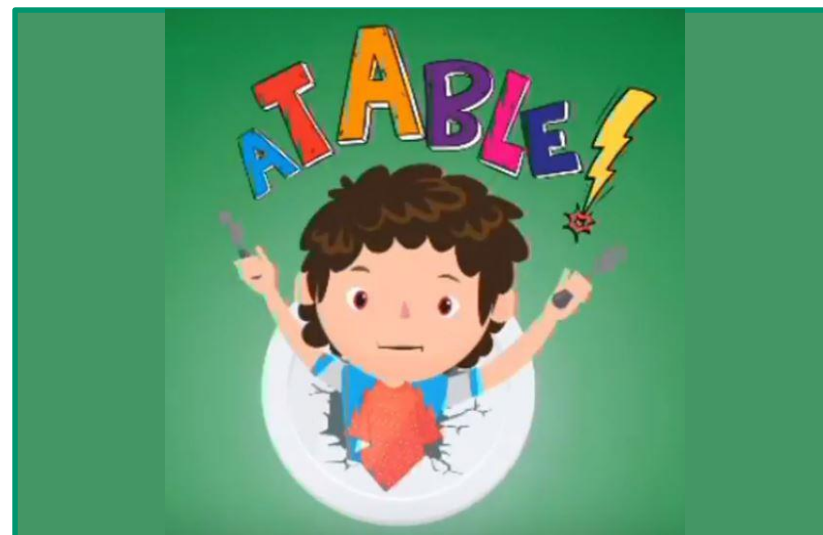
Finethics (2019)

The word is a (serious) game!

Change behaviour?



21 days, Helene Michel (2018)



A table!, Meriem El Mansouri (2017)

Deuxième partie

- Pour quoi utilise-t-on des serious games ?
- Comment en créer un ?



Définir le contenu et objectifs pédagogiques



Quelles perspectives

Se décaler



Robert Lepage, 887



Némo, Bruce le requin végétarien

Quelles perspectives

Personnaliser / adapter



Quelles perspectives

Défier



Quelles perspectives

Alterner réalité et fiction



Jouer

Crédits

Quitter

Services Après Zombie



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Quelles perspectives



Tester



Quelles perspectives



Quel livrable

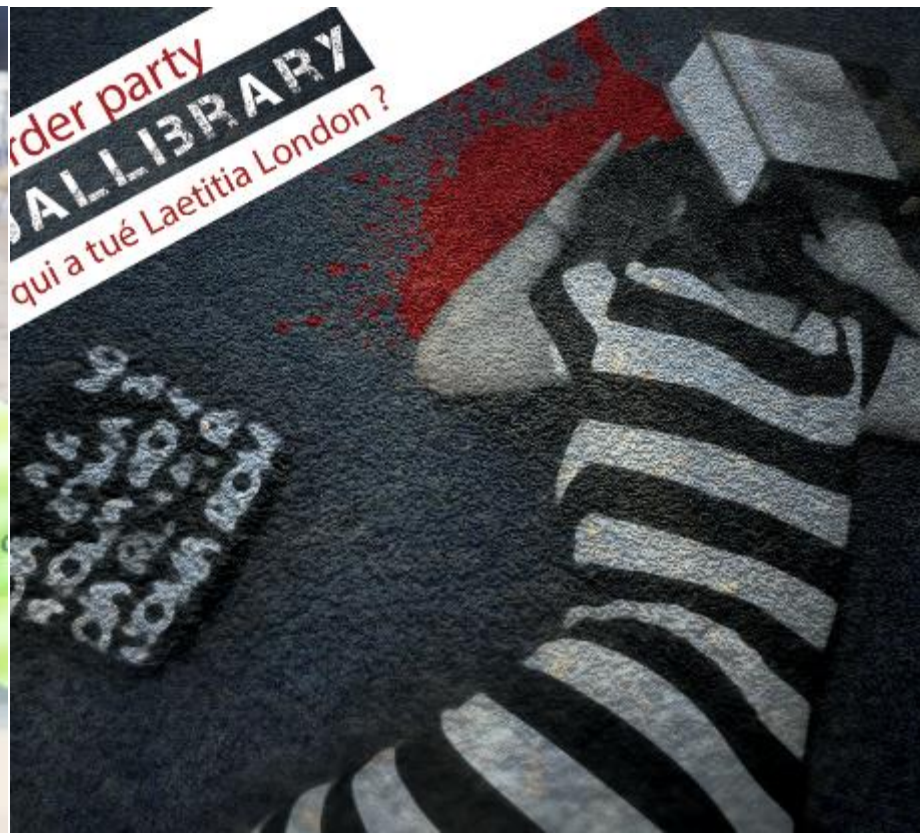


Quelles perspectives

Faciliter



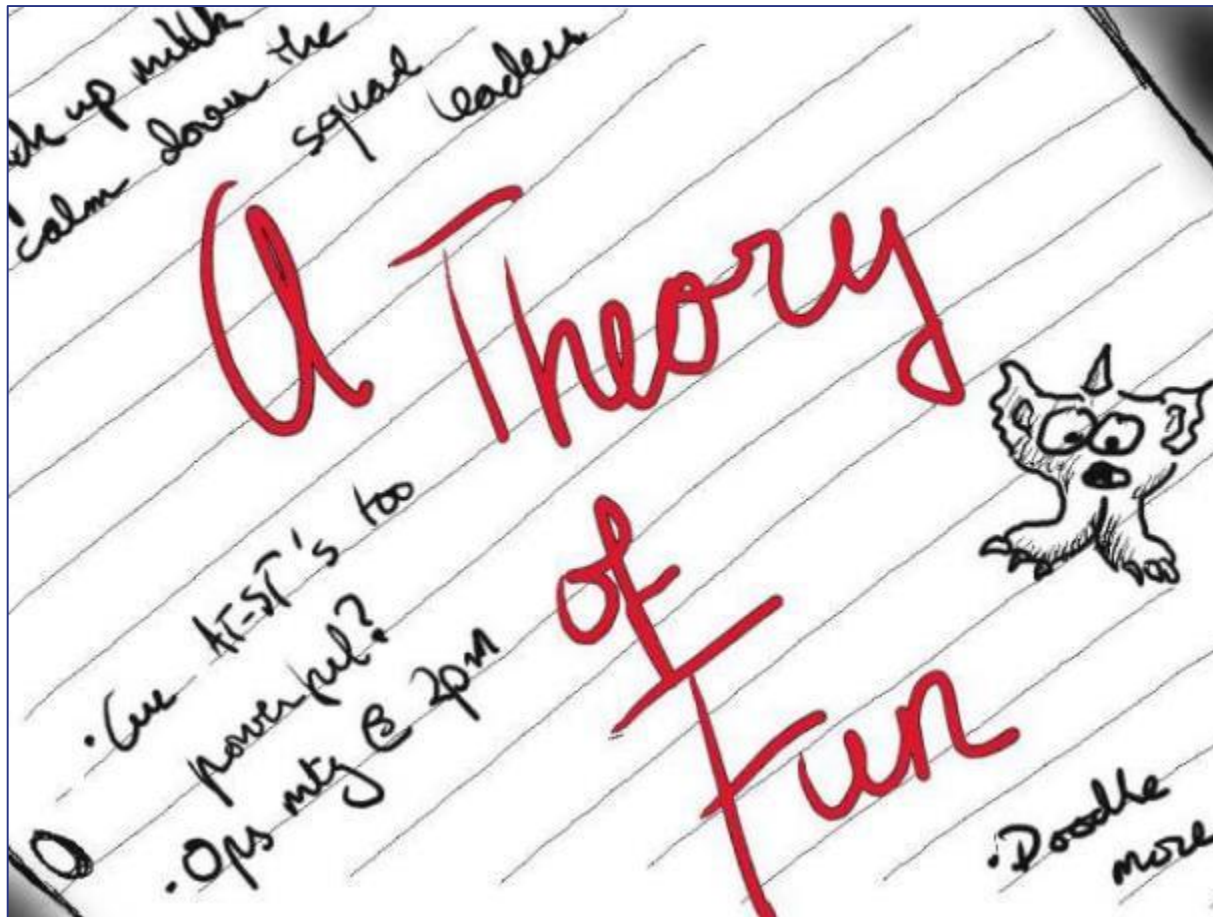
MOSC, Découvrir la supply chain



Murder Party, Enquête à la bibliothèque

Quelles perspectives

Fun



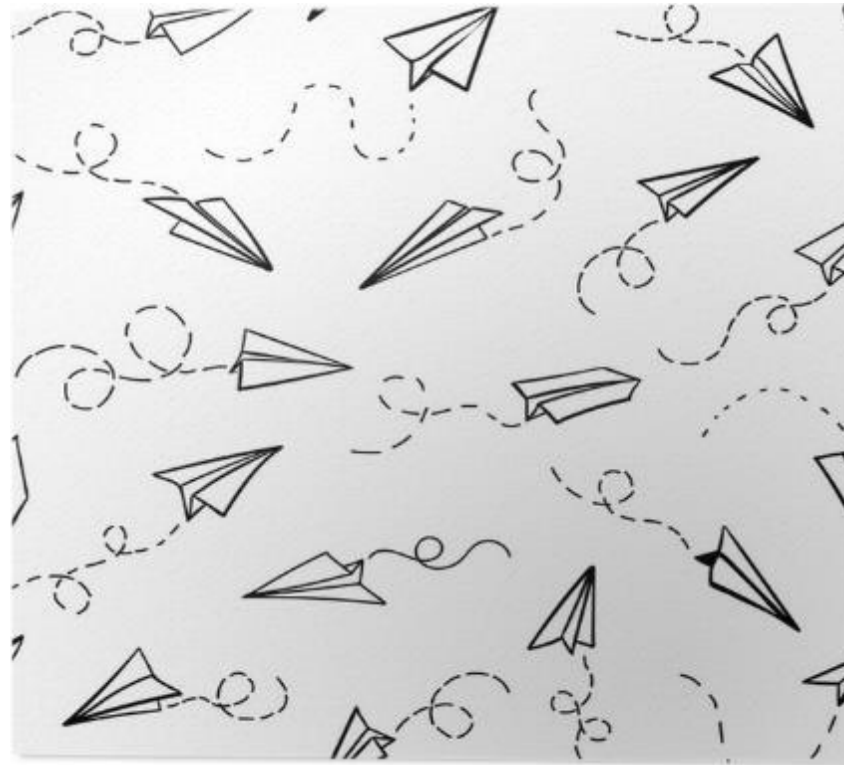
Raph Koster, 2014

Troisième partie

- Pour quoi utilise-t-on des serious games ?
- Comment en créer un ?
- **A votre tour !**



Réfléchissez individuellement :
quel jeu pourriez vous créer ?
2mn



Réfléchissez en équipe avec vos voisins : quel jeu pourriez vous créer ?
6 mn





PRESS START



**GRENOBLE
ECOLE DE
MANAGEMENT**
TECHNOLOGY & INNOVATION

ACT THINK IMPACT