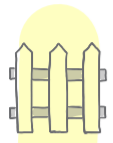
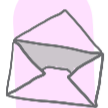


7 Serious Game elements



1 - Boundaries

Boundaries - Limitations in people, time, space, etc



2 - Invite

Invite - How do you trigger people to play



3 - Game world

Game world - The rules of ordinary life are temporarily suspended



4 - Goal

Goal - What is the end state, so players know it is over



5 - Materials

Materials - What do you play the simulation or game with



6 - Rules

Rules - How do we interact, with each other and the game



7 - Debrief

Debrief - The purpose of any serious game.
Here you help the players to find metaphors & meaning. Creating learnings to take away

