## Activity title

## Creating serious games for education (CSGE)

## Learning outcomes

After completing this activity you will have understood:

1. Why games can be effective for teaching
2. What are the different types of games and how are they catered to different audience
3. What are the design features of serious games, and in groups
4. Created one game for outreach or classroom teaching.

## Description of activity

The activity will be split into three sessions. You will be in groups of three.

In the first session, you will learn about serious games and simultaneously collect items that you can use to create a serious game. The session involves completing mini-challenges, successful completion enables the collection of an item.

In the second session, you will play a serious game, The Conservation Genetics Casino, and understand the characteristics of this game. Importantly, you will reflect on the knowledge learnt from the first session. This game teaches you how to manage the genetic composition of an endangered species.

In the third session, you will use the items collected in the first session to create a game for a specific audience. The tutor will move around the groups to offer advice and suggestions. At the end of the session, you will showcase your games and receive feedback from your peers and the tutor.