

Special Issue

New Challenges in Serious Game Design

Message from the Guest Editors

Serious games are games that have a “serious” purpose, besides entertainment. As any game, they motivate players through their scenario and game mechanics and engage them in achieving the underlying “serious” goals, while being entertained. Serious games are being used in various sectors. This Special Issue invites papers related to the following questions:

What measures should be taken for designing a serious game that achieves the right balance between its serious purpose and entertainment?

Do existing serious/educational game design frameworks adequately support the design process?

What methods are used for evaluating the effects of a serious game and validating/revising its design?

Does the scenario and/or genre of a game affect the achievement of its serious goals/purposes? If yes, what type of scenario and game genre is considered more effective based on the purpose of the serious game, and what factors should be taken into account for an informed selection?

What techniques are used in entertainment games for achieving an interesting and undisturbed player experience? How can they be applied to serious games?

Guest Editors

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Deadline for manuscript submissions

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Message from the Editor-in-Chief

As the world of science becomes ever more specialized, researchers may lose themselves in the deep forest of the ever increasing number of subfields being created. This open access journal *Applied Sciences* has been started to link these subfields, so researchers can cut through the forest and see the surrounding, or quite distant fields and subfields to help develop his/her own research even further with the aid of this multi-dimensional network.

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