Exploration

SimPort-MV2.
(c) 2006 Tygron Serious Gaming.

Value explanation: with exploration the problem or solution space is investigated by means of playing. For example, in *SimPort-MV2* spatial planning policies for a new harbor were configured and compared.

Triadic Game Design Workshop - Casper Harteveld & Rens van den Bergh

Assessment

The BLS Game.
(c) 2004 Delft University of Technology.

Value explanation: with an assessment the worth of "something" (indvidual, product, or system) is systematically judged. For example, in *The BLS Game* the introduction of a new financial system in courts was evaluated by means of playing.

Triadic Game Design Workshop - Casper Harteveld & Rens van den Bergh

Attitude

The McDonald's Game.
(c) 2006 Molleindustria.

Value explanation: a game with atttitude as value attempts to persuade the player about something. For example, the idea behind *The McDonald's Game* is tho expose the dysfunction of this fast-food empire. Next time players may eat somewhere else.

Triadic Game Design Workshop - Casper Harteveld & Rens van den Bergh

Data collection

ESP Game.
(c) 2004 Carnegie
Mellon University.

Value explanation: with data colletion the game is a means to get a certain output which is useful for other purposes. For example, *The ESP Game* is used to label picture so search engines are able to retrieve pictures better.

Triadic Game Design Workshop - Casper Harteveld & Rens van den Bergh

Theory testing

Virtual Leader.
(c) 2003 Simulearn.

Value explanation: when a game is used for theory testing, the output of the game is used to (dis)confirm a theory. With *Virtual Leader* the difference in gender and its effect on learning styles can, for instance, be tested.

Triadic Game Design Workshop - Casper Harteveld & Rens van den Bergh

Motor skills

The Typing of the Dead.
(c) 2000 SEGA.

Value explanation: a game with as value motor skills tries to improve physical abilities. Think of exercise, eye-hand coordination, and rehabilitation. In *The Typing of the Dead*, for example, players learn how to type on a keyboard.

Triadic Game Design Workshop - Casper Harteveld & Rens van den Bergh

Cognitive skills

Civilization IV.
(c) 2005 2K Games.

Value explanation: cognitive skills refer to intellectual abilities that make it possible for us "to know." Prioritizing, planning, and reasoning are examples of this. In *Civilization IV* players have to develop these skills to become a world power.

Triadic Game Design Workshop - Casper Harteveld & Rens van den Bergh

Procedural knowledge

Pulse!!.
(c) 2010 Texas A&M University-Corpus Christi/ Office of Special projects.

Value explanation: procedural knowledge is about "knowing how." Games with this value, like *Pulse!!*, teach players how to do things. In this game it is taught how to treat patients in intensive care units.

Triadic Game Design Workshop - Casper Harteveld & Rens van den Bergh

Perceptual skills

Duck Hunt.
(c) 1984 Nintendo.

Value explanation: perceptual skills relate to the five senses: sight, hearing, touch, smell, and taste. A game with this value tries to improve one or more of these. The game *Duck Hunt*, for example, tests player's sight and touch to kill as many duck*s.*

Productivity

The Beta1 Game.
(c) 2006 Microsoft.

Value explanation: with productivity the game aims to improve the morale of workers and their production while playing. *The Beta1 Game* was used to test a software product in a game environment, something which is normally done in a regular work setting.

Social skills

Facade.
(c) 2005 Procedural Arts.

Value explanation: social skills refer to interpersonal skills, like collaboration, communication, etc. Such games doe not need to be multiplayer necessarily. Facade, for example, requires social skills of the player to solve a relationship conflict between two game characters.

Triadic Game Design Workshop - Casper Harteveld & Rens van den Bergh

Declarative knowledge

FF56!.
(c) 2006 Lauer Leanring.

Value explanation: declarative knowledge is about "knowing what." It contains facts, scripts, understandings, etc. In *FF56!*, for instance, the player is immersed in the Hungarian revolution in 1956 and learns historical facts of that time.

Triadic Game Design Workshop - Casper Harteveld & Rens van den Bergh