Master’s Defense Announcement

SERIOUS AND PURPOSEFUL VIDEO GAME ENVIRONMENTS

by

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Abstract

Games that aid people in a serious way are commonly called Serious Games. A number of publicly released and highly available Serious Games exist today. These games are specifically designed to provide people with entertainment, but at the same time also assist them in their important and beneficial duties. The focus of this graduate project is video game systems that are within the realm of Serious Games. Additional focus is given to a new genre of video game that falls within the broader scope of Serious Games called “Games with a Purpose”. Purposeful games are designed to collect data that is generally difficult to generate using computer algorithms without human interaction (playing).

An in-depth look at the online video game Second Life is also presented. Second Life is a massively multiplayer online video game that, has applications to Serious Gaming. A look at the future of social networking aspects of the 3D online environment is presented, as well as other interesting aspects of Second Life including its building process. An analysis of the Second Life scripting language is provided from the unique aspect of a programmer new to Second Life, who wants to use it to develop a Serious Game. A first-person account of developing a 3D game simulation in the Second Life is presented, along with its relationship to computer science and its potential educational benefits as a Serious Game.

Committee Members:

G. Michael Barnes, chair  Date: Fri, May 6, 2011
Peter Gabrovsky  Time: 1:00 pm
Robert McIlhenny  Location: JD 2212