

## Serious Games



It is through games that participants get to learn in an active way, commit to do the task and find motivation in the challenges presented to them. They become active participants and main actors in their own training process and in so doing, acquire new knowledge.

Digital-based games (PC games, Arcade, Consoles) are fun activities, closely related to entertainment. So far, their aim has always been to mobilize people through competition and a desire to better themselves. It is precisely its engaging and motivating nature that is highly productive in professional training processes and in general education because it increases long-run retention and facilitates the application of new knowledge to the world of work.

The term Serious Games –in its digital version- is used to refer to application software developed with gaming technologies but with an educational, not entertaining, purpose in mind. A serious game has the look and feel of an entertainment game, because basically that's what it is, a game, but it also links intentionally the learner's previous and new knowledge with a view to achieving a specific goal. It is important to point out that, even if serious games are conceived with an entertainment or educational goal in mind, neither their appeal nor their "playability" is affected.