



Serious games. Diseño de videojuegos con una agenda educativa y social (Manuales) (Spanish Edition)

Joan Morales i Moras

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Los serious games se singularizan dentro del campo de los videojuegos por su agenda educativa y su compromiso social. Por ello, suponen un interesante y novedoso ámbito de investigación y de actuación para el diseño, especialmente para aquel que defiende su misión de transformación y mejora de la sociedad. También representan un reto para los profesionales que quieran adentrarse en este campo emergente dentro de las industrias culturales y del entretenimiento digital. Este libro está estructurado en tres capítulos. En el primero se repasan las formas en qué se ha estudiado históricamente el fenómeno de los juegos desde disciplinas muy diversas, al tiempo que nos da una visión general de los game studies y de las principales aportaciones de los design studies a este campo; en el segundo se presenta una visión general de los serious games y del esquema de análisis que proponemos para estudiar juegos existentes y crear otros nuevos, y en el tercero se explora el papel del diseño en la creación de serious games, la estructura de su proceso proyectual, y se introduce la jugabilidad instructiva como concepto bajo el cual se agrupan una serie de criterios y oportunidades para la innovación en este tipo de productos

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