



about LUDUS

Ludus in Latin means game.

The LUDUS project brings together 8 partners from 6 South East European countries and aims at creating a South East European network for the transfer of knowledge and experience along with the dissemination of best practices in the innovative field of Serious Games.

www.ludus-project.eu

LUDUS started in May 2009 and will end in April 2012. The project is co-funded by the South East Europe Transnational Cooperation Programme (SEE Programme).

<http://www.southeast-europe.net>

<http://www.serious-gaming.info/>

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European network for the sharing and dissemination of technologies and knowledge in the innovative field of Serious Games



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Programme co-funded by the European Regional Development Fund



Serious games

Serious Games are generally perceived as games that engage users in their pursuit, and contribute to the achievement of a defined purpose other than pure entertainment. They involve goal orientated 'play', often in real world scenarios and intend to 'improve' the player's knowledge, awareness or skills. Most often they are used for corporate training, education, thinking / logic / math skills, simulations, military training, health care, government / management and social change.

Serious Games:

- > Allow situated learning while offering entertainment of value.
- > Merge high engagement and powerful content.
- > Trigger profound reflections.
- > Permit a rapid understanding of complex environments.
- > Show how actions affect context.
- > Avoid a sense of "failure".
- > Make users attribute success to their actions.

Project objectives

The LUDUS project intends to promote awareness, networking, sharing of knowledge and of experiences, as well as to develop skills and competencies in Serious Games development and use in the South Eastern Europe and wider European area.

The specific objectives of LUDUS are to:

- > Bring together Serious Gaming stakeholders in order to cooperate and create a critical mass for the adoption and promotion of this innovative training methodology at a European level.

- > Facilitate knowledge transfer on Serious Games development.
- > Enhance production capabilities in a cutting edge technology domain.
- > Improve competitiveness and technology immersion.
- > Encourage the development and use of Serious Games.
- > Promote intra-European collaboration in the field of Serious Games.
- > Develop sustainable transnational collaboration linkages among research, technology and innovation centres and the business community in the area of Serious Games.

Target groups

- > Local SMEs and enterprises.
- > Development agencies and regional governance organizations.
- > IT companies involved with/interested in Serious Games.
- > Researchers.
- > Trainers, teachers, educational and training experts.
- > HR & training executives, staff and decision makers in companies and other organisations.
- > Public Administration.

Transnational events

- > Two European Best Learning Game Competitions aiming to attract the best commercial, research and amateur effort in the field of Serious Games.
- > Two European Conferences (Greece 2010, Italy 2011) on Serious Games, aiming to gather researchers, developers, business world representatives, regional policy makers and other stakeholders.
- > Two Open Learning Labs, taking place mostly online, with the purpose of developing a show case game.

Regional activities

- > 12 Info days and 12 press conferences aiming to raise awareness on the field of Serious Games and to promote the project's events and activities.
- > 14 Knowledge Sharing Regional Training Courses that will demonstrate good practice, facilitate local development of capabilities and bring together pedagogy experts, teachers, story tellers, developers.
- > 14 Regional Networking Workshops to promote networking among participants of the regional knowledge sharing workshops, to achieve exchange of opinions and investigation of synergies.

Results

- > A sustainable network of Serious Games stakeholders and practitioners.
- > Critical mass of stakeholders informed about Serious Gaming and involved in networking and training events.
- > A web-based knowledge node on Serious Games (<http://www.serious-gaming.info>).
- > A survey of ICT sector companies on interest / readiness / capabilities for developing Serious Games.
- > A Serious Games reference library.

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