

CSEU 2018

10th International Conference on
Computer Supported Education
15-17 March 2018

Library Not Found: The Disconnect Between Gaming Research and Development

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The Gaming Horizons project

H2020 «Sister Project» funded by the European Commission

Focusing on the role of video games and gamification in contemporary society

Multiple perspectives: educational, psychological, ethical, sociocultural, artistic

Aiming at proposing alternative framings for the role of games in society

Based on a participatory approach, involving different stakeholders



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Stakeholders involved

Researchers

Educators

Players

Policy Makers

Developers



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Partners

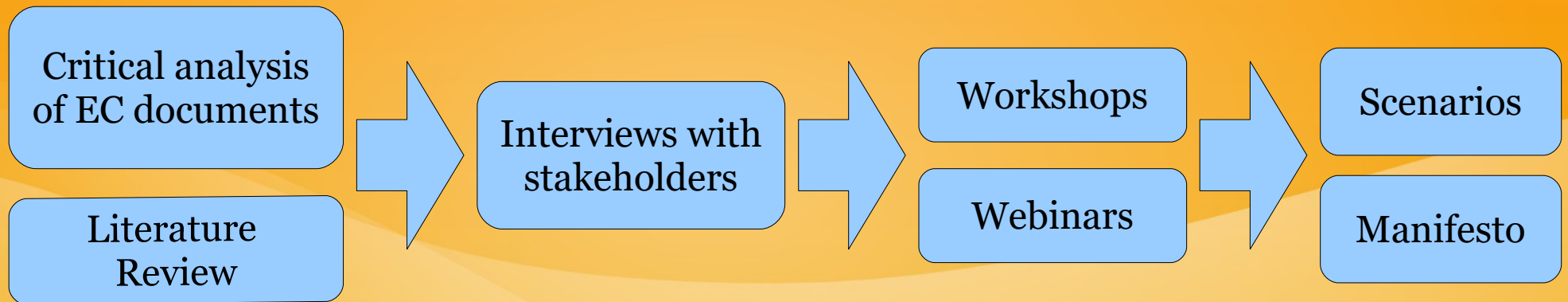


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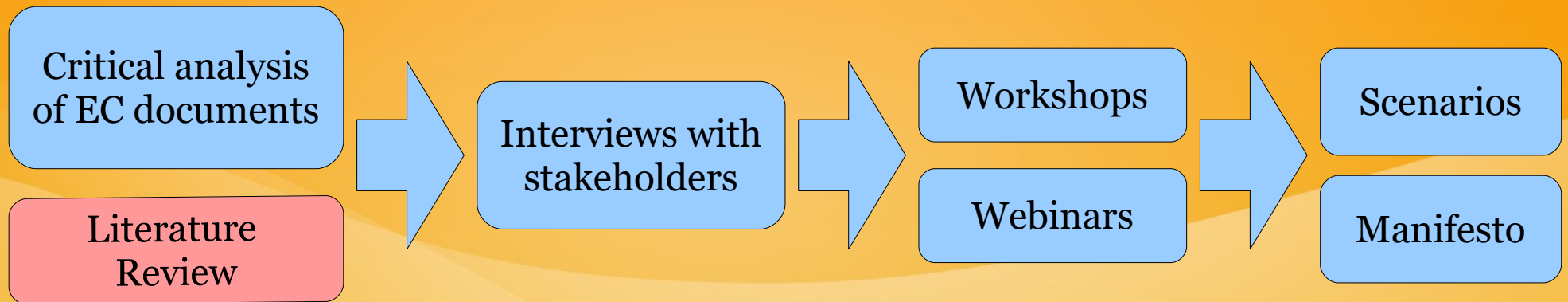
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Phases



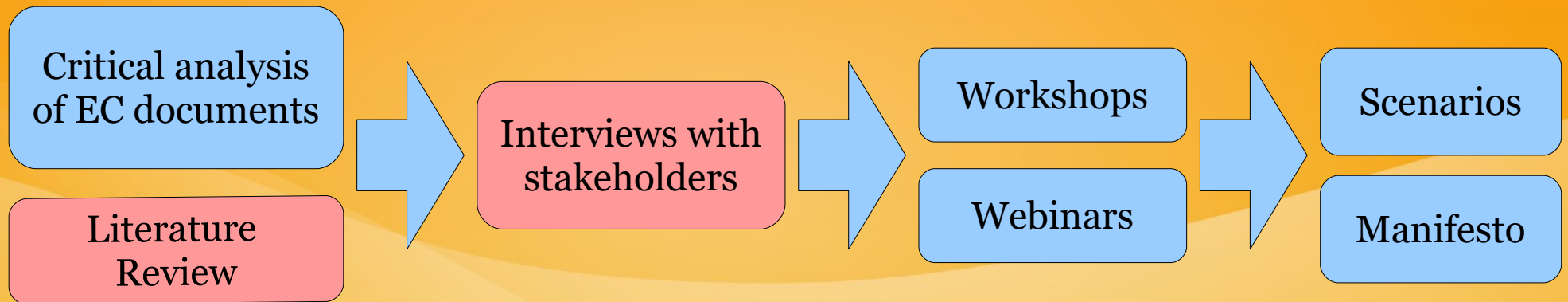
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Phases



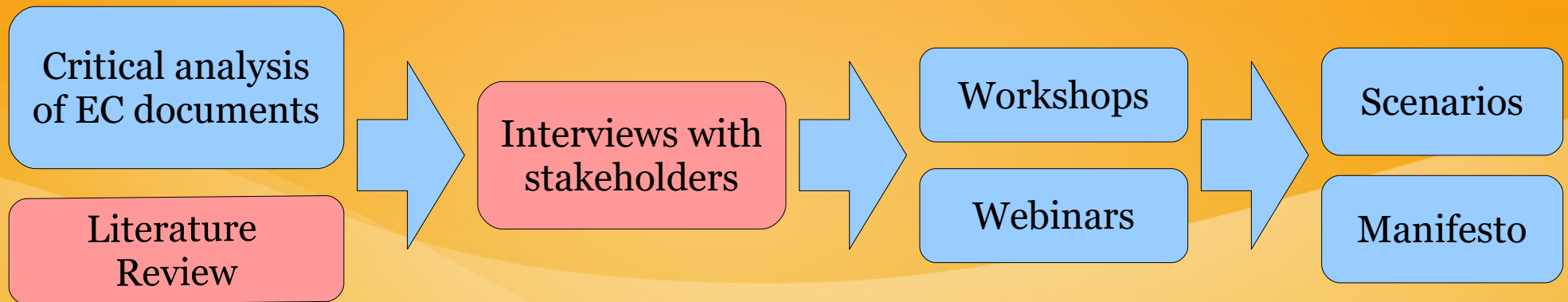
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Phases



The Gaming Horizons project

Phases



What's the relationship between academic research and game development?

Literature review

Goals



Literature review

Goals

- 1) identify the main topics being researched

Literature review

Goals

- 1) identify the main topics being researched
- 2) find the most influential contributions and findings

Literature review

Goals

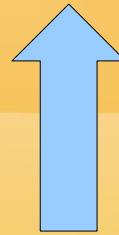
- 1) identify the main topics being researched
- 2) find the most influential contributions and findings
- 3) collect the **recommendations** issued in those contributions

Literature review

Findings

46% to researchers

12% to developers



3) collect the **recommendations** issued
in those contributions

Interviews

73 Interviews with
stakeholders

30 with developers at GDC



Interviews

Findings

“I'm the wrong one to ask, 'cause I didn't go through academia”

“Not specifically academic research”

“[games research] it's always been over there, while I'm over here”

“I'm trying to collaborate with universities [...] but it's really hard”

Interviews

Findings

“I try to stay up to date with research [...] it's great that there are places that have started having more and more of that research available”

“The main stuff that I can think of is actually things that are done by industry organizations, that often work together with academia”

“[A 'canon' of games research] would be a foundation upon which we can all build, globally”

Interviews

Findings

Channels:

“I must admit I don’t read academic papers on games. To be honest, I’m not sure where I’d go to find them if I did”

Interviews

Findings

Language:

“A lot of academic language is also very, how should I say this, specific. Almost to the point of inaccessibility”

Interviews

Findings

Topics (and caution):

“Maybe I might start to get more into it, if I find something that appeals to the kind of thing I like to read about”

Interviews

Findings

Timing:

“I feel like we can move faster at conferences than you can with writing, writing and reading papers and books”

“I’m less interested in the traditional academic language of things and the lengthy writing and sourcing and stuff, that I see the value of but that costs me a lot of energy”

Interviews

Findings

On the positive side...

“obviously psychology is one big area that is useful and can be applied to games”

“would love to bring the humanities into what we’re doing more”

Less of a disconnect with educators

Discussion

Why would we want to reduce (but not eliminate) the disconnect?

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We risk limiting the impact and dissemination of results

Discussion

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We risk limiting the impact and dissemination of results

We risk being misinformed about the world of commercial video games

Discussion

Why would we want to reduce (but not eliminate) the disconnect?

We risk limiting the impact and dissemination of results

We risk being misinformed about the world of commercial video games

...at a time where use of entertainment games for learning is growing!

Discussion

Possible solutions

Discussion

Possible solutions

Promoting blended conferences



Discussion

Possible solutions

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Encourage dissemination on developers'
websites and blogs

Discussion

Possible solutions

Promoting blended conferences

Encourage dissemination on developers' websites and blogs

Support study of entertainment games

Discussion

Possible solutions

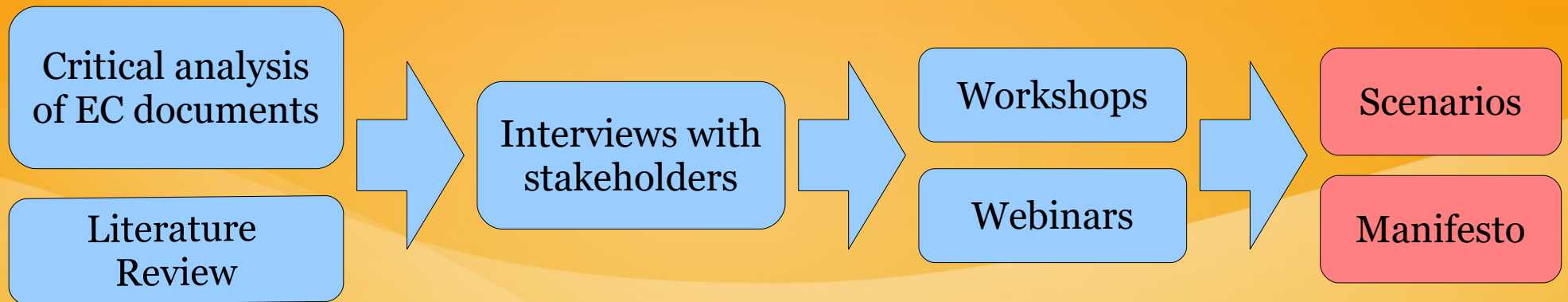
Promoting blended conferences

Encourage dissemination on developers' websites and blogs

Support study of entertainment games

Encourage research-industry collaboration

Discussion



Opinions Questions Experiences

Thanks for listening!

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