



Working with Javascript and Serious Games

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Javascript

Spent a long time as a toy language, for adding some bling to a webpage, often badly

Larger and larger things will now be expected from Javascript, time to act like professional programmers

A lot of prewritten code is maturing, and samples are getting better

Javascript lets you behave really badly, and punishes you for it later (3hrs before a deadline)

Mostly about the tools and methods, languages don't matter much

- Version control, SVN, Git
- Naming conventions
- Organisation of code
- Colours are awesome, get an editor with them
- Actually write stuff down
- Learn AJAX very well



Javascript

Script base tools:

Phonegap, Titanium, Corona, Livecode, Rhomobile(Rhodes),
jQuery mobile, Sencha, MoSync , Roar

<http://mashable.com/2011/03/21/cross-platform-mobile-frameworks/>

<http://mashable.com/2012/02/16/cross-platform-app-design-pros-cons/>

Hybrid tools:

Unity, Torque, SDL, Gamemaker

Native code tools:

Objective C, Java, JNI, C++, Python, .NET

Backend support:

PHP, node.js



Javascript Summary

Now a principle development language so it is time to make professional tools standard

At least SVN

Separate your languages, separate concepts

Use a good editor, not just a text editor

Type a few extra characters for names, it does not cost you much

All this applies even if you use a framework

Extra link

<http://www.dhtmlgoodies.com/>

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GAMES

GAMES

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Games

Serious Game Research



Play = Learning

Lifelong learning = lifelong play

'Serious' = using game mechanics to engage the player

Balance is hard, content vs. play

Alignment - good in game = what is learnt

- Points and Badges NOT enough.
 - Pointification.
- Gamers try to "game" the system

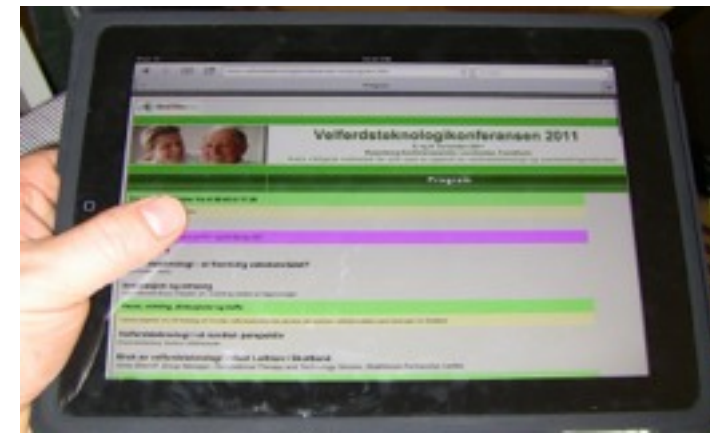


Serious Game Research

- Projects
 - KLM game
 - Drismo gamification
 - Ball Game AR gaming
 - YOG2016
 - Games for Dementia
 - NAMA research
 - AR games in Schools
 - Games for ADHD
 - EEG and emotional content of games
 - Blood flow game for NZ Science Festival



emotivo
you think, therefore, you can





What else could we do

Research on Serious Games

Games for Health

- correct management of illness, avoidance

Games for Education

- can allow some students better focus
- not just school skills

Games for Social Change

- politics, security, privacy, anti-racism



Links

Gamemaker - <http://www.yoyogames.com/gamemaker/html5>

Unity - <http://unity3d.com/>

Torque - <http://www.garagegames.com/>

Phonegap - <http://phonegap.com/>

Titanium - <http://www.appcelerator.com/>

Rhodes - <http://rhomobile.com/products/rhodes/>

Livecode - <http://www.runrev.com/home/>

Corona - <http://www.anscamobile.com/>

jQuery - <http://jquerymobile.com/>

Sencha - <http://www.sencha.com/>



What else could we do

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