Working with Javascript and Serious Games

Jays Mackie
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/
http://www.htmlgoodies.com/
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
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


Unity - http://unity3d.com/

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

Phonegap - http://phonegap.com/

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


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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