A Study of Acquiring experts in Research and Development of Serious Game

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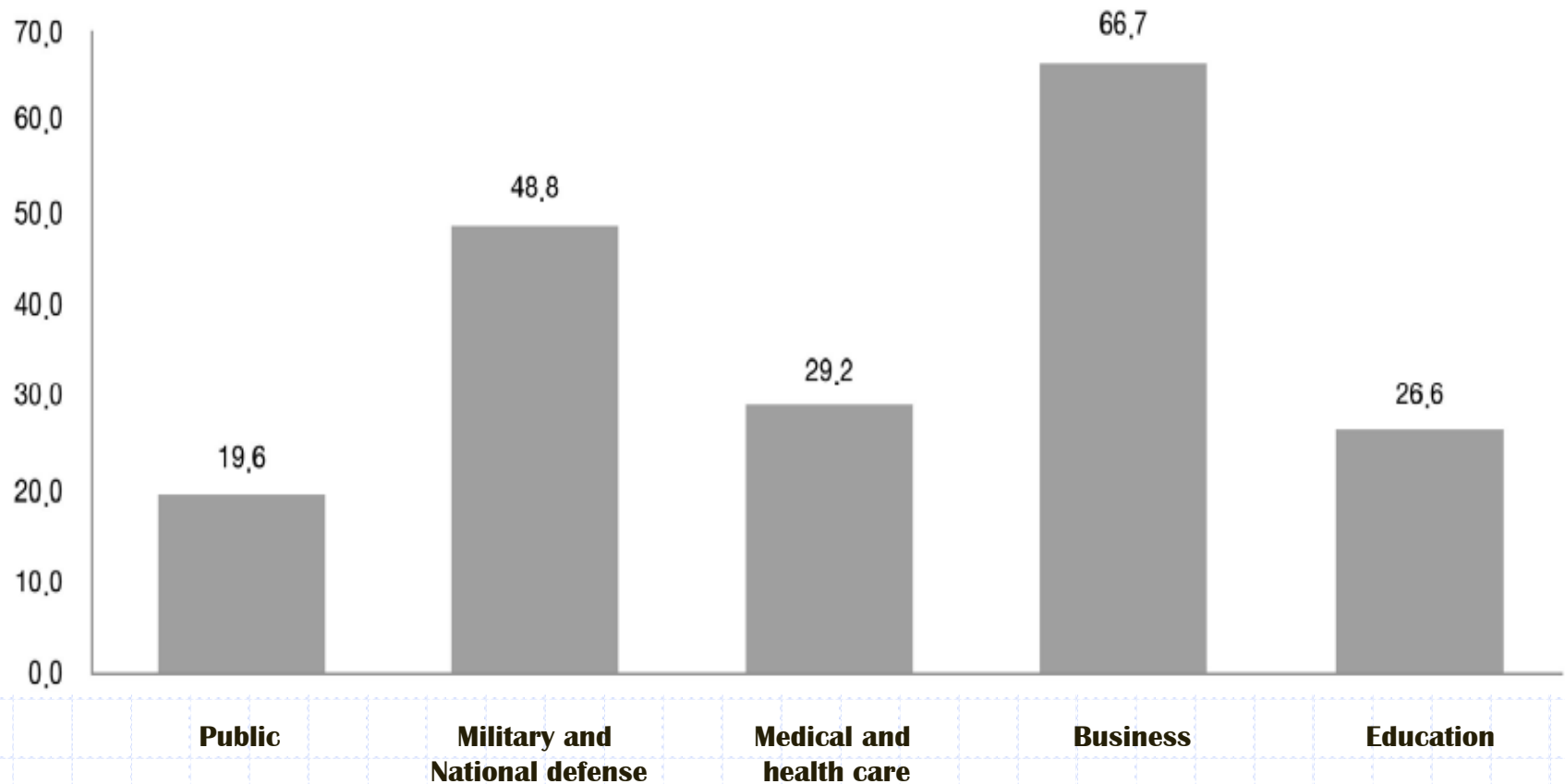President, Korea Game Developers Association

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Definition of Serious Game

➲ **A digital video clip or device with quality of game(interaction, multiple technical mode, environment of special experience)**

➲ **Utilized in the field of education, public, business, medical, health care, military and national defense for intended information delivery/promotion, recognition/changing action and training in the step of Game Design**
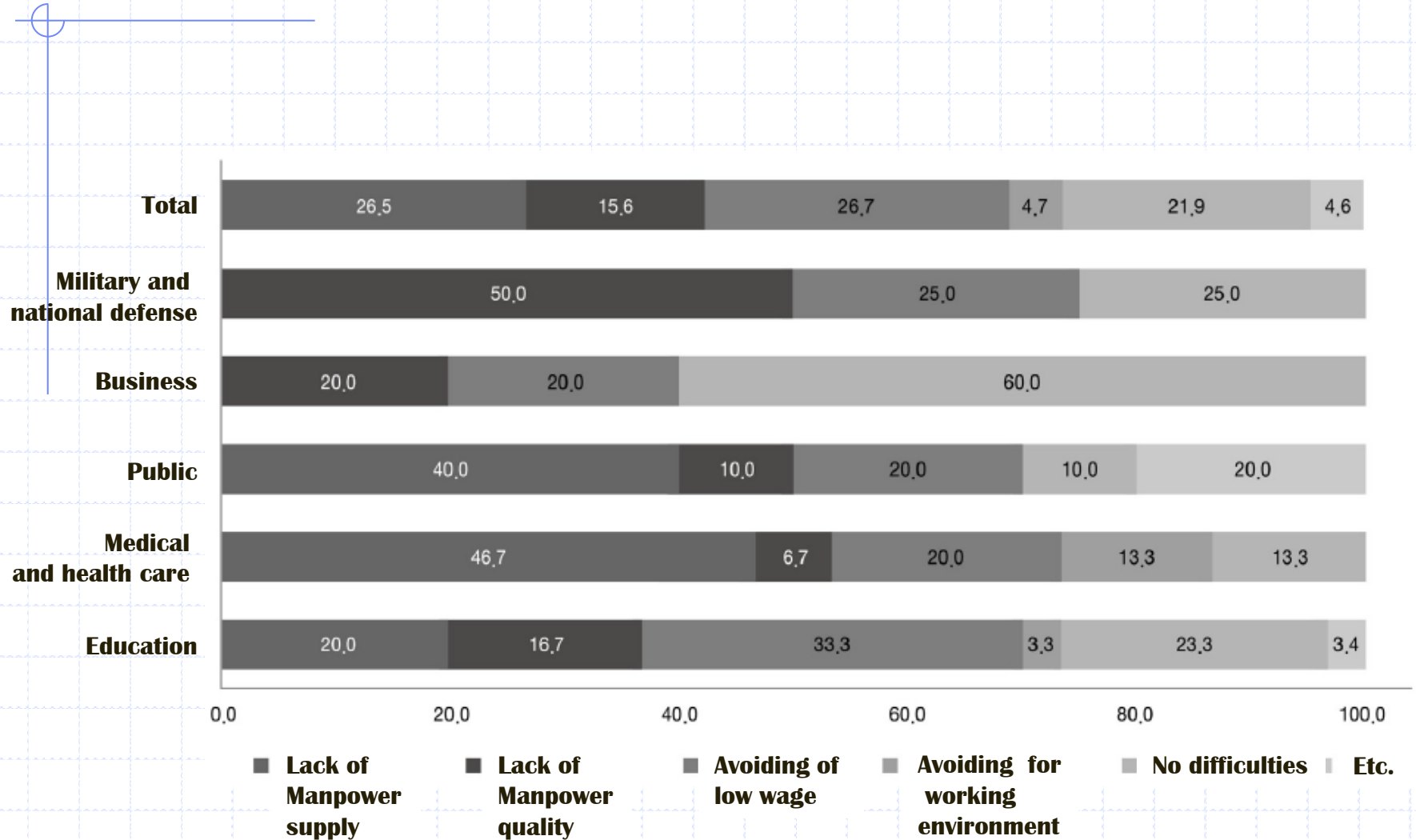
The percentage of hiring Serious game experts

The difficulty of hiring Serious game experts

	Lack of Manpower supply	Lack of Manpower quality	Avoiding of low wage	Avoiding for working environment	No difficulties	Etc.
Total	26.5	15.6	26.7	4.7	21.9	4.6
Military and national defense		50.0	25.0		25.0	
Business	20.0	20.0	60.0			
Public	40.0	10.0	20.0	10.0	20.0	
Medical and health care	46.7	6.7	20.0	13.3	13.3	
Education	20.0	16.7	33.3	3.3	23.3	3.4

Difference about Experts of Serious Game

⮕ **What's Difference from current game developers?**

❑ **Needs to have not only a certain of game developing knowledge but also a wide range of communication with experts in other field.**

❑ **Thus, Needs to have comprehensive qualification on solving problems and cooperating people in the process of creating co-developing studies**.

⮕ **Just focusing on the technical program and training**

- ❑ **Difficulty of deep thinking and cooperation**

- ❑ **Because, it tends to learn a short-term technology than education of special viewpoint**

- ❑ **Limitation of cultivating qualifications for developing amalgamative contents**

- ❑ **Needs to develop courses by connecting educational institutions with various purposes.**

Making Consultative Groups for cultivating serious game experts

- ➲ Making consultative groups for co-hosting or co-running training courses using current game major departments in universities, game academies and for providing commissioned education

- ➲ Developing a new training course and curriculum for cultivating creative serious game experts in planning and developing games

Co-hosting Seminar & Cooperative Training Course

⮕ **Operate co-hosting seminars with academia, game industry, content field, game institute and cooperative training course**

Supports for In-company Serious Game Research Institute

⮑ **Needs to train experts for serious game**

  ❑ **To be planning and developing experts in serious game, they need to have comprehensive knowledge not only game but also professional knowledge in other fields.**

⮑ **Needs to have practical experience and environment for accumulating professional knowledge**

  ❑ **There are only a few in-company serious game research institutes in large companies like NHN, NCsoft**

  ❑ **Most of serious game companies are small or new**