

Legal Policy on Serious Games

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Legal Standards for Serious Games

- ✿ Serious Games?
- ✿ Good Game? Bad Game?
- ✿ Go-stop, poker: prevent Alzheimer's and Parkinson's diseases?
- ✿ Starcraft: strategic thinking?
- ✿ Civilization 5: productive thinking?

Serious Games: Need to Institute New Policies

- ✿ Purpose: Health and Social Services
 - Intrinsic to Serious Games
- ✿ Game Elements: Fun? Fun!
 - Secondary purpose of Serious Games
 - But, how to maximize that purpose
- ✿ **Definition:** *Game for promotion of education, mental and physical health.*
- ✿ Policy support for Serious Games:
 - Not solely based on profitability, but because games can provide benefits to society

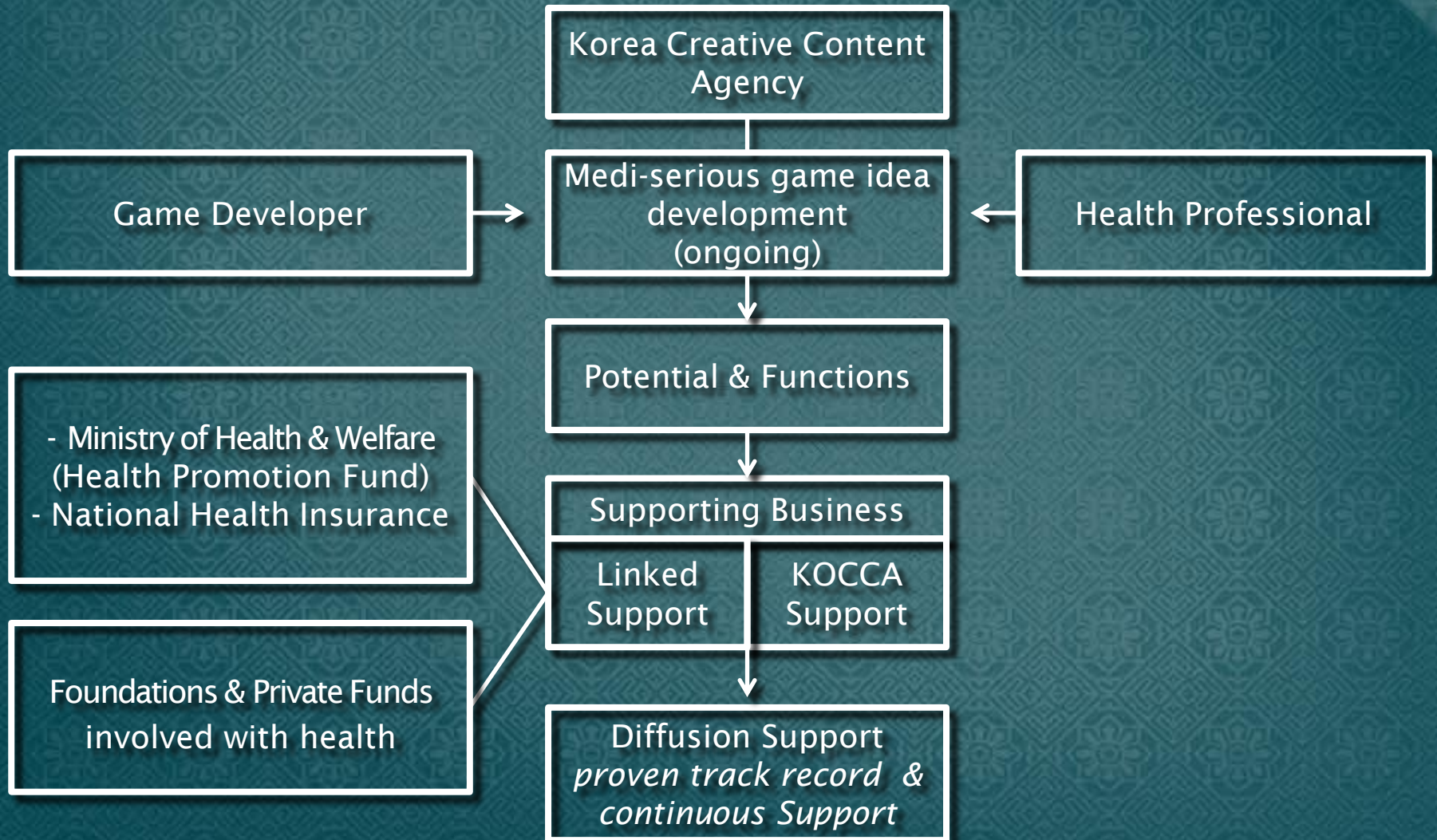
Policy Systems for Serious Games

- ✿ Systematic methods of support
 - Direct support from government & public administration
 - Linked support for common purposes

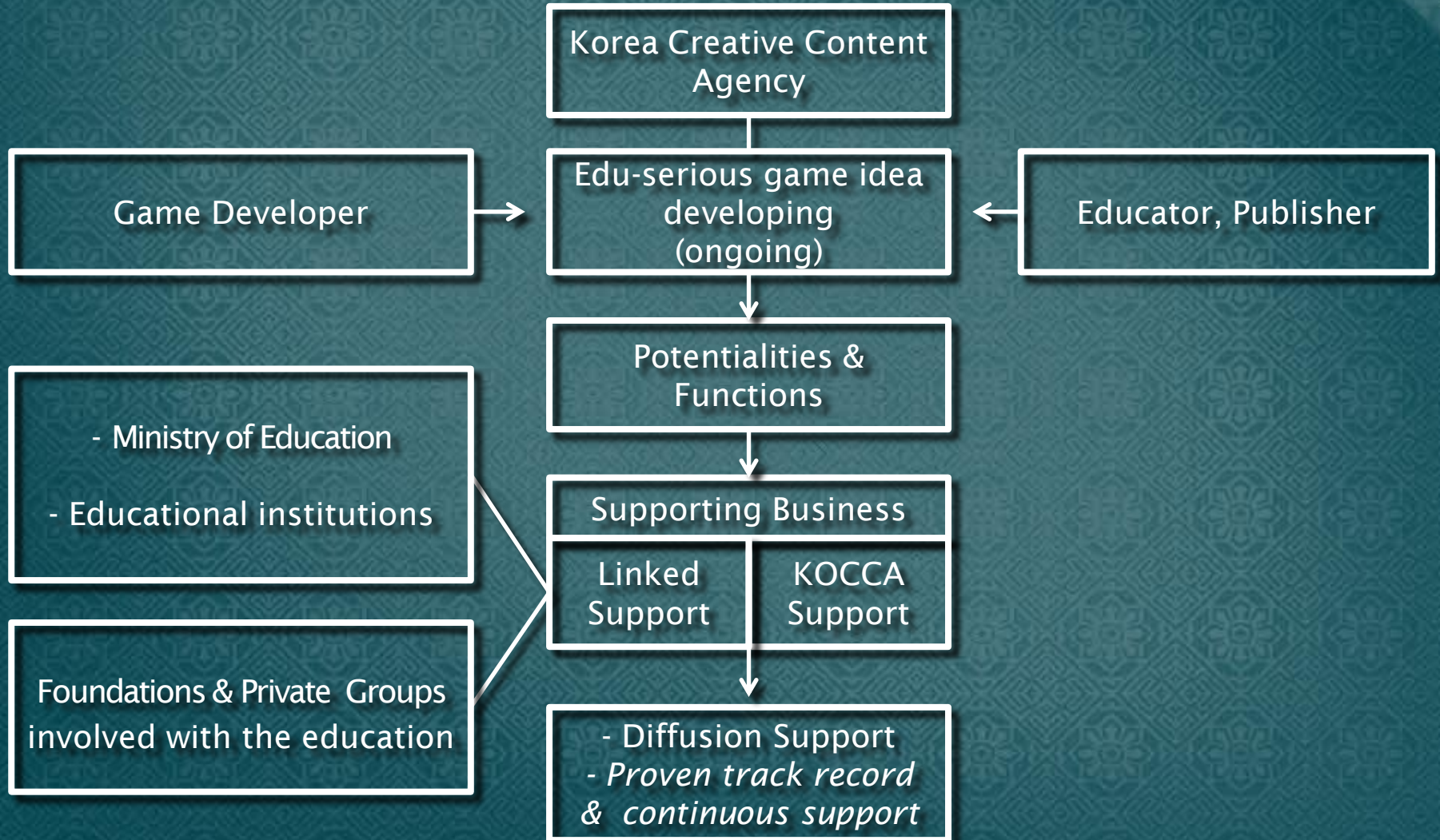
- ✿ Process of support
 - Bring together ideas for Serious Game
 - Utility factor ranked according to potential & functions
 - Support research and development

- ✿ Support Agency: Korea Creative Content Agency (KOCCA)

Ex: Medi-Serious Games



Ex) Edu-serious Game



Legal System Improvements

- ✿ 『Game Industry Promotion Act』
 - Chapter III Promotion of Game Culture
 - Article 12 Formation of Game Culture Foundation

- ✿ Proactive responsibility of the government:
 - Government shall promote **Serious Games!**
 - Improvement of Enforcement Decree!

- ✿ 『Framework Act on the Promotion of Cultural Industries』
 - KOCCA's current financing; need to increase number of game specialists
 - KOCCA future financial issues

Real Issues: The Two Faces of Culture

- ✿ Two faces of legal culture regarding games
 - New face of society? Ugly face of society?
- ✿ Policy like "Jekyll and Hyde"
 - Have you ever had visions of consistent policy?
 - We have no choice in this matter: "Jekyll or Hyde."
- ✿ e-textbook: Convenience of education and homework
 - Possibilities of '**game based learning**' for schools in Korea
 - Changeability of parental beliefs about games
 - 30% of teenagers are "poisoned" by smart-phones
 - Yet half of those now middle-aged were "poisoned" by Zzazzari in their younger days!

Policy Suggestions

- ✿ The absence of social consensus toward to a new culture
- Cultures of advanced civilizations are built up by a synthesis of various cultures in their society.
- Legal policy regarding games places rationality as its main focus in the new culture
- ✿ It can be argued that would be feasible to collaborate between public service organizations and other sectors
- ✿ It can be argued that Creative Functionalism should be allowed to take root within a “New Culture”



Thank you!