

# PROJECT UTOPIA – SERIOUS GAMING FOR CIVIC ORDER

Anton Eliëns<sup>1,2</sup>

<sup>1</sup> Creative Technology, University of Twente

<sup>2</sup> multimedia @ VU University Amsterdam

## KEYWORDS

serious gaming, education, game development

## ABSTRACT

This paper provides ...

## INTRODUCTION

## CONCLUSIONS

In this paper we have reported on our experiences with a series of workshops in game design. Despite the promotional nature of these workshops, the material presented here should be of use to instructors who wish to set up similar workshops. As a tool to focus on topics of societal relevance, the format of the workshop allows instructors to get to know their students and motivate them, using the superpower metaphor, to become personally involved in the various aspects of game design.

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