

# Serious Games Bullying

Special thanks to:  
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Cisc 499 – Undergraduate Project

## Lost my Happiness – by Daniel Yeung

### Serious Games out there seriously suck...

What makes a game a game? How can the power of games be harnessed when everything is sacrificed to deliver its message?

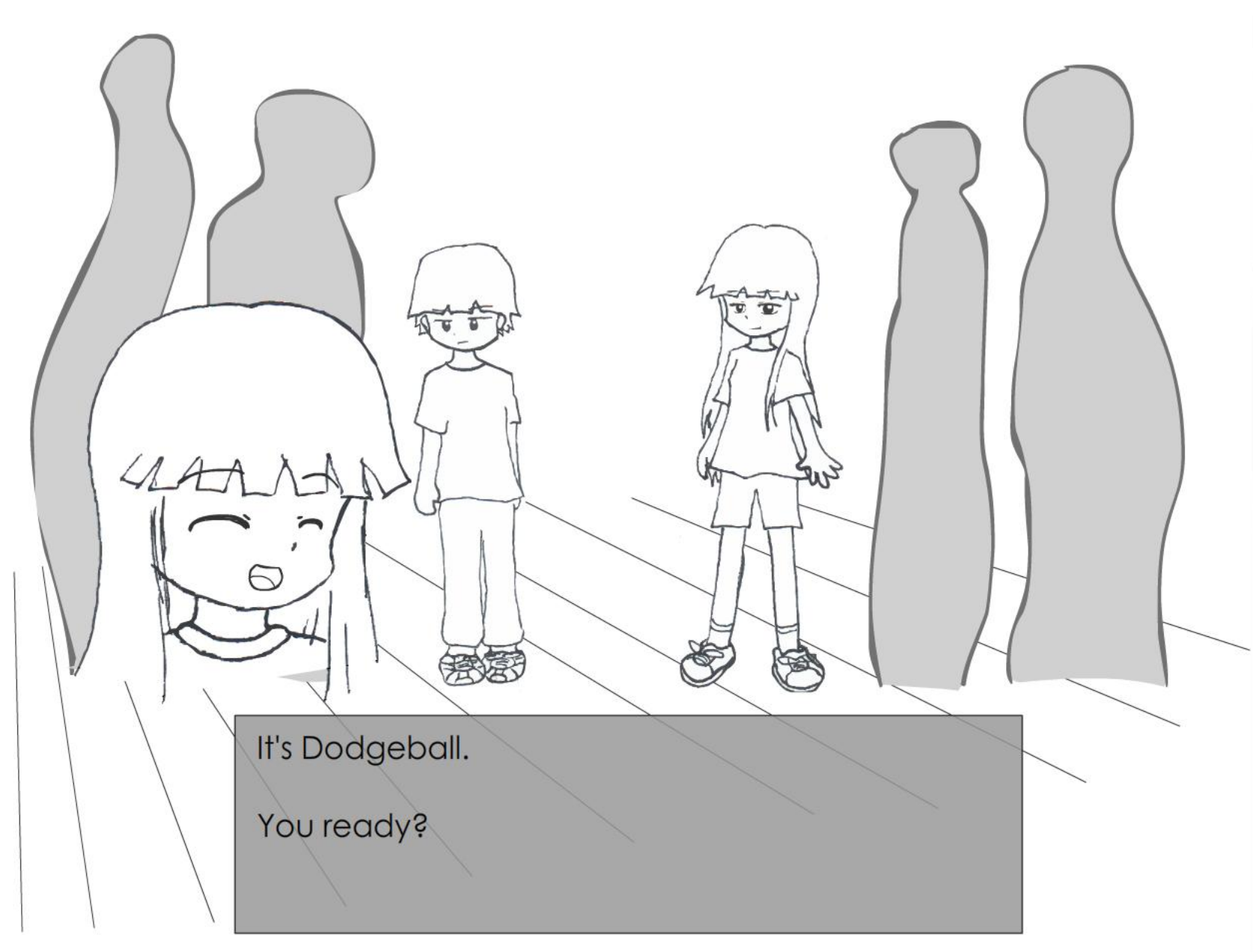


### A Cool Setting & Gameplay is needed!

Break free of Seriousness. Even the greatest tragedies need their moments of relief. Games attract their players with their interesting locations and gameplay. Serious games that give up everything for their serious topic risk dooming itself in the public's eye. *Lost my Happiness* centers a good part of its theme and gameplay around an RPG (role playing game) element that is loosely tied to the serious issue, providing interest and appeal to newcomers and providing a much needed relief in-between the serious elements.

### The Art & Story is essential!

With beautifully drawn art and character designs by artist Daniel Yeung, this game is worth playing due to the graphics alone! At least, that is the theory. Just as how commercial games derive much of their sales from graphics, serious games can be no exception. With gameplay usually being the weak points in serious games, the art and story is where serious games will need to make up in order to attract attention.



### Needs to combine interactivity, character progression, & role playing!

Some of the most addictive elements in RPG (role playing) games include the (pseudo) human interactivity, the sense of character progression, and the ability to play out role playing ideals. By means of a visual dialog system, the story is told and the player forced to choose between what they feel is good or bad. By tying the fate of the player directly to the character in question, an unparalleled understanding and immersion in the serious topic can be achieved.

### Games are a powerful source of motivation if well made!

By not sacrificing any part of the game, a serious game can possibly achieve a fanbase and social usefulness far superior to that of usual propaganda. Games can often provide many hours of gameplay, and thus are of sufficient length, complexity, and user interest to explore issues more deeply than almost any other form of media art. By being congruent with public interests, *Lost my Happiness* can hopefully address much of what serious games have utterly failed in doing. The field of serious games is still young, and could benefit greatly from those who wish to pioneer it.

