**What is a Serious Game?**

A Serious Game is a game designed for a purpose other than pure entertainment. In video games, or modules housed in a Learning Management System (LMS), you can develop Serious Games in all shapes and sizes including video games, or modules housed in a Learning Management System (LMS).

**Reasons to create game-based learning in L&D programs**

1. **Deliver immediate feedback**
   - Inform learners of the mistakes they made and give them the opportunity to correct their actions.
2. **Inform learners of the mistakes they made and give them the opportunity to correct their actions.**
3. **Provide true-to-life work environments**
   - Providing applicable practice that are as close as possible to real workplace settings.
4. **Provide applicable practice**
   - Generate or produce goals at an executive level.
5. **Offer freedom to fail**
   - Offer freedom to fail, especially useful for learners who are motivated by the knowledge that they are competent with the material.
6. **Facilitate self-paced learning**
   - The benefits of letting learners set their own time and pace for training and development.
7. **Boost learner engagement**
   - Engaging way to teach employees.
8. **Easily measures aptitude with SCORM or xAPI**
   - Easily measures aptitude with SCORM or xAPI, tracking learners' scores and progress is often a critical piece of the implementation.

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**Extrinsic motivators**

- Penalties for wrong moves ensure they stay invested.
- Safe putting out fires.
- Employees can compete with themselves to beat their high scores by retaking the same level over and over again.
- Employees can compete with each other vying for recognition within the company or earning extra rewards.

**Incorporating advice**

- Interactivities.
- Leveraging competition can increase player engagement with the game.
- The highest level of Bloom's Taxonomy is the aptitude to generate or produce goals at an executive level.
- The information they memorized.

**Learn from mistakes**

- Employees gain in-depth knowledge.
- Employees learn from their mistakes without fear of consequences.
- Employees can review their overall scores, inform learners of the mistakes they made and give them the opportunity to correct their actions.
- The game will not mark as complete in new levels.
- The employee in the driver's seat.
- Learners' overall scores.

**Ready to go!**

- Goal: Extinguish 8 fires.
- Firefighter 101.

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**Sources for this infographic are available upon request**