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RQ: How can Serious Games effectively teach the Validation Method by Naomi Feil to caregivers, regardless of their educational background, to improve communication with people living with dementia?

Sources:

Title:	Game-Based Learning, Gamification in Education and Serious Games
Source:	Vaz de Carvalho, C., & Coelho, A. (Eds.). (2022). <i>Game-Based Learning, Gamification in Education and Serious Games</i> . MDPI. https://doi.org/10.3390/books978-3-0365-3809-9
Title:	Investigating the Potential Market of a Serious Game for Training of Alzheimer's Caregivers in a Northern Spain Region
Source:	Arroyo-Gallego, T., Torres-Montejano, A., & Gutiérrez-Alonso, A. (2012). Investigating the Potential Market of a Serious Game for Training of Alzheimer's Caregivers in a Northern Spain Region. <i>International Journal of Serious Games</i> , 1(2). https://journal.seriousgamesociety.org/index.php/IJSG/article/view/36
Title:	Serious Games and Edutainment Applications
Source:	Ma, M., Oikonomou, A., & Jain, L. C. (Eds.). (2011). <i>Serious Games and Edutainment Applications</i> . Springer. https://doi.org/10.1007/978-981-10-0861-0
Title:	Serious Games for Education and Training
Source:	Serious Games for education and training. (2014). <i>International Journal of Serious Games</i> , 1(1). https://doi.org/10.17083/ijsg.v1i1.11
Title:	Games Society Conference
Source:	Serious Games Society. (n.d.). Retrieved from https://conf.seriousgamesociety.org
Title:	Experience-based learning in serious games: Effects of reflection on learning outcomes
Source:	Wouters, P., van der Spek, E. D., & van Oostendorp, H. (2013). Experience-based learning in serious games: Effects of reflection on learning outcomes. <i>Journal of Computer Assisted Learning</i> , 29(3), 291-302. https://doi.org/10.1111/jcal.12013

Sources Commented:

Title:	Serious Games for Education and Training
Source:	Breuer, J., & Bente, G. (2010). Serious Games for education and training. In <i>International Journal of Computer Science in Sport</i> , 9(3), 1-11. Retrieved from https://www.researchgate.net/publication/286244094_Serious_Games_for_education_and_training
Description:	This source provides a foundational overview of serious games' effectiveness in education, offering critical insights into how game-based learning approaches can be designed for diverse learners, which is valuable for adapting the Validation Method training for caregivers.

Title:	Designing Serious Game Metrics for Family Caregivers of People with Dementia
Source:	Liu, N. Y.-C., & Wills, G. (2022). Designing serious game metrics for family caregivers of people with dementia. <i>International Journal of Serious Games</i> , 9(3), 81-114. https://doi.org/10.17083/ijsg.v9i3.532
Description:	This paper provides a framework for designing and evaluating serious games tailored to dementia caregivers, which is directly relevant to creating effective serious games that teach communication techniques like the Validation Method, ensuring they meet caregivers' educational, social, and health needs.

Title:	Serious Game iDO: Towards Better Education in Dementia Care
Source:	Ferreira, A. I., & Figueiredo, L. (2020). Serious game iDO: Towards better education in dementia care. <i>Journal of Systems and Software</i> , 10(11), 355. https://doi.org/10.3390/2078-2489/10/11/355
Description:	This article discusses the development of a serious game aimed at improving dementia care education, which directly relates to the creation of games designed to teach communication strategies, such as the Validation Method, for caregivers working with individuals living with dementia.

Title:	Serious Games and Edutainment Applications
Source:	Ma, M. & Oikonomou, A. (2017). Serious Games and Edutainment Applications. In <i>Springer eBooks</i> . https://doi.org/10.1007/978-3-319-51645-5
Description:	This book explores advancements in serious games, highlighting their ability to enhance education, advertising, social awareness, health, and policies. It focuses on game-based learning and the gamification of learning processes using game elements and design techniques. The contributions showcase the diverse applications of serious games across purposes, audiences, technologies, and fields, providing evidence of their effectiveness.

Research Pathway:

1. **Qualitative Interviews**

- Gather in-depth insights and explore themes related to your research focus.
- Output: Themes, patterns, and areas for exploration.

2. **Soundboard**

- Goal: Present early ideas or concepts to a group of trusted participants to gather feedback and refine ideas.
- Output: Refined concepts for further development.

3. **Focus Group**

- Test refined concepts in a collaborative group setting to validate ideas and identify improvements.
- Output: Validated design elements for a prototype.

4. **Prototyping**

- Create a functional or visual representation of the final concept.
- Output: A completed prototype ready for testing or deployment.

5. **Quantitative Interviews**

- Use structured, measurable questions to collect data to support or refute the prototype.
- Output: Statistical insights and trends.