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**SERIOUS GAMES
INTERACTIVE**

Profile & Cases

SERIOUS GAMES INTERACTIVE



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SERIOUS GAMES INTERACTIVE

Serious Games Interactive is an award-winning research-based game company located in Copenhagen, the bustling center of education, games and innovation in the Nordic countries. Currently, we are 18 employees with the skills to make high-quality computer games. We offer a unique blend of competences within games, learning and storytelling that grow out of the proud traditions in the region.

Since our start in 2006, we have set a new standard for what can be expected from games used for serious purposes within learning & education, marketing and HR solutions.

We believe that computer games have the capacity to take learning to the next level. Playing computer games has been, and will certainly always be, a popular pastime for people of all ages. Why not use peoples inherent fascination for games for purposes beyond pure entertainment?

OUR PRODUCTS



PLAYING HISTORY

Playing History is our latest 3D game series. It targets players in the age 9 - 13 years and is developed for classroom teaching as well as home use for youngsters seeking fun and meaningful game experiences.

The game series places you in historically significant and interesting moments in time. You will meet important historical personalities as well as commoners who will tell you about everyday life in the specific time in history.

The first episode is about the Plague (also known as “The Black Death”) and the coming episodes focus on the horrible slaves trade and the witch hunts.

The game series is available online as well on CD-rom for PC and Mac.

For more information on the game series: www.playinghistory.eu



GLOBAL CONFLICTS

“Global Conflicts” is an award-winning educational 3D game series used for teaching history, citizenship, geography, and media courses. The games are targeted at students in the age 13-19 years and are used in many international educational systems all over the world.

The series allows students to explore and learn about different conflicts throughout the world and the underlying themes of democracy, human rights, globalization, terrorism, and poverty. The series includes “Global Conflicts: Palestine” (2007), “Global Conflicts: Latin America” (2008) and "Global Conflicts: Child Soldiers" (2009).

The game series is easy to use for teachers and is developed with close attention to curriculum requirements and ease of use in classroom teaching.

For more information on the game series: www.globalconflicts.eu

OUR SERVICES

Competences

- Concept development
 - User scenarios
 - Market research
- Talks & consulting
 - Reports
 - Prototyping
 - Dialogue
 - Puzzles
- Game design
 - 3D graphics
 - 2D graphics
- Programming
 - Animation
 - Testing
- Music & sound

Our Tools

- HTML/Flash (2D)
- Unity (3D)

Our platforms

- PC/Mac
- Online/Offline
 - Wii
 - iPhone

Serious Games Interactive is neither about technology nor ideas. We are about the experience. A technology can be so flashy, and an idea as ever exciting, but in the end it is about the experience. We use technology to bring ideas to life that makes for engaging learning experiences.

Educating users in an engaging and efficient way can often be a challenge. We use our experience to enable clients to meet their specific needs and deliver results.

We work together with corporations, state agencies and other organizations on a project-by-project basis to develop games and technology-based applications. We develop for a number of different needs and target groups. Our clients include Amnesty International, LEGO, European School Network, Danida, Danish Broadcasting Corporation, Novo Nordisk and Nykredit.



Case : LEGO Bionicle Glatorian

In this game you play as one of the new Glatorians in the Bionicle Universe. The game is targeted at 8-10 years old boys. The game showcases the new Bionicle universe and models through a great gladiator-style experience with a unique twist. The game was the first 3D game on the LEGO web portal which is among the most visited sites worldwide.



Case : Nykredit

In this game, new employees are introduced to a parallel universe where they have to unravel mysteries and puzzles to learn about Nykredit, its products and services. This introduces the new employees to the organization before they actually start on the job. The game has created an entirely new way of conceiving training at Nykredit and has been used for internal and external branding.

MARKETING

Companies are finding it increasingly difficult to reach their costumers through traditional advertising. Flashy role models, shiny stories and humoristic angles are no longer enough. Consumers are weary of traditional marketing, and look for relevance, challenges and engagement rather than advertising.

Marketing through game-based solutions is a framework for achieving exceptional marketing results through the active engagement of customers in your company, your products and services.

TRAINING & HR

Organizations today are faced with new learners that thrive with different ways of learning. At the same time their need for keeping employees up-to-speed is ever-increasing as organization, brands, products and customers evolve rapidly. Games offer engagement, retention and collaboration beyond any other training form. Game-based learning combines graphics, gameplay, storytelling and technologies to create compelling learning experiences for new, current and future employees.

Our focus is to produce games that deliver measurable results for our clients.



Case : Danida: Babus Team

This game was developed for the information services in Danida (Foreign Ministry of Denmark). The game informs kids about the life of tribe people in Uganda in an entertaining way. It tells a story about a young boy who has to get to know people from other tribes to form a soccer team to play in the local tournament. The game was launched as a free online game and has been played by more than 150.000 Danish youngsters.

EDUCATION

Schools are facing still tougher competition from other spheres of life when teaching students. As teenagers focus their time on pc's, mobile phones, ipods and consoles along with a range of social networking sites, it is crucial to design education so it becomes relevant and motivating for students.

In keeping with a trend that is unlikely to go away, the educational systems have to look at alternative ways of teaching to reflect the changes in society and research.

We do this through a game-based learning approach, where students act, think and experience in a virtual world rather than merely being taught by a teacher.

OUR TECHNOLOGY

Our extra features

- Dialogue system
- Icon story system
- Path-finding system
- Facial animation
- Dynamic obstacles avoidance
- Tool for quick cut scenes
- Extended camera system
- Save system (offline & online)
- Integrated profile system
- Localization system
- Extended GUI system
- Key generator system
- Tool for scripted agent behavior
- Animation library (+150 pieces)

We have a close partnership with our technology provider Unity Technologies, which enables us to offer state-of-the-art 3D games (offline & online) by using the UNITY game engine. We also work closely with trusted partners to ensure that we can offer our services at a competitive price.

UNITY

The Unity engine is among the most powerful and easy to use engines on the market and is the most capable engine for making 3D browser-based games.

Over the years we have developed a number of extra features and functionalities that make it possible for us to develop game faster and better. When we start a project we deploy a template with all these extra features built-in, which provides us and our clients a headstart.

MORE ABOUT SERIOUS GAMES INTERACTIVE

OUR RESEARCH PROJECTS

Serious Games was born within a research institution and thrives on research.

Below is a list of the different research projects we are involved in.

Serious Games for Health

The PlayMancer project targets at integrating a development platform with tools and mechanisms that will allow binding, integration and access of existing, new and future multimodal I/O devices, recording all interaction data and making them available on a readable way for the creation of Serious Games for Health.

User Innovation in Start-Ups

The project's fundamental objective is to develop a model that start-ups can use to increase the value of their offerings to their users. It will create an understanding of how start-up firms can use lead user innovation to make the transition from local entrepreneurs to becoming world leading solution providers catering to the needs of specific user groups.

Serious Games in a Global Marketplace

The project is a collaborative effort between research institutions, companies and users and seeks to examine, develop and implement prototypes of learning games that support development of physical play.

OUR RESEARCH PARTNERS

Currently, we are involved in a number of research projects. In these projects we work together with a range of different partners, including:

Systema Technologies S.A. (Greece)

Netunion s.a.r.l. (Switzerland)

University of Patras

The Wire Communication Laboratory (Greece)

Technische Universite de Geneve (Switzerland)

MIRALab University of Geneva (Switzerland)

Roessingh Research and Development B.V. (Netherlands)

Copenhagen Business School (Denmark)

Unity Technologies (Denmark)

IT University of Denmark (Denmark)

The Danish School of Education (Denmark)

University of Southern Denmark (Denmark)

Kompan Denmark (Denmark)

Dansk E-learning Center (Denmark)

AWARDS

PC Zone (UK) - Independent Game Award 2007

Danish Culture and Business Award (Denmark) - Most Creative Product 2007

Nordic Game - Best Nordic Game nominee 2007

Children's Technology Review (US) - Editors Choice Award 2008

Nordic Game - Best Nordic Game 2008

IndieCade (US) - Best Indie Game Finalist 2008 and 2009

PORTFOLIO

Products

Global Conflicts: Palestine - June 2007

Global Conflicts: Latin America - October 2008

Global Conflicts: Child Soldiers - August 2009

Playing History: The Plague - October 2009

Client

Operation Dagsværk: Bolivia Burns - August 2007

Danida & DR: Mayas Adventure - November 2007

Nykredit game - June 2008

Experimentarium: The Time Machine: Darwin - January 2009

LEGO Bionicle: Glatorian Arena - February 2009

Amnesty International Interactive World Map - March 2009

European School Network: The Phoenix - May 2009

Darwin, Open University Press/BBC - July 2009

LEGO Bionicle: Glatorian Arena 2 - September 2009

Buster Filmfestival: Australia - September 2009

Babus Hold, Danida & Unicef - October 2008

Nationalmuseet: Verdensbilleder - October 2009

LEGO Bionicle: Glatorian Arena 3 - November 2009

Nationalmuseet: Jelling - December 2009

Free trial versions

If you wish to get a free trial version of our games, go to our website and fill out the sign-up sheet and we will approve your request as soon as possible.

CONTACT DETAILS

Please contact us for any questions you may have. You can also contact us if you want to hear more about how your company can incorporate game-based learning and get a non-committal offer on a project.

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