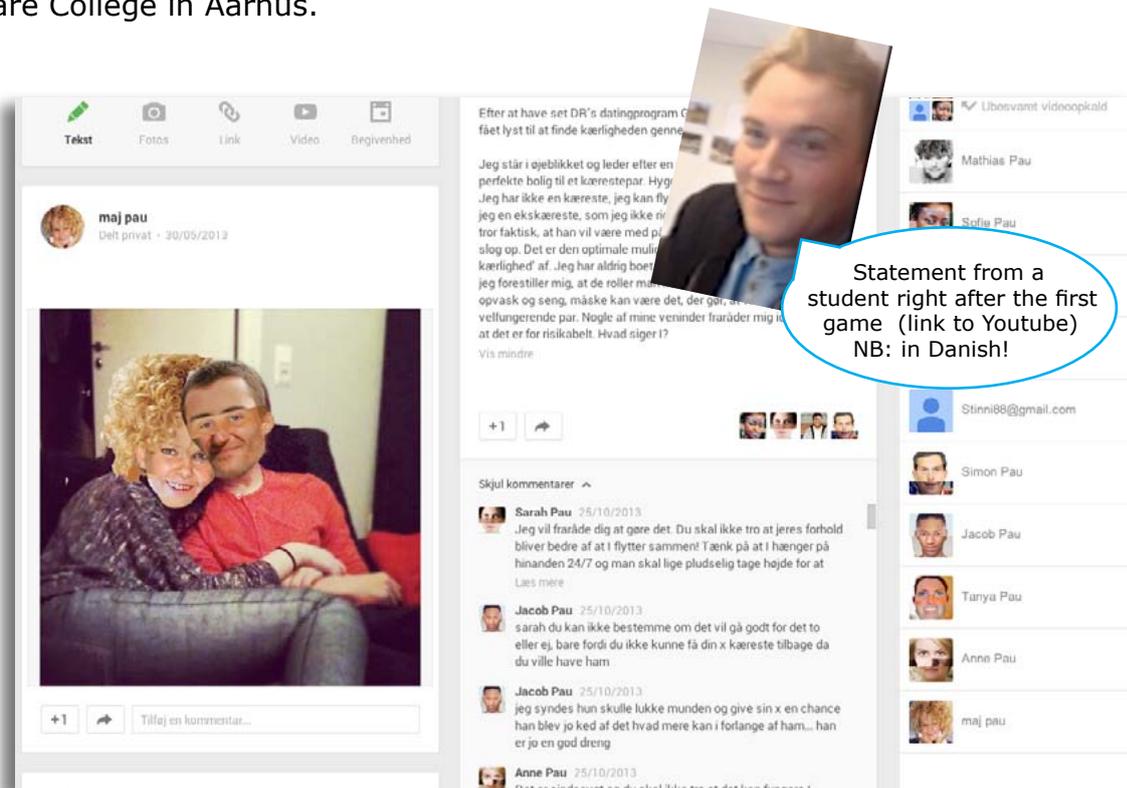


## What's happening on The Social and Health Care College in Aarhus?

The projects that have been established at The Social and Health Care College in Aarhus are numerous. At this stage, The Social and Health Care College in Aarhus is already able to benefit from the game based education, and they have already harvested some very positive experiences from learning games used in classes.

- [The Facebook Clique](#)

The Facebook Clique was a game related to Facebook. In this game the participants had to create an avatar/profile with different personal characteristics such as racist, confrontational, shy e.g. The participants were given different tasks during the game and had to solve problems related to their studies at The Social and Health Care College in Aarhus.



- [Gaming for knowledge](#)

All participants in Scandinavian Game Developers dispose over several capacities with a wide range of knowledge in game based thinking. Both these and extern experts have been invited to inspire the teachers at Aarhus Social and Health Care College to think game wise.

During sessions and meetings with these experts the teachers were encouraged to play a lot of serious AND games lacking in seriousness in order to find out which specific details worked and which were considered inappropriate for learning games.

Four specific demands for learning games were the outcome of the above mentioned sessions:

1. The game has to be designed with a didactic approach.
2. In order to nurse creativity, entrepreneurship, and adaptability the content of the game has to be dynamic and open for both teachers and students to design.
3. It has to have a social and a communicative aspect which will make the students interact with each other.
4. One of the major problems with serious games are that they often regarded as boring games. The fourth demand is therefore that the game has to be fun to play.

- [The Photo Game](#)

The teachers at Aarhus Social and Health Care College were during these sessions and meetings challenged to come up with different concepts for learning games. One of the concepts they came up with was The Photo Game. The Photo Game has been developed for smart phones and tablets, and it will be possible to download it as an app in the beginning of 2014.

The Photo Game is a great example of how Aarhus Social and Health Care College, The Ranch and The Animation Workshop collaborated, and the game was developed by a company incubated at The Ranch.

The use of cameras in smartphones and tablets for learning games was considered as a revelation, and this relatively small yet remarkable discovery contains considerable possibilities for learning.





The Photo Game has four **basic** categories:

- Happy
- Angry
- Sad
- Confused

The participants, consisting of a group of two members, have to discuss how a happy face looks like. They have to take a photo of that facial expression and then do the same with the rest of the categories angry, sad and confused.

When all four categories are filled out the participants pass the tablet on to another group, which also consists of two members.

The new group has to discuss which photo goes to which category by simply dragging the right category to the matching photo. The examples shows that the participants mixed up the sad and confused faces.

The concept is simple, but may be a great challenge to the participants. It requires a sense of empathy, and knowledge about the certain culture that the students interacts in order to know how a certain facial and/or a body expression has to be interpreted.

The Photo Game is ideal not only for cultural and social learning, but it also offers a lot of possibilities in achieving skills in subjects such as language, pharmacy, technic and many other areas, and it can be used at all levels, ranging from ground schools to universities.

Only creativity defines the limits of The Photo Game.



- [Regional creation of jobs](#)

The learning games and the gamebased teaching have already shown a lot of motivation, a remarkable engagement in the classes, and an unprecedented creativity among the students.

As a result of this, the graduates at Aarhus Social and Health Care College have already become far better at solving problems and difficulties when confronted with challenges.

Due to the fast growing industries around the world, jobs are being outsourced out of EU. That issue causes a significant threat to the youth in EU that is already suffering of high unemployment rates.

Learning games like The Photo Game not only teaches the graduates about empathy. These learning games and the game based thinking also gives the graduates the tools to face the challenges of unemployment rates and job creation by counteracting them in a creative way. Gamebased thinking is therefore considered a valuable tool which can secure jobs in the region on longer terms, and is even encouraging the graduates to start companies on their own.



Visit [scangame.eu](http://scangame.eu) for more information about the project and the game

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