

COURSE DETAIL

APPLICATION AND DESIGN OF SERIOUS GAME

Country

China

Host Institution

Fudan University

Program(s)

Fudan University

UCEAP Course Level

Upper Division

UCEAP Subject Area(s)

Computer Science

UCEAP Course Number

146

UCEAP Course Suffix**UCEAP Official Title**

APPLICATION AND DESIGN OF SERIOUS GAME

UCEAP Transcript Title

DESIGN SERIOUS GAME

UCEAP Quarter Units

3.00

UCEAP Semester Units

2.00

Course Description

Serious games—also known as applied games—harness the mechanics of gaming for meaningful purposes across diverse fields, including medicine, scientific research, industry, the military, and education/training. This course introduces and analyzes exemplary cases and innovative applications of serious games, exploring their creative design philosophies. It also covers design thinking methodologies and tools, guiding students in using AI technologies to conceptualize and design games that address real-world challenges. The course further examines emerging technologies related to games, such as artificial intelligence, blockchain, artificial life, human computation, cloud computing, symbiotic computing, augmented/mixed reality (AR/MR), adver gaming, collective intelligence, and game theory.

Language(s) of Instruction

Chinese

Host Institution Course Number

GEEC10417

Host Institution Course Title

APPLICATION AND DESIGN OF SERIOUS GAME

Host Institution Course Details

<https://ogp.fudan.edu.cn/16092/list.htm>

Host Institution Campus

Host Institution Faculty

Host Institution Degree

Host Institution Department

Course Last Reviewed

2025-2026

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