

Serious Game - Uhuru: The Wicked Game

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“ Online learning has become an interincisal part of education. As computer-mediated communication tends to isolate students and lecturers, the value of social interaction in a fun-learning environment should not be underestimated.

“ It was very interesting and actually a bit shocking to see how easily a country is ruined when a few people are acting selfish (myself included). The game really shows how important it is to work together, communicate, look at things broader and more into the future.



Summary

The significance of game-based learning is that it:

- breaks complex tasks into shorter and simpler sub-tasks;
- creates a safe environment to try, fail, and investigate;
- provides instant feedback to improve and adapt strategies;
- allows repeated experimentation to reach a goal;
- permits exploring new identities and different roles;
- actively involves all players, arouses interest and builds confidence, and
- is fun, builds group cohesion and facilitates cross-fertilisation.

Results

Apart from improving knowledge and raising awareness, the educational value of this game lies in the 21st Century learning skills it imparts, namely

1. Critical Thinking
2. Collaboration
3. Creativity, and
4. Communication



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