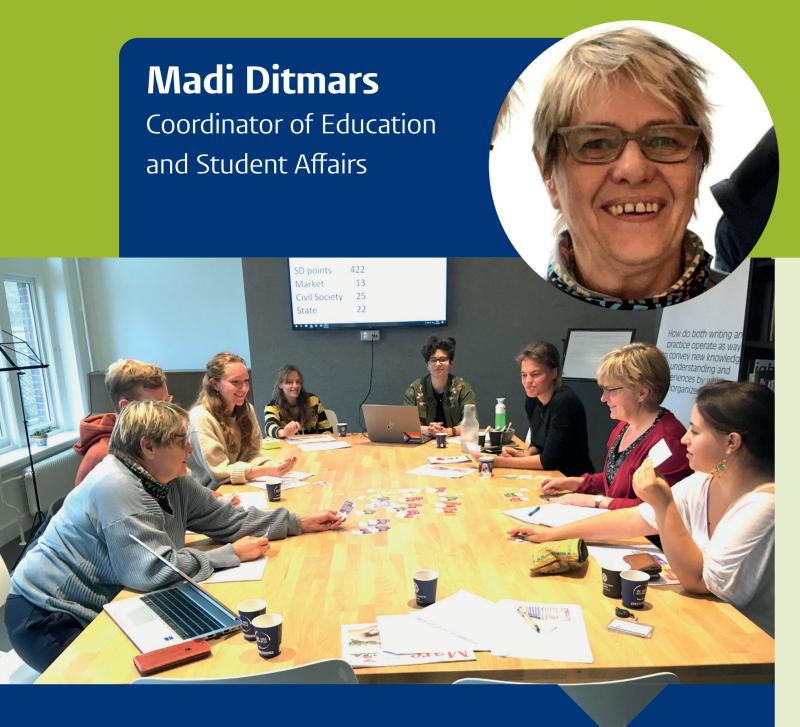
Serious Game - Uhuru: The Wicked Game



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.







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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.

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 crossfertilisation.

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