

# THE REPORT OF FOURTH EDITION OF "SERIOUS GAMES PRIZE"











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# POSTER

## FOURTH SERIOUS GAMES PRIZE 2020

[WWW.SEGAP.IR](http://WWW.SEGAP.IR)

## INTERNATIONAL SERIOUS GAMES SYMPOSIUM 2020

UP TO 20 MILLION TOMANS  
WORTH OF PRIZES FOR THE  
SELECTED PAPERS IN THE AREA  
OF SERIOUS GAMES

## SERIOUS GAMES FESTIVAL 2020

UP TO 200 MILLION TOMANS  
WORTH OF PRIZES FOR  
THE SELECTED GAMES AND  
SERIOUS GAME OF THE YEAR

## SERIOUS GAMES HACKATHON 2020

UP TO 100 MILLION TOMANS  
WORTH OF PRIZES FOR THE  
DEVELOPED GAMES IN THE  
AREA OF PANDEMIC

DEADLINE FOR REGISTRATION:  
NOVEMBER 20, 2020

FOR MORE INFORMATION  
AND REGISTRATION, PLEASE  
SCAN THE FOLLOWING QR CODE:

#SEGAP2020

Serious Games are a key part of the digital gaming industry that pursue goals beyond entertainment and help us in education, advertising, therapy, culture, and other serious areas. Developing Serious Games requires technical knowledge of game design and scientific expertise of its serious aim; therefore, it is essential to consider both sides of academia and industry.

By a general definition, Serious Games are a category of digital games designed and developed for serious goals. There are several categories of Serious Games. Table 1 demonstrates a general classification.

**Table 1- Classification of Serious Games**

Category of the Serious Game	Description	Examples
<b>Theoretical Education</b>	To use games for teaching scientific and educational concepts.	To teach mathematics, physics, foreign languages, and other theoretical concepts.
<b>Skills Training</b>	To use games for acquiring various skills.	Such as a wide range of organizational, military, crisis management, and occupational skills, and even teaching prayers to children.
<b>Advertising and Persuasion</b>	To Develop games for advertisement.	To advertise for a tourist attraction, a political party, a religion, products, brands, and the like.
<b>Social Reforms and Promotion of Prosocial Behaviors</b>	To build models for improving or changing the social situations and promoting moral and social teachings by using games.	Such as environmental protection, cultural heritage preservation, and promoting the cultures of tourism, public health, social responsibility, and social behavior change.
<b>Health</b>	To prevent diseases and stay healthy with the help of games.	To avoid issues such as diabetes, obesity, or addiction and to promote healthy diets and exercise.
<b>Rehabilitation Therapies</b>	To use games as a therapeutic tool for various diseases and rehabilitation.	To help treat diseases such as ADHD, autism, or phobia and rehabilitate stroke victims and people with mental disorders.

## INTRODUCTION

The fourth edition of the Serious Games Prize event was held online, with Allameh Tabataba'i University's collaboration on the 23rd and 24th of December 2020 to research, develop, and promote Serious Games. Since the beginning of the year and due to the coronavirus outbreak and the health protocols, measures were taken to hold this event, considering various possible scenarios. Subsequently, to maintain participants' and guests' health by observing the health protocols, the scenario of holding the event **online** was put on the agenda, and all programs were **live-streamed** on the **Aparat Game**. On the first day (December 23), 1,132 people watched the event, and on the second day (December 24), 693 people. **IRIB TV4 news, IRNA, ISNA, Khabar Online, PANA, ANA (Islamic Azad News Agency), Peivast, Mehr, Fars, the Ministry of Culture and Islamic Guidance's and the Government of the Islamic Republic of Iran's news agencies, IQNA, Jam-e Jam, and Hamshahri Online** republished the event's news. The Islamic Republic of Iran Broadcasting's TV channels, including **IRIB TV5, also covered the news of holding the event after it had ended.**

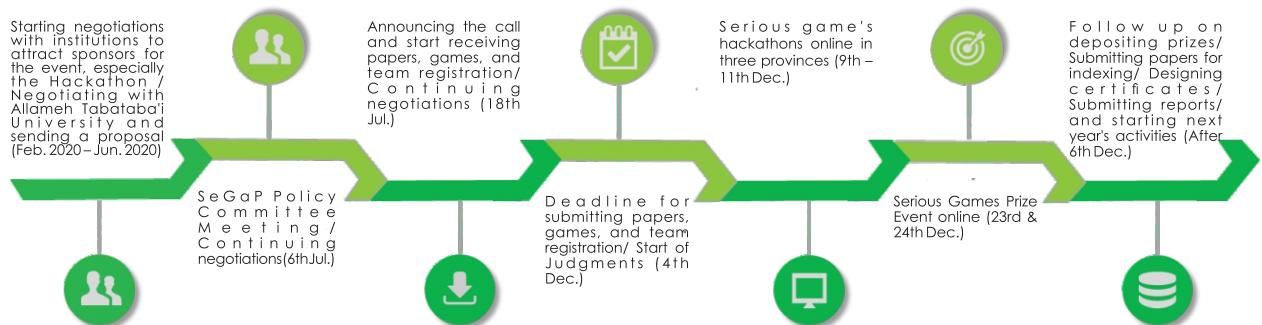
In SeGaP 2020, the works were received and reviewed, and conducting scientific papers was backed as in the previous edition of this event. SeGaP 2020 also supported other **serious entertainment** such as **Board Games, Gamification, and Simulators** with a broader view of the applied games.

This year's event had three separate sections, including the Serious Games Festival 2020, Serious Games Hackathon 2020, and the International Symposium on Serious Games 2020. The Serious Games Prize 2020, as in previous years, provided an opportunity to participate in the growth of Serious Games in Iran with more than **700 million Tomans of cash prizes, commercialization facilities**, and creating a large network of sponsors and partners.

As in previous years, negotiations with a prestigious university began in January 2019 to connect and strengthen the relationship between academia and industry and compile and reinforce the academy's theoretical foundations in Serious Games. During this period, the Faculty of Management and Accounting of Allameh Tabataba'i University, as an active faculty in management, agreed to collaborate in organizing the event, and further meetings and correspondences started. Meanwhile, to attract support for the event, especially in the Serious Games Hackathon section, the event's secretariat negotiated with the institutions from the spring until the end of summer 2020.

## INTRODUCTION

After determining the host university, designer of the theme, and sponsor of the Hackathon section, a meeting with the event's Policy Committee on July 6, 2020, was convened to make the necessary decisions. Also, on July 18, the call for Serious Games Prize 2020 was released. Subsequently, sending papers to the International Serious Games Symposium 2020, submitting games to the Serious Games Festival 2020, and applying to Serious Games Hackathon 2020 began. The audience's reception of all three sections of the SeGaP event resulted in the extension of deadlines for submitting papers, games, and registration two times. Figure 1 shows the event's timeline.



**Figure 1. Serious Games Prize Schedule 2020**

Since the Iran Computer and Video Games Foundation's primary goal to hold Serious Games Prize's is to create a vast network of Applied Gaming activists, game researchers and academics, industry, and the government, 18 institutions sponsored the SeGaP 2020 and played notable roles in holding this event..

## SERIOUS GAMES PRIZE ORGANIZATIONAL STRUCTURE

Serious Games Prize 2020 Secretariat consists of five linchpins, including Seyed Sadegh Pejman, the Chairman, Hamed Nasiri, the Secretary, Behrouz Minaei-Bidgoli, the Scientific Secretary; Seyed Soroush Ghazinoori, the Scientific Secretary of the International Serious Games Symposium; and Fariba Alizadeh, the Executive Secretary.

- SeGaP Chair: Seyed Sadegh Pejman
  - SeGaP Policy Committee
    - SeGaP Secretariat: Hamed Nasiri
      - SeGaP Refereeing Team
      - Hackathon Mentoring Team
    - SeGaP Scientific Secretariat: Dr. Behrouz Minaei-Bidgoli
      - 2020 International Serious Games Symposium (ISGS) Scientific Secretariat: Dr. Seyed Soroush Ghazinoori
        - SeGaP Scientific Committee
        - Reviewer Committee
    - SeGaP Executive Secretariat: Fariba Alizadeh
      - PR Manager: Seyed Morteza Tavakoli
      - International Affair Coordinator: Shaghayegh Kolli
        - University Ambassadors: Parisa Abdollahi Abdoli Ansar, Hila Homand, Reihaneh Rafizadeh Akhavian, and Zohre Kazemi
      - SeGaP Executive Manager: Moharam Moradzadeh
      - SeGaP Secretariat Members: Sadegh Tolou, Mohammad Reza Seydi, Reyhaneh Mahmoud Kalayeh, Saeide Mohebi

Figure 2. SeGaP 2020 Organizational Chart

Originally, the Serious Games Prize involves three main groups: The Policy Committee, the Scientific Committee, and the Jury. The Policy Committee comprises 20 members who, as the core of the event's scientific section (International Serious Games Symposium), decide on the necessary arrangements, such as the next event's policies. Furthermore, 71 members of the Scientific Committee and 38 members of the Jury of the International Serious Games Symposium cooperate with the SeGaP Secretariat under the Scientific Secretary's supervision.

On the other hand, due to the event's interdisciplinary nature, the Policy Committee, the Scientific Committee, and the Jury members are from different academic backgrounds in four areas of humanities, medical sciences, arts, and engineering.



# PARTICIPATING INSTITUTIONS

Various institutions and centers sponsored the fourth Serious Games Prize. Generally, Iran Computer and Video Games Foundation is the founder and the owner of the SeGaP event's brand, and the Digital Games Research Center (DIREC) is the event's permanent Secretariat.

In total, more than 18 institutions have made significant contributions to holding this event. Figure 3 summarizes the participation of each of the institutions, as described below.

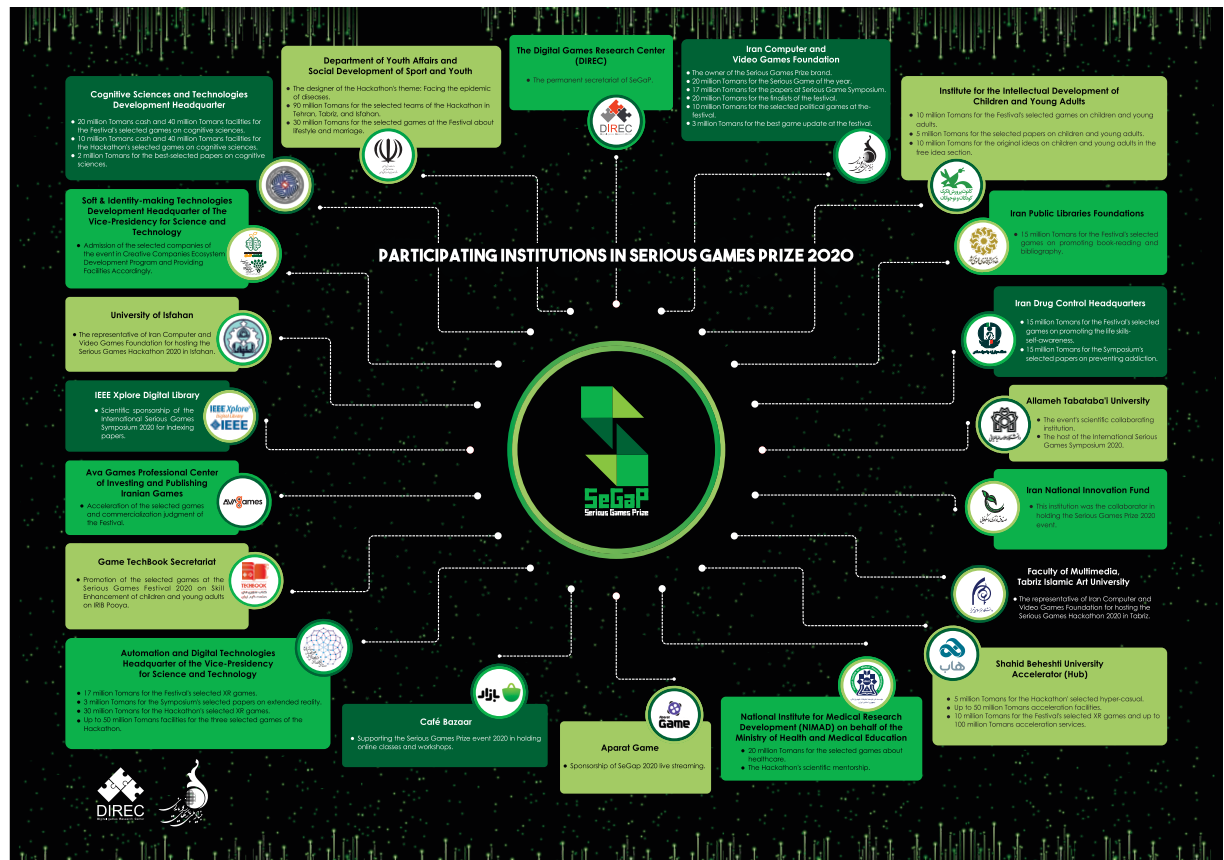


Figure 3- How Different Institutions Sponsored the Serious Games Prize 2020

## PARTICIPATING INSTITUTIONS

### Iran Computer and Video Games Foundation

Iran Computer and Video Games Foundation, as the custodian of the gaming industry in Iran, is the owner of the Serious Games Prize brand and organizer of this event.

The Digital Games Research Center (DIREC) as the Foundation's Department of Research is the permanent Secretariat of the SeGaP.



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### Allameh Tabataba'i University, Faculty of Management and Accounting

Allameh Tabataba'i University has a high rank in management disciplines, students, and professors active in this area. Therefore, to strengthen Serious Games' management and business aspects, the Faculty of Management and Accounting of this University was selected as the scientific host of the fourth Serious Games Prize and supervised the International Serious Games Symposium 2020.



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### Ministry of Sport and Youth

This institution was the designer of the Serious Games Hackathon 2020's theme in the three provinces of Tehran, East Azerbaijan, and Isfahan and the sponsor of the two sections of the Serious Games Hackathon 2020 and the Serious Games Festival 2020.



## PARTICIPATING INSTITUTIONS



### Aparat Game

Due to the coronavirus outbreak and the decision to hold the Serious Games Prize 2020 event online, the Apart Game channel sponsored this event's live streaming.



### National Institute for Medical Research Development (NIMAD) on behalf of the Ministry of Health and Medical Education

Same as the previous year, it sponsored the event and the selected games about healthcare with long-term plans to develop Serious Games in this field.



### Automation and Digital Technologies Headquarter of the Vice-Presidency for Science and Technology

The events' sponsor in all three sections to research and promote Serious Games' development using extended reality technologies and automation. This headquarters supported the selected games both financially and by providing facilities.



### Cognitive Sciences and Technologies Development Headquarter

This headquarter sponsored all three sections of the event to study and promote Serious Games focusing on cognitive issues. In addition to financial supports, this organization provided sales subsidies to the selected games.

## PARTICIPATING INSTITUTIONS

### Institute for the Intellectual Development of Children and Young Adults

The institution sponsored and invested in the selected papers, ideas, and games in SeGaP 2020 that contribute to children's and young adults' growth and training.



### Shahid Beheshti University Accelerator (Hub)

The Hub was a sponsor of the event. In addition to funding the selected game on extended reality and the hyper-casual games, it offered acceleration services to the chosen teams.



### Iran Drug Control Headquarters

A sponsor of SeGaP 2020 to promote the development of Serious Games to strengthen personal skills.



### Iran Public Libraries Foundations

This organization sponsored the event to promote Serious Games aimed at bibliography and book reading.



### Faculty of Multimedia, Tabriz Islamic Art University

This Faculty was responsible for hosting and mentoring the teams at the Serious Games Hackathon 2020 in East Azerbaijan Province.



## PARTICIPATING INSTITUTIONS



### University of Isfahan

This University was responsible for hosting and mentoring the teams at the Serious Games Hackathon 2020 in Isfahan.

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IEEE Xplore®  
Digital Library



### IEEE Xplore Digital Library

The IEEE is an international professional, non-profit organization. This institution aims to help advance technology in general and areas related to electrical and computer engineering and related fields. This scholarly indexing site was the scientific sponsor of the International Serious Games Symposium 2019. On behalf of this scientific database, the IEEE Iran helps index this event on IEEE Xplore.

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### Ava Games Professional Center of Investing and Publishing Iranian Games

As a professional game accelerator, in addition to providing moral support such as mentoring and event judging, Avagames supported selected games through its acceleration program.

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### Iran National Innovation Fund

This institution was the collaborator in holding the Serious Games Prize 2020 event.

## PARTICIPATING INSTITUTIONS

### Soft & Identity-making Technologies Development Headquarter of the Vice-Presidency for Science and Technology

This headquarter recognizes the Serious Games Prize as the authority for introducing creative companies to the Creative Companies Ecosystem Development Program. It also supported the selected companies at the event according to its prearranged program.

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### Game TechBook

This institution sponsored the event to promote Serious Games on ChichiTV on IRIB Pooya channel and membership of these games, the Game TechBook.

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### Café Bazaar

It collaborated with SeGaP 2020 as an online platform for the Casual Camp classes and workshops to empower the participants.



## INTERNATIONAL SERIOUS GAMES SYMPOSIUM 2020

A symposium is a formal meeting with scientific goals where people present papers and lectures on a particular topic. Accordingly, the International Serious Games Symposium attempts to attract game studies and Serious Games' knowledge resources to concentrate them on developing such games. Furthermore, this symposium appreciates scholarly papers on Serious Games.

The event's secretariat accepted **18 papers out of 34 submitted, 7 of which were oral, and 11 posters**. The jury selected one oral presentation as the best at the International Serious Games Symposium 2020 (December 23). On the closing day, the best paper and the oral presentations received cash prizes. **The Automation and Digital Technologies Headquarter, the Cognitive Sciences and Technologies Development Headquarter, and the Institute for the Intellectual Development of Children and Young Adults** granted cash prizes to their selected papers on extended reality, cognitive science, and children and young adults, respectively. Also, the Iran Drug Control Headquarters honored the selected papers submitted to the symposium by its recommendation.

After the event ended, the secretariat submitted the papers to the **IEEE Xplore** scholarly citation database for indexing.

# INTERNATIONAL SERIOUS GAMES SYMPOSIUM 2020

Figures 4 and 5 show statistics of submitted papers based on the papers' scientific tracks and the serious games' classification.

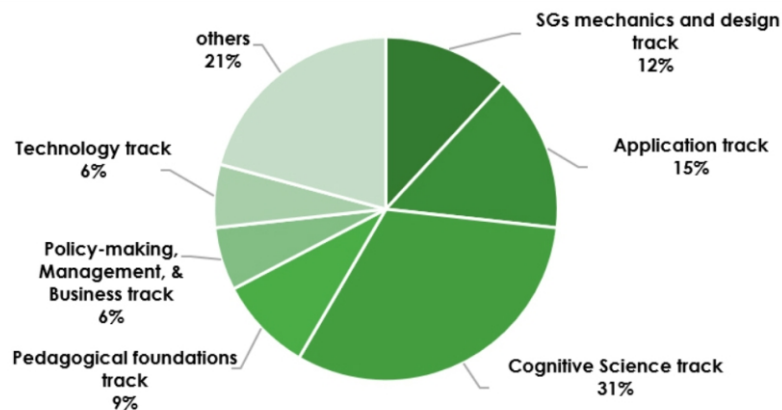


Figure 4. Papers Submitted by Track

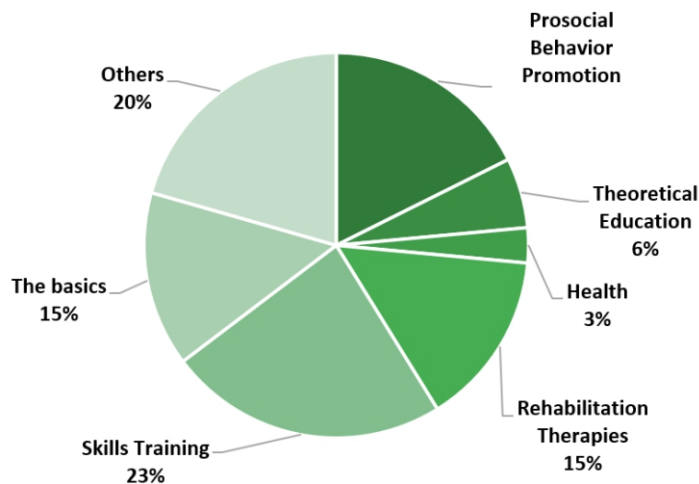
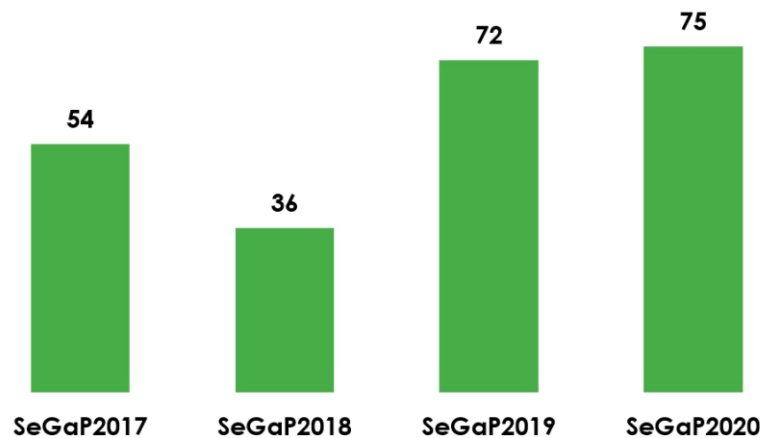


Figure 5. Papers Submitted by Category of Serious Games



As in the previous three editions, the Serious Games Prize hosted related works produced in this area. Individuals or teams with any categories of Serious Games submitted to the event's secretariat. The event's administration received 75 games (11 board games and 64 digital games), increasing compared to past years, with 39% of the games affiliated with universities. Figure 6 shows the number of works in each edition.



**Figure 6. Number of Games Received in the Serious Games Festival Over the Years**

After receiving the submitted works, the jury judged the Serious Games in three stages of production, commercialization, and scientific studies. After the judges' reviews, six selected teams for the final presented their achievements to the jury on Thursday, December 24, 2020. The best game was selected and introduced as the serious game of the year.

Figures 7, 8, and 9 show the statistics of the games sent by the desired category, province, and university.

# SERIOUS GAMES FESTIVAL 2020

Figures 4 and 5 show statistics of submitted papers based on the papers' scientific tracks and the serious games' classification.

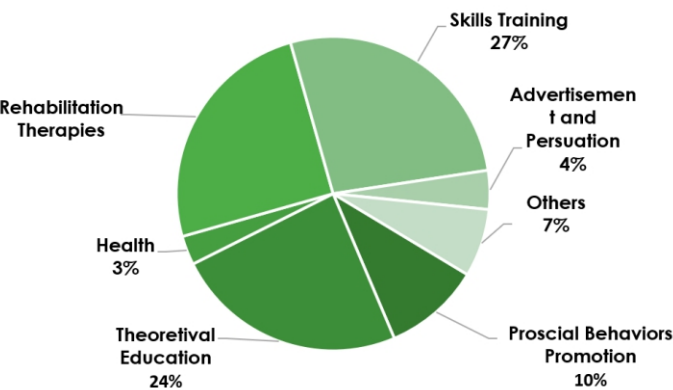


Figure 7. Works Submitted by Category

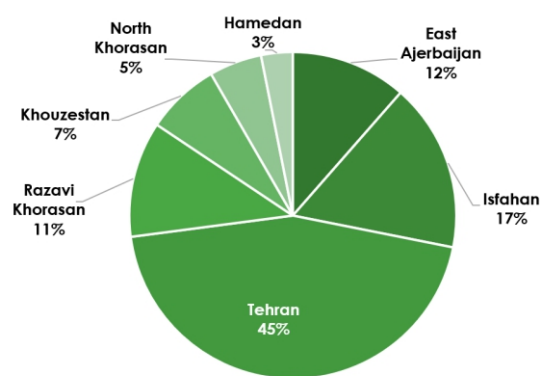


Figure 8. Works Submitted by Share of Provinces

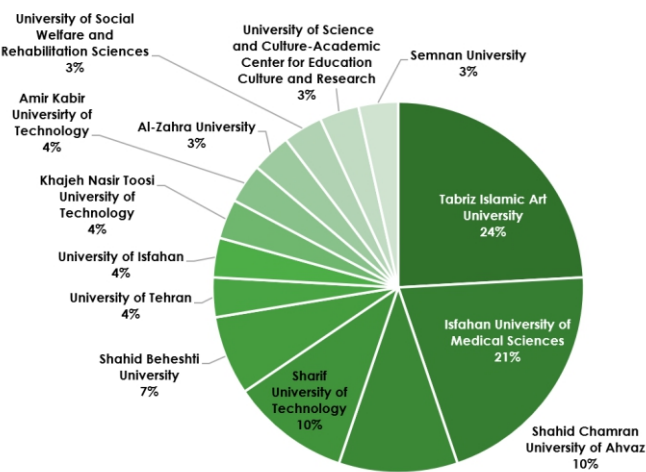


Figure 9. Works Submitted by Share of Universities

Considering how delicate judging this area of gaming is, the scientific jury was selected based on their experience and knowledge in Serious Games; also, the production jury consisted of experts in technical areas such as programming, game design, and graphics. A va games Accelerator was the jury of the game's commercialization due to its experience and mastery of the subject. Also, in this section, in addition to the main prize, several institutions in the network of the Serious Games Prize contributed awards and facilities to their selected games.

# SERIOUS GAMES HACKATHON 2020

The Serious Games Hackathon is a three-day gaming event to experience developing Serious Games. The third Hackathon was held online for the first time from Wednesday, December 23, 2020, to Friday, December 26, 2020, due to Covid-19 conditions to observe the health protocols.

In addition to Tehran, this event was hosted by Tabriz and Isfahan on behalf of the Iran Computer and Video Games Foundation, with the attendance of medical, psychological, and technical mentors online. Hackathon participants competed with opponents in their province on the topics "**Corona Prevention**," "**Corona Patient Care**," and "**Corona Lifestyle**" with the financial support of the **Ministry of Sport and Youth Affairs**. Totally **162 participants** competed in **19 teams** in Tehran, **19 teams** in Tabriz, and **8 teams** in Isfahan, developing **6 board games** and **40 digital games** in the end.

Figures 10 and 11 show the number of teams and individuals participating in the host city's Hackathons, indicating an increase in the audience over the years.

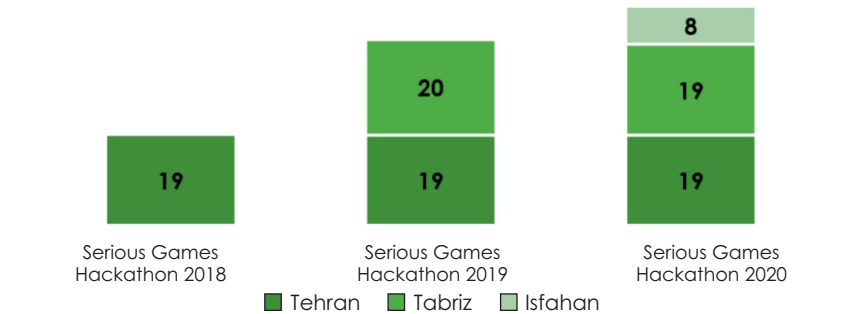


Figure 10. Number of Teams Participating in the Hackathon Over the Years

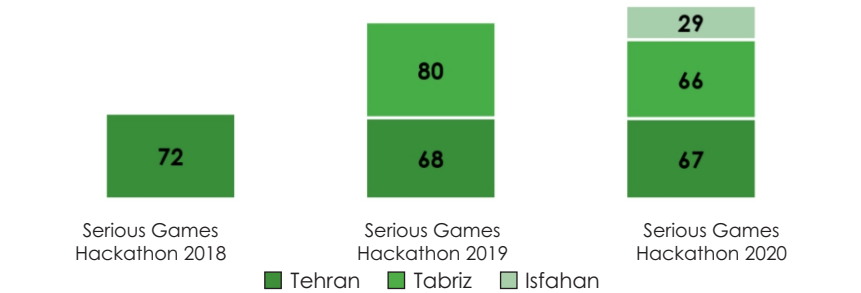


Figure 11. Number of People Participating in the Hackathon Over the Years

## SERIOUS GAMES HACKATHON 2020

In this Hackathon, expert technical mentors in coding and game design, medical, and psychology in Tehran, Tabriz, and Isfahan were constantly present online to guide teams on the Discord platform. Finally, the jury of the sponsoring institutions reviewed, announced, and awarded the prototypes of the selected Serious Games or the original experience and idea of making them at the closing ceremony of the SeGaP 2020. The sponsoring institutions, including the **Automation and Digital Technologies Headquarter, the Cognitive Sciences and Technologies Development Headquarter, the Institutions for the Intellectual Development of Children and Young Adults, and the SBU(Hub)**, awarded their selected winners on the closing day. After the event, the secretariat introduced games to stakeholders for follow-up investment.



Image 1. The Opening of the Hackathon 2020

## INTERNATIONAL SERIOUS GAMES SYMPOSIUM 2020

The International Serious Games Symposium 2020 started online on Wednesday (December 23) at 9:00 AM. After reciting the Quran and the Islamic Republic of Iran's anthem, the Scientific Secretary of the International Serious Games Symposium 2020, Seyed Soroush Ghazinoori, gave the first speech explaining a statistical report on the number and scientific areas of the papers submitted. Afterward, Hamed Nasiri, the Secretary of the Serious Games Prize, welcomed the audience and gave additional speeches, then the International Symposium of Serious Games began. The symposium had a tight schedule with many lectures and interviews from 9:30 to 13:00 on Thursday (December 24), and foreign lecturers answered the viewers' questions online. Then the festival's closing ceremony started.

### Keynote Speech by Celia Hodent (Ph.D.): «Neuroscience and UX Design in Serious Game»



**Celia Hodent**, a graduate of Ph.D. in Psychology from Sorbonne University in Paris, France, mainly focused on children's cognitive development. Her working background with game companies such as Ubisoft and Epic Games as a user experience designer has made her a master in this area. She talked about the importance of user experience design in the user's interaction with the games and explained the audience's perception of the meanings and concepts they encounter during the game is how the audience interacts with it. Furthermore, this power of comprehension develops over time and in the context of the culture and beliefs that govern society.

# INTERNATIONAL SERIOUS GAMES SYMPOSIUM 2020

## Lecture by Julien Estourgie: «The Serious Business of Serious Games»

**Julien Estourgie** holds a Master of Science in Technology Management from Delft University in the Netherlands and is The Barn's commercial director, one of the leading Serious Game development companies in the Netherlands. In his speech, Estourgie stressed the importance of having a business model for businesses, specifically in digital games. Moreover, while providing solutions for Serious Gaming activists, he stated that predicting and identifying possible future conditions is essential to designing a suitable business model in the Serious Gaming industry.



## Lecture by Carlos Carvalho: «Serious Games Mechanics and Competence Development»

**Carlos Carvalho** holds a Ph.D. in Technology and Information Systems from the University of Minho and is currently a computer engineering professor at the Polytechnic of Porto - School of Engineering (ISEP). He is a specialized Serious Games and Multimedia educator and is the head of a research group focusing on interactive educational technologies. He spoke on how technology can impact the learning process and pointed out that different motivations encourage people to play. Play can be for fun, interaction, storytelling, and even meeting the needs of the Maslow Pyramid, but Serious Games take their audience beyond these goals.





### Lecture by Heide Lukosch (Ph.D.): «Business Side of Serious Games»

**Heide Lukosch** is an Associate Professor at the University of Canterbury in New Zealand. Her work is focused on a branch of product design that seeks to design a user interface adapted with the human behavior for new technologies to facilitate human's acceptance of these technologies as much as possible. In her lecture, Lukosch explained the Applied Games and spoke about their importance and challenges.



### Lecture by Antonio Coelho (Ph.D.): «Serious Pervasive Games»

**António Coelho** is an Assistant Professor at the Department of Informatics Engineering of the Faculty of Engineering, University of Porto, Portugal, a member of the GIG Group (a group with an approach of graphic design and development, interaction, and gaming), a Senior Researcher at INESC TEC, and he also coordinates the Computer Graphics and Virtual Environments area of the CSIG. In his speech, Coelho referred to the GIG Group's research area (a sub-sector of the Faculty of Engineering of the University of Porto) that specializes in Serious Pervasive Games, adding that Pervasive Games are games in which the player is active both in the real and virtual worlds. He mentioned that Serious Pervasive Games (as a category of games) accelerate the process of improving and changing behavior.



# INTERNATIONAL SERIOUS GAMES SYMPOSIUM 2020

## Lecture by Janet Reed on «Children, Serious Games and Design»

**Janet C Read** (Ph.D.) is a professor at the University of Central Lancashire in the United Kingdom. She and her colleagues have completed several projects designed as games to develop children-computer interaction. Including UThink (a Serious Game aimed at increasing emotional intelligence in the age group of 11 to 18), UMSIC (a Serious Game supported by the European Union, to boost the interaction of children with different mother tongues, immigrants, and children with special needs in the age group of 7 to 10 years), TakTEEN (a Serious Game with the support of the British government for the age group of 14 to 17 years, to educate and change the behavior of young adults to protect the environment). In her speech, Reed discussed the challenges they face while developing games for children.





### The Story of a Team: Interviews with Professors and Supervisors of Top Laboratories for Developing Serious Games

In these interviews with the heads and supervisors of the top laboratories developing Serious Games, they discussed the laboratory's history, serious achievements and products, current activities and plans, and how they collaborate addressing each laboratory's ideas and efforts to commercialize Serious Games.

- Interview with Mr.Taheri (Ph.D.), member of the Social & Cognitive Robotics Research Laboratory of Sharif University of Technology
- Interview with Mr.Vahidi Asl (Ph.D.), Head of the Shahid Beheshti University Game Lab
- Interview with Mr.Rasti (Ph.D.), Head of the Center of Entertainment Industry at the University of Isfahan
- Interview with Ms.Ahmadi (Ph.D.), Director of Tootia Comprehensive Center for Psychology and Content Production
- Interview with Mr.Sekhavat (Ph.D.), Head of Tabriz Cognitive Augmented Reality Laboratory (CARLAB)
- Interview with Mr.Moradi (Ph.D.), Head of Machine intelligence and Robotics Laboratory, University of Tehran

# INTERNATIONAL SERIOUS GAMES SYMPOSIUM 2020

## Oral Papers Presentations

On the first day after some of the professors' speeches and interviews, the researchers started presenting their scientific papers online from 14:30 until 17:30. Also, the presenters answered the viewers' questions live. A total of 7 articles were presented orally in this section, and the Jury panel for papers consisting of three experts judged the essays. This panel used its results with the jury's opinions to choose the best paper. On the event's closing day, the best paper was introduced to the public.



Image 2. Oral Presentation and Judging

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

On Thursday, December 24, the final of the Serious Games Festival 2020 started at 13:00, and after reciting the Quran and the anthem of the Islamic Republic first, Fariba Alizadeh, the executive secretary of the Serious Games Prize, explained the statistics and rules of the finalists' competition. Subsequently, each of the finalists could introduce their game and defend its development process's studies and efforts in 10 minutes. After each game presentation, all the six scientific and production Juries had 5 minutes for questions and answers to clarify any ambiguity about the games. The finalists: **Takapoo**, **Methane Mystery**, **Reaction**, **Sardar**, **Firoozeh**, and **WheelKa**, presented their works, respectively. Lastly, among the submitted games, "**Sardar**" from "**Tabriz Islamic Art University**" was accepted as the **best Serious Game of 2020** and received a 20 million-Toman prize from the Iran Computer and Video Games Foundation. After the final of the Serious Games Festival 2020, the fourth Serious Games Prize's closing ceremony began with the Quran's recitation and the Islamic Republic of Iran's national anthem.



Image 3. Presentation and Judging of the Finalists of the Serious Games Festival 2020



Picture 1. The Finalists of the Serious Games Festival 2020

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

### Speech by Seyed Sadegh Pejman; the CEO of the Iran Computer and Video Games Foundation and the Chairman of the Serious Games Prize

In his speech, Seyed Sadegh Pejman pointed out the Iran Computer and Video Games Foundation's intentions to hold this event and choose the scenario of holding it online to comply with health protocols. Saying that the Foundation, as the sole custodian of policymaking, monitoring, and support in digital games, attempts to pay attention to all parts and various areas of this ecosystem in short-term and long-term plans and that Serious Games are one of the important categories in this regard.

The CEO of the IRCG also promised the winners of the fourth Serious Games Prize that after the closing of SeGaP 2020, the Iran Computer and Video Games Foundation would continue to support this event's selected works in various measures such as investment and knowledge acquisition until their games are available to the users and find their audience by the next year. Mr. Pejman also appreciated the contribution of different governmental and private institutions in holding the SeGaP 2020 and declared the continuation of these partnerships.



Image 4. Unveiling the Statuettes at the Closing of the Serious Games Prize 2020

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

### Speech by Mohammad Mehdi Tondgooyan, the Deputy Minister of Youth Affairs of the Ministry of Sport and Youth

Due to the situation regarding the collaboration of the Department of Youth Affairs of the Ministry of Sport and Youth with the Iran Computer and Video Games Foundation, in his speech, Mohammad Mehdi Tondgooyan pointed out that the Ministry used the game platform to promote its educational messages to Iranian children and youth. Moreover, the Ministry has followed this approach more seriously in the past two years. Collaborating with the Serious Games Prize and developing Serious Games is one of the actions taken so far. Also, the Deputy Minister of Youth Affairs of the Ministry of Sport and Youth mentioned that choosing the Hackathon theme was due to the current conflict in the world and the outbreak of coronavirus. He also noted the Ministry's help to the Hackathon section as a good platform for information exchange about Covid-19. Finally, he appreciated the IRCG for all its cooperation.



**Image 5. Speech by Mohammad Mehdi Tondgooyan, the Deputy Minister of Youth Affairs of the Ministry of Sport and Youth**

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

### Services Provided by Hamgara for the Selected Serious Games Developers

Mr. Seyed Hosseini, the Support Manager of the Iran Computer and Video Games Foundation, announced the Hamgara supportive structure's allocation of **200 million Tomans** to fund the Serious Games Prize 2020's winners by the end of the year. He added that part of this support was related to levels two and three of Hamgara that provides special services according to those levels for the Serious Game developers recommended by DIREC. "Another part of this fund is related to Hamgara's level four that provides credits for the SeGaP's selected teams in 2020 who are capable of developing Serious Games and were introduced by DIREC. These teams can join the Hamgara Service and use that credits to upgrade and develop their game.", mentioned Seyed Hosseini.

At the end of the lectures and other sections, introducing the winners of all three sections and granting the awards began, and the top game developers and researchers in various sections of the SeGaP 2020 were honored. Due to a significant increase in the number of participants and works submitted to this year's event, the number of prizes also increased. Moreover, **700 million Tomans** cash prizes in total and commercialization facilities were granted to the selected papers, games, and teams.

The event was live-streamed on Aparat Game during the two days of the event, with **1,132 viewers** on the first day and the highest reach rate of **174 people**. Also, **693 people** watched the event on the second day, with the highest reach rate of **218 people**.



## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

### Prizes of the Serious Games Festival 2020

In the Serious Games Festival 2020, to identify, introduce, and appreciate the best works, out of 75 submitted, six games reached the final. The Jury selected "Sardar" as the best Serious Game of 2020. Table 2 shows the winners and selected institutions in this section.



Image 6. 'Sardar' the Best Serious Game of 2020

Table 2 - Winners of the Serious Games Festival 2020

Sponsor	Category	Title	Author(s)	Prize Amount (Million Tomans)
Iran Computer and Video Games Foundation	First Rank Serious Game of 2020	Sardar	CARLAB	20
	Second Rank in Serious Games Festival 2020	WheelKa	Favavaran Javan Rayka	6
	Third Rank in Serious Games Festival 2020	Takapoo	Salam Group	5
	Fourth Rank in Serious Games Festival 2020	Methane Mystery	Pars Sava Novin Fanavar	4
	Fifth Rank in Serious Games Festival 2020	Reaction	Sargarmi Sazan Studio	3
	Sixth Rank in Serious Games Festival 2020	Firoozeh	CARLAB	2
	The Best Update	Maghzineh Version 2020	Pars Cognition	3
	First Rank Boardgame of 2020	ALO ELO OLO (Verb City)	Goriz Group	1

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

Sponsor	Category	Title	Author(s)	Prize Amount (Million Tomans)
SBU Hub	Extended Reality	Norooyan	Norooyan Cognitive Group	2.5
		Dream Land 2	Shunico Studio	2.5
		Sardar	CARLAB	1.5
		Human Interaction with the Virtual Environment Using a Hepatic Exoskeleton	Hexon Team	1.5
		VRDENT	Amity's Games	1
		Entomon VR	Gildad Imen Zist	1
Institute for the Intellectual Development of Children and Young Adults	Children and Young Adults	Methane Mystery	Pars Sava Novin Honar Fanavar	2
		Eureka	Hezartoo Studio	2
National Institute for Medical Research Development (NIMAD)	Health	WheelKa	Fanavaran Javan Rayka	10
		Reaaction	Sargarmi Sazan Studio	6
		Smart Health Station	Manshoor Fanavari Farda	4
Ministry of Sport and Youth	Life skills	Takapoo	Salam Group	15
		Didar Software	Didar	3
		Nojan Project	Nojan	3



## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

Sponsor	Category	Title	Author(s)	Prize Amount (Million Tomans)
Cognitive Science and Technologies Development Headquarter	Cognitive Games	Eureka	Hezartoo Studio	8
		Norooyan	Norooyan Cognitive Group	7
		Rangineh-Ma Education	Makna	5
		Creative Puzzle	Bakrundish Paydar	1
		Autism Spectrum Disorder Kid's Park 2020	Center of Excellence in Design, Robotics, and Automation (CEDRA)	1
		Dream Land 2	Shunico Studio	1
Automation and Digital Technologies Headquarter	Extended Reality and Artificial Intelligence	Human Interaction with the Virtual Environment Using a Hepatic Exoskeleton	Hexon Team	12
		Sardar	CARLAB	10
		Norooyan	Norooyan Cognitive Group	8
		VRDENT	Amitys Game Studio	5
Iran Drug Control Headquarters	Healthy Life Style	Smart Health Station	Manshoor Fanavari Farda	5

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

### Prizes of the Serious Games Hackathon 2019

Tehran, Tabriz, and Isfahan hosted the Serious Games Hackathon 2020 as the event was held online simultaneously in all three provinces. The Ministry of Sport and Youth was the main sponsor and the designer of this section's theme: life skills and dealing with an epidemic of diseases. Furthermore, other institutions also granted prizes to their chosen works according to their respective priorities. Table 3 identifies the winners of this section.

**Table 3- Winners of the Serious Games Hackathon 2020**

Sponsor	Category	Title	Author(s)	Prize Amount (Million Tomans)
Ministry of Sport and Youth, General Administration Tehran	Life Skills; Facing the Epidemic of Diseases	Health Shop	Center of Excellence in Design, Robotics, and Automation (CEDRA)	15
		Put on Your Mask	TirNam	9
		Doodoo Visits Us	8th-Art Studio	3
		Covid-2077	Divanz	3
		Antivirus	Sampadia	2
Ministry of Sport and Youth, General Administration East Azerbaijan		Behbood	Star Jam	15
		Grwoing Calmness	FR2	9
		My Shop	Alfa Team	6

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

Sponsor	Category	Title	Author(s)	Prize Amount (Million Tomans)
Ministry of Sport and Youth, General Administration Isfahan	Life Skills; Facing the Epidemic of Diseases	3C	Nedaye Game	15
		Covid Control	8-Bit Adventure	9
		Mafio	Mafio	6
		Honoring the attendance of the Nasim Tandorosti Zende Rood NGO		2
Cognitive Science and Technologies Development Headquarter	Cognitive Games	3C	Nedaye Game	5
		CoVirus	TPG	3
		Protocol	Salam Group	2
Automation and Digital Technologies Headquarter	Extended Reality and Artificial Intelligence	Health Shop	Center of Excellence in Design, Robotics, and Automation (CEDRA)	10
SBU Hub	Hyper-casual	Covid Control	8-Bit Adventure	2.5
		Covid Go	EM Productions	1.5
		Cororun	Argo	1

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

### Prizes of the International Serious Games Symposium 2020

In the International Serious Games Symposium section, the best paper and oral presentations won cash prizes. Some institutions also granted prizes to their selected papers in the relevant area as described in Table 4.

**Table 4- Winners of the International Symposium of Serious Games 2020**

Sponsor	Category	Title	Author(s)	Prize Amount (Million Tomans)
Iran Computer and Video Games Foundation	The Best Article	Screening Autism by Evaluating Turn Taking Skills using an Agent-Based Video Game	Sheida Shabani, Pegah Soleiman, Hadi Moradi and Leila Kashani Vahid	3
	Oral Presentations	Lean Gamification Canvas: A New Tool for Innovative Gamification Design Process	Bahram Hoshidar Yusefi and Hana Mirkhezri	1
		The Effectiveness of "Maghzineh" Cognitive Games on Response Inhibition of Children with Externalizing Emotional Behavioral Disorders	Mahshid Ojani, Leila Kashani Vahid and Hadi Moradi	1
		Comparison of the effectiveness of cognitive rehabilitation programs of brain training and Cogni-Plus on cognitive skills of students with attention deficit / hyperactivity disorder	Farideh Haji Heidari, Mahnaz Estaki, Mansooreh Shahriari Ahmadi and Hasan Ashayeri	1

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

Sponsor	Category	Title	Author(s)	Prize Amount (Million Tomans)
Iran Computer and Video Games Foundation	Oral Presentations	Effects of Computerized Cognitive Rehabilitation on the Working Memory of Opioid-dependent Patients	Milad Tksibi, Leila Kashani Vahid, Samira Vakili and Hadi Moradi	1
		Mind Wandering Detection and Application of a Computer Game (Focus) as an Intervention to Return Attention During Readings	Samira Pudratchi, Kazem Pouralvar, Samad Rouhi and Yunes Sekhavat	1
Cognitive Science and Technologies Development Headquarter	Cognitive Issues	The Effectiveness of "Maghzineh" Cognitive Games on Response Inhibition of Children with Externalizing Emotional Behavioral Disorders	Mahshid Ojani, Leila Kashani Vahid, Hadi Moradi	2.5
		The effectiveness of ABFT-Based Parenting Training via Cell Phone on parent-adolescent conflict a single case study	Hamideh Mohamdinasab, MohamadAli Mazaheri, Morteza RezaieZadeh and Mahmoud Heidari	1.5
		Mind Wandering Detection and Application of a Computer Game (Focus) as an Intervention to Return Attention During Readings	Samira Pudratchi, Kazem Pouralvar, Samad Rouhi and Yunes Sekhavat	1

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

Sponsor	Category	Title	Author(s)	Prize Amount (Million Tomans)
Cognitive Science and Technologies Development Headquarter	Cognitive Issues	Effects of Computerized Cognitive Rehabilitation on the Working Memory of Opioid-dependent Patients	Leila Kashani Vahid, Milad Taksibi, Samira Vakiliand Hadi Moradi	1
Automation and Digital Technologies Headquarter	Extended Reality and Artificial Intelligence	REACTION: A Serious Game that Simulates Coronavirus Transmission	Mohamadreza Mohamadnezhad, Morteza Dorigiv and Farzin Yaghmaie	3
		Kinect-based Virtual Rehabilitation for Upper Extremity Motor Recovery in Chronic Stroke	Sohrab Almasi, Leila Shahmoradi, Nooredin Nokhostin, Roshanak Honarpisheh and Hossein Ahmadi	2
Institute for the Intellectual Development of Children and Young Adults	Selected Articles on Children and Youth Studies	Comparing the Effectiveness of "EmoGalaxy Video Game" with "Card games" on Emotion Regulation of Children with Autism Spectrum Disorder	Zohreh Shams, Leila Kashani Vahid, Hadi Moradi	0.5
	Selected Articles on Children and Youth Studies	The Effectiveness of Pishan Skills Development Game-Assisted Therapy in Promoting the Theory of Mind (ToM) in Children with Autism Spectrum Disorder	Fereshteh Yaghooti, Sogand Ghasemzadeh and Zahra Ahmadi	0.5

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

Sponsor	Category	Title	Author(s)	Prize Amount (Million Tomans)
Institute for the Intellectual Development of Children and Young Adults	Selected Articles on Children and Youth Studies	The effect of mobile games on math learning of third graders of elementary schools	Ali Shirkarami, Khadijeh Aliabadi, Saeed PoorRoostaies and Shadi Azimi	0.5
	Selected Articles on Children and Youth Studies	Effectiveness of "Maghzineh" Cognitive Games on Response Inhibition of Children with Externalizing Emotional Behavioral Disorders	Mahshid Ojani, Leila Kashani Vahid, Hadi Moradi	0.5
	Selected Articles on Children and Youth Studies	Comparison of the effectiveness of cognitive rehabilitation programs of brain training and Cagney Plus on cognitive skills of students with attention deficit	Farideh HajiHeidari, Mahnaz Estaki, Mansooreh Shahriari Ahmadi and Hasan Ashayeri	0.5
	Selected Articles on Children and Youth Studies	Screening Autism by Evaluating Turn Taking Skills using an Agent-Based Video Game	Sheida Shabani, Pegah Soleiman, Hadi Moradiand Leila Kashani Vhid	0.5

## THE FESTIVAL'S FINAL AND THE CLOSING OF THE SERIOUS GAMES PRIZE 2020

### Winners of the Free Idea

This year, the Institute for the Intellectual Development of Children and Young Adults had chosen SeGaP 2020 as the gateway to receive works for its Free Idea section to invest in games and toys related to video games. Accordingly, this institution selected seven developable games out of all the submitted works, each of which, in addition to receiving 1 million Tomans prize, got the opportunity to enroll in Kanoon's Free Idea section. Table 5 shows the details.

Table 5- Winners of the Free Idea Section

Sponsor	Category	Title	Author(s)	Prize Amount (Million Tomans)
Institute for the Intellectual Development of Children and Young Adults	Free Idea Games	Chikod	Mehdi Razeghi	1
		Boomehen	Royasazan Group	1
		Sarai 2020	CARLAB	1
		Delfish	Goriz Group	1
		Creative Puzzle	Bakrundish Paydar	1
		Classification Game	Play, Learn	1
		Protocol	Salam Group	1





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