

# The Pyramid Assessment Framework for 'Competence Developing Games'

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This research work is a result of the 'GHOST: Cyber Security Defense' research project.

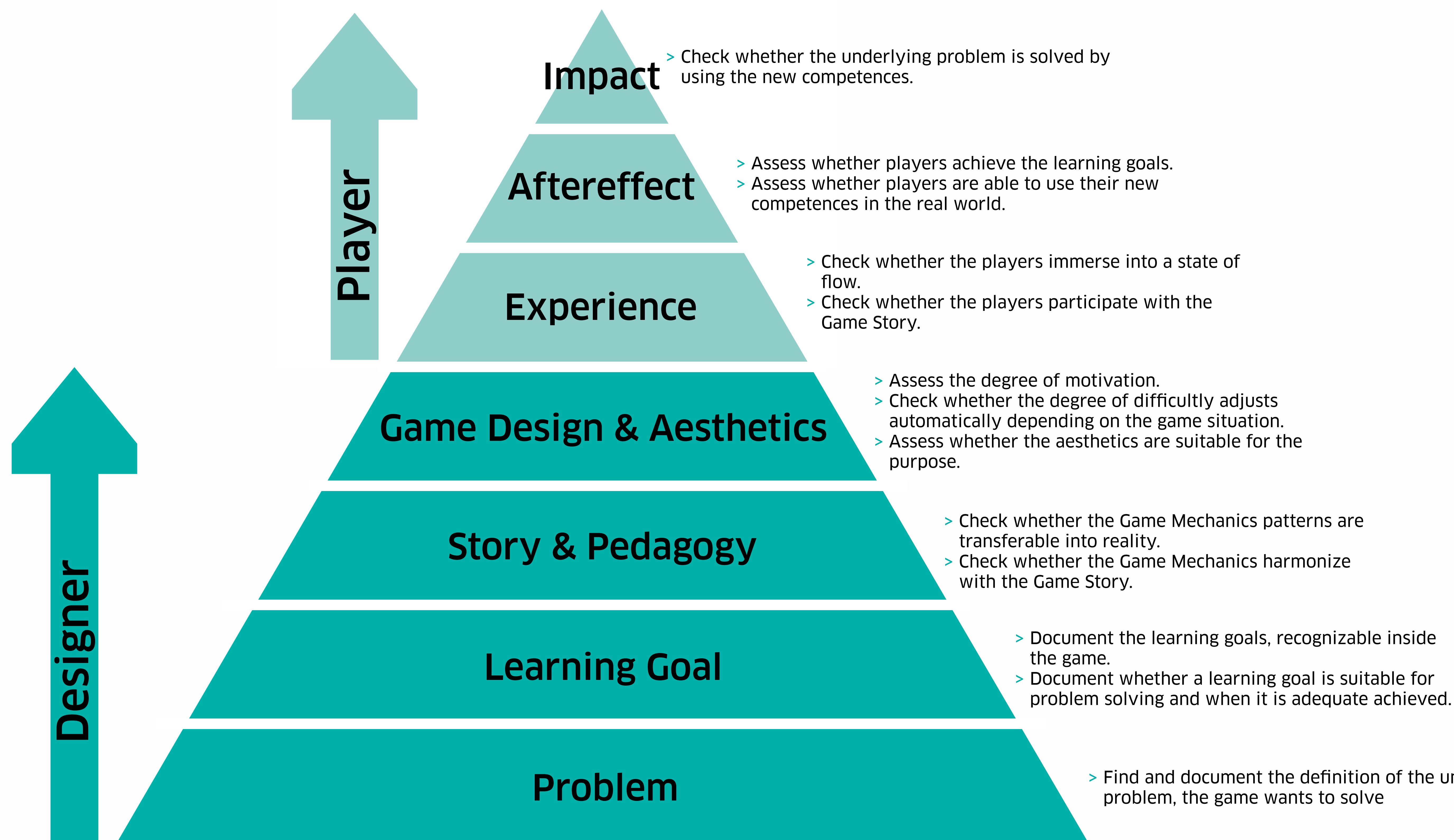
## Bringing together what should be together:

CDG and the PACDG-Framework unite different research fields (Serious Game, Edutainment, Business Games, etc.) into one approach.

Opportunities: uniform research; analyzing games of different kinds in a standardized way with comparable results; choosing the best game kind for a particular purpose; etc.

A **Competence Developing Game (CDG)**, is a game that has the primary purpose to teach knowledge, skills and personal, social and/or methodological abilities, in work or study situations and in professional and personal development of the game player, by retaining the motivation of a gaming situation.

The **Pyramid Assessment Framework for 'Competence Developing Games' (short: PACDG Framework)** is a tool for discussing CDGs by proceeding the assessment steps from the bottom to the top of the pyramid. It follows the principle of discussing a game out of a Game Designer and a Game Player perspective.



## Validation

### Validation of the hierarchic structure

	Thesis/Theses
Problem >> Learning Goal	1, 2
Learning Goal >> Story & Pedagogy	3, 4
Story & Pedagogy >> Game Design & Aesthetics	5
Experience >> Aftereffect	6, 7
Aftereffect >> Impact	8

## Study results

