

Game Developers Conference (GDC) 2007

Serious COTS Boggle

Speakers: Bill Crosbie, Ben Sawyer, Michelle Pun, Anuja Parikh

Date/Time: Monday (March 5, 2007) 4:10pm — 4:55pm

Location (room): Room 135, North Hall

Track: SGS: Products Within Projects

Experience Level: All

Session Description

One of the most interesting aspects of the serious games space is the direct re-use of commercial off-the-shelf (COTS) games for non-entertainment purposes. In this lively session, two small teams of serious games experts will face off to see who can list the most documented instances of such serious games usage. The purpose of this session is not only to spur the creation of such a rich inventory but to also highlight many uses of COTS titles that audience members may not have heard about. Audience members who also contribute never before heard of uses will also receive small prizes for contributing to the competition.