The Applied Bullshit Detector

A plea for randomized controlled trials

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The status quo

Serious games lack scientific basis. A lot of research has been done, but looking at published systematic reviews there seems to be a shortage of randomized controlled trials, the design of choice in evaluating the impacts and outcomes of serious games.

Despite this lack of testing Serious games are being released onto the public.

This is a serious problem.

Trial quality
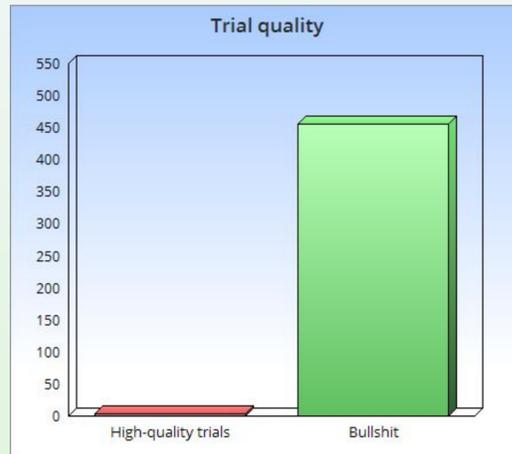
RCT

- Both developers and academics recognize the problem of the lack of evidence. Developers blame academics, academics blame developers. They call this the 'ecosystem problem'.

- Problem is neither of the two are making a case for more RCT's.

- Another problem is that serious games are considered pioneering. But after 15 years we should have left this state and it should never be an excuse to release games that do not do what they claim.

Current state

Evidence-based serious games : 1 %

Bullshit : 99 %

■ Evidence-based serious games   ■ Bullshit
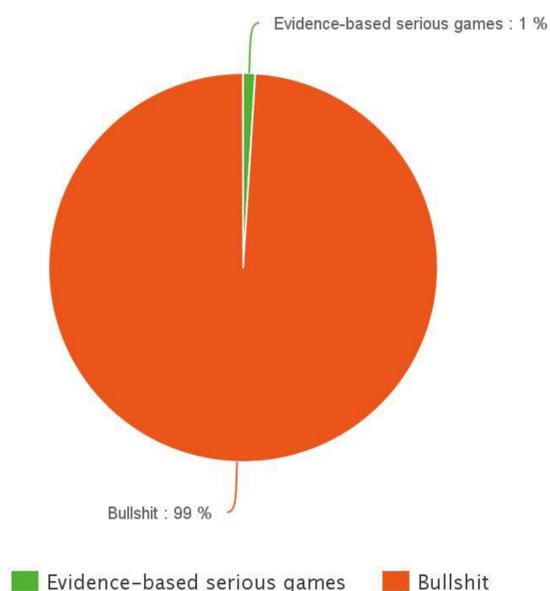
meta-chart.com

Constructive criticism

APPLIED BULLSHIT DETECTOR

The Applied Bullshit Detector checks validity and effectiveness of any available applied game. Although conceived as a satirical joke, its ambition has grown 'serious' as it now aims to expand knowledge on clinical studies within the field of serious games. It also assists academics and developers in designing an optimal randomized controlled trial.

Features

- Extensive, up-to-date, database containing all commercially released serious and applied games, each critically evaluated to determine effectiveness.

- Easy-to-navigate database on research by topic, using and containing all published trials, systematic reviews and meta-analysis.

- The RCTool: A tool that, by using (input) variables, suggests an optimal trial design for a randomized controlled trial.

Contact

The Applied Bullshit Detector needs help to succeed.

For more information visit rogierkahlmann.com.