Sample Problem Statement for CoE in Gaming & Entertainment

Video game culture is a worldwide new media subculture in entertainment domain formed by video games and it has exponentially increased in popularity over time, while having a significant influence on popular culture. Increasing internet culture and mobile games have also helped video games evolve. As the gaming sector becomes more & more social with multiplayer and online capability, gamers find themselves in growing social networks. Playing video games can both be entertainment as well as competition, as the trend known as electronic sports has become more widely accepted. Video games based on movies or comics are widely popular as well, as the players can visualize themselves in the scenario and control them.

Video games while entertaining also acting as a key player in creating awareness of social responsibility in the community / education purpose / enhancing capability of human mind etc. Innovative games bridge the gap between theory and practice and provide practice opportunities for real-world experience in a safe and fun environment that is diversely rich with opportunity for immediate feedback.

Some of the sample problem statements where Gaming can make a difference are given below.

1. Gaming for Nursing Training

Though Nursing training institutions have come up in Mizoram, the schools struggle to find quality clinical hours for students. Simulation games can be used in nursing education to promote problem solving or to impart formation.

Gaming has been a formal learning strategy for long time and offers several advantages over traditional teaching methods because the gaming methods may touch emotion. Innovative games bridge the gap between theory and practice and provide practice opportunities for real-world experience in a safe and fun environment that is diversely rich with opportunity for immediate feedback.

2. Local market potential for setting up of Centre of Excellence with Start-up Innovation Zone

Computer Games are gaining unprecedented access to homes, minds and souls of people today. Hence, it has become increasingly important for game developers and educators to study the application of computers for enhancing the education offered to the next generation of students. Computer games can be used to give a better form of education and can even make computers become the unique tools of learning. Moreover, there are

lots of potential market in Mizoram not only in education, but also in healthcare sectors, agriculture, horticulture, sports, tourism and promotions of Arts and Culture.

3. Enthusiasm in the field of gaming industry

There is a lot of enthusiasm in the field of gaming industry in the North Eastern region, especially Mizoram where the youth is motivated and excited to take up gaming as a career choice. Mizoram organizes many events such as Cosplay and Comicon. A combination of soft skill, artwork, education system increases the in-game learning in better pace. Methodology like Game-based learning allows kids to develop cognitive, social and physical skills simultaneously. The knowledge and skills acquired through game-based learning are retained longer than information from other learning methods.

There are many gaming centres in Aizawl, but there are very few mobile games developers in the region. While there is no dearth of gaming and anime character enthusiasts in the state, the absence of an institute, to channelize these talents is a major disadvantage.