

DEMO	COMPETITION
X	xB

Submission Number 14



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## 2. Prize GALA SG competition 2018 category Business

# Lost Earth 2307

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- Keywords:** 4X strategy, exploiting images, story driven campaign, heroic story
- Application field:** Military remote sensing
- Learning goals:** Gain basic knowledge in interpreting and analysing aerial and satellite imagery (Annotations, Reporting, etc.); Understand processes of the Reconnaissance-Cycle; Understand the differences of visual, infrared and radar sensors, as well as the advantages and disadvantages of sensor platforms like drones, aircrafts and satellites
- Target group:** The game supports the training of image interpreters at a school of the German Armed Forces. The serious game is embedded in the overall pedagogical concept and course structure of the school.
- Platform:** MS Windows 7, DirectX 11.1
- Game Description:** Lost Earth 2307 is a serious Game following the ideas of Digital Game Based Learning. Players take on the role of the avatar Alex, with whom they will experience and control the fate of a rebel organization in the year 2307. The goal of the game is to deliver all colonies from an evil cult. A colony is liberated once a player accomplished a reconnaissance mission. In these missions, he has to analyse original imagery, annotate and report images and pass through the Recce-Cycle with regard to the influences of weather and technology advances. The game is turn-based and uses a genre combination of 4X strategy and story based adventure. The main game loop is as follows: Players gain a mission. Players start a mission and deal with it in the given turns. The quality of their work determines the further game progress.

Screenshots:

