

Plagiarism?

Original (Zyda):

People respond differently to the emotionally charged term game depending on whether they played or did not play video games while growing up. This is basically a generation-gap issue because children who have grown up since the 1980s have been exposed to video games their entire lives.

Report:

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Original (Zyda):

Before we can seriously tackle the issue of what a games research agenda might be, we must define what the term means. Dictionaries tend to define a game as a physical or mental contest, played according to specific rules, with the goal of amusing or rewarding the participants. When seeking a definition of the more specific term video game, we are likely to encounter a description such as “a game played against a computer,” which would more accurately be worded as “a game played with a computer.” To fully flesh out this definition, we might propose the following: “Video game: a mental contest, played with a computer according to certain rules for amusement, recreation, or winning a stake.”

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Is this any better?

According to Zyda:

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Zyda also states:

Before we can seriously tackle the issue of what a games research agenda might be, we must define what the term means. Dictionaries tend to define a game as a physical or mental contest, played according to specific rules, with the goal of amusing or rewarding the participants. When seeking a definition of the more specific term video game, we are likely to encounter a description such as “a game played against a computer,” which would more accurately be worded as “a game played with a computer.” To fully flesh out this definition, we might propose the following: “Video game: a mental contest, played with a computer according to certain rules for amusement, recreation, or winning a stake.”

Zyda then goes on to say:

Developing a science of games opens up a huge potential for the wider application of games in governmental and corporate arenas. The formal definition might read as follows: " **Serious game**: a mental contest, played with a computer in accordance with specific rules, that uses entertainment to further government or corporate training, education, health, public policy, and strategic communication objectives.”

How about this?

Zyda (2005) claims that different people define the term “game” differently depending on their experience in playing games while growing up, and that “This is basically a generation-gap issue” due to the increased exposure to video games since the 1980s. LostGarden (2009) also claims difficulties in defining “serious games”, but he puts it down to “A wide spectrum of groups are interested in serious games” and “Each group has a radically different understanding of the term ‘serious games’.” Kankaanranta *et al* (2009) even questions the meaning of the term: “A key question, what the concept itself means, has stayed unsolved.”

With these reservations in mind, we adopt the definition of Zyda (2005):

 Serious game: a mental contest, played with a computer in accordance with specific rules, that uses entertainment to further government or corporate training, education, health, public policy, and strategic communication objectives.