Abstract

Training deficits in 'soft skills' - interpersonal or non-technical skills - have long been lamented by tutors and employers despite longstanding evidence of their importance. Virtual environments, combined with online learning management and reporting platforms, offer potential for addressing this gap through affordable and scalable simulations. Even though serious games have now been increasingly adopted, there are very few software tools that allow efficient applications for their assessments. This research aims to create a reporting platform for one such serious game called Gaming for Peace (GAP) and to explore practical issues encountered by development teams working in this area.