

Designing a serious game for in-field interventions to promote nightlife well-being

Author(s)

Gamberini L, Zamboni L, Privitera A et al.

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Abstract

Nightlife well-being interventions, although much needed, face several challenges related to the specificity of the context addressed. We argue that a game-facilitated intervention helps with facing these challenges. The characteristics of a game developed to this goal and the results of user tests conducted in situ are presented.

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