

# Serious Gaming

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## Abstracts

This is IDATE's fourth report dealing with the Serious Games sector. IDATE chose to focus its analysis on a specific segment of SG: human resources management. This was chosen mainly because this type of SG is currently the most widespread among businesses.

IDATE measured SG's distribution level in the economy by focusing on its deployment in companies. In the 2010 edition of our study, we anticipated SG growth in SMEs around 2014, so it was therefore appropriate to see how accurate our estimates were.

We also wanted to thoroughly test the games and discuss with their creators the trends and economic prospects of this complex sector that is difficult to comprehend as a whole.

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