UNIVERSITY OF ST ANDREWS

CS4099

SH PROJECT REPORT

An online card-based game to explore human response to predefined scenarios

Authors:
Cameron ALLAN

Supervisor:
Dr. Ruth LETHAM

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University of
St Andrews

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***Abstract*—There are many situations in which it is desirable to know the opinions of a population. Aside from standard opinion surveys, little to no research has been done into alternative methods of gathering the public opinion.**

This project was undertaken in collaboration with the St Andrews Centre for Exoplanet Science[1], in an attempt to develop a software artifact capable of capturing user decisions in a game interface. This project focuses on the framework through which these games may be created, played and visualised, with the end goal of analysing these responses and inferring user's opinions on certain subject matters through their choices. The framework is designed to be highly flexible, allowing all aspects of a game's story and development to be decided by an administrator.

I. Declaration

I declare that the material submitted for assessment is my own work except where credit is explicitly given to others by citation or acknowledgement. This work was performed during the current academic year except where otherwise stated.

The main text of this project report is

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NN,NNN* words long, including project specification and plan.

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II. Introduction

III. Context Survey

IV. Requirements Specification

V. Software Engineering Process

VI. Ethics

VII. Design

VIII. Implementation

IX. Evaluation and Critical Appraisal

Notes: ’consider adding hidden columns which could affect the game but couldn’t be seen by the user’ ’only two answers per question?’ ’subdecks - response can swap the whole deck eg when finding aliens’ -can be done technically but easier ’Add/remove all UI element’

X. Conclusions

REFERENCES

[1] Centre for Exoplanet Science. *St Andrews Centre for Exoplanet Science*. 2019. URL: https://www.st-andrews.ac.uk/exoplanets/ (visited on 03/17/2019).

[2] Juho Hamari, Jonna Koivisto, and Harri Sarsa. "Does Gamification Work? — A Literature Review of Empirical Studies on Gamification". In: Jan. 2014. DOI: 10.1109/HICSS.2014.377.