

Computer Games Development

Project Report

Year IV

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[Date of Submission]

[Declaration form to be attached]

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# Acknowledgements

I would like to thank the following people who assisted in completing this project including;

John Doe of ACME who kindly agreed to …

I would also like to thank ICME for use of ….

Use this template when writing your research report. As a rule of thumb, the report should be of the order of 10 pages (about 250 words/page).

# Project Abstract

# Project Introduction and/or Research Question

Replace this text with an appropriate Project Introduction.

Present relevant background or contextual material and define any terms or concepts when necessary.

Here you present to the audience what you are doing and why it is important. In essence, please provide an introduction to the project, why was it chosen, the potential impact of this research. You should state a research question (if any) and present the project objectives. This will most likely be a concrete question probably from one specific area, such as AI, Networking, Graphics etc.

E.g., Research Question Example (Networking): What is the effect of threshold size in the dead reckoning approach on player performance and player experience?

Summarize the main contributions of the project.

# Literature Review

The fact that gaming is one of the most well-liked pastimes out there and that there are over 3 billion players worldwide—nearly half of the world's population—comes as no surprise. Twenty20.5% of casual gamers had disabilities in 2008. This figure does not account for the professional gamers with a range of disabilities, which would bring the total up even higher. The majority of computer interfaces and game controllers are designed with non-disabled users in mind. People with disabilities who couldn't play a game using the conventional setup can now do so thanks to eye trackers. However, using eye trackers when playing games is different like using them while performing normal chores because playing games requires extreme accuracy and quick thinking. Fortunately, technology has advanced significantly, and specialized hardware like TrackIR or Tobii makes tracking quick enough to be employed in video games.

As was already established, most people play video games with a mouse, keyboard, and controller, but what about eye trackers? According to studies by Pedro Santana and Joao Antunes, utilizing an eye tracker increased player immersion. This includes both unfavourable and advantageous consequences. The player may experience increased annoyance, tension, and frustration as a result. The data shows that the player performs better and achieves greater scores when the eye tracker is turned on. A more entertaining experience all around.

Eye tracking technology can be utilized to highlight how long and where you should gaze as well as improve player immersion. This is done in a research study carried out by a team of Belgian experts. To teach pupils how to function more effectively, a medical team used eye trackers. They accomplish this by hiring a specialist to use augmented reality, to whom they attach an eye tracker to monitor where his eyes were directed and how long they stayed there before shifting their focus. Compared to the conventional method, it enables students to learn more rapidly and with more comprehension. Additionally, streamers and professional gamers use this technique to demonstrate to their audience where their gaze would be, which makes it easier for those who have trouble focusing or have a particular sort of vision impairment to know where they should be looking.

# Evaluation and Discussion

Replace this text with Results and Discussion.

Describe the results using diagrams such as graphs etc. as appropriate, and discuss what the results mean.

Example: Results indicate that once the threshold gets over a certain point it significantly reduces player performance and player experience

**Project Milestones**

Replace this text with Project Milestones.

Key project milestone dates and measurement on schedule, was project schedule adhered to, effectively planned for delivery on-time or ahead of schedule if appropriate.

**Major Technical Achievements**

What are your major technical achievements?

**Project Review**

What went right? What went wrong? What (if anything) is still outstanding/missing (i.e., still left to do)? If starting again, how would you approach this project differently? What advice would you have for someone attempting a similar project in the future? Were your technology choices the right or wrong ones? If you chose the wrong technology, provide justifications for why you think this. What were the implications of your technology choices?

# Conclusions

summarise your work and findings.

**Future Work**

Indicate what might be some next steps to try (if a student next year was going to undertake a project in this area what might be an interesting thing for him/her to examine?).

# References

# Appendices

Replace this text with Appendices.

This might include ethics application and other relevant material e.g. copy of any questionnaires used.