

# PLAY EXPERIENCE ENHANCEMENT USING EMOTIONAL FEEDBACK

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# ABSTRACT

Abstract less than or equal to 1 page one page stating what the thesis is about highlight the contributions of the thesis

# ACKNOWLEDGEMENTS

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# LIST OF ABBREVIATIONS

SCUBA	Self Contained Underwater Breathing Apparatus
LOF	List of Figures
LOT	List of Tables



[1]

# CHAPTER 1

## INTRODUCTION

5 to 10 pages Thesis Statement (one or two sentences) What is your thesis about and what have you done? If you have a hypothesis what is it? How will you test (prove/disprove) your hypothesis? Motivation Why is this problem you've worked on important Goals / Objectives What are you trying to do and why? How will you or the reader know if or when you've met your objectives? \*\*\*\* Contributions \*\*\*\*\* What is new, different, better, significant? Why is the world a better place because of what you've done? What have you contributed to the field of research? What is now known/possible/better because of your thesis? Outline of the thesis (optional)

# CHAPTER 2

## BACKGROUND

8 to 20 pages around 50 to 70 ref [1] More than a literature review Organize related work - impose structure Be clear as to how previous work being described relates to your own. The reader should not be left wondering why you've described something!! Critique the existing work - Where is it strong where is it weak? What are the unreasonable/undesirable assumptions? Identify opportunities for more research (i.e., your thesis) Are there unaddressed, or more important related topics? After reading this chapter, one should understand the motivation for and importance of your thesis You should clearly and precisely define all of the key concepts dealt with in the rest of the thesis, and teach the reader what s/he needs to know to understand the rest of the thesis.

## CHAPTER 3

### GAMES DESIGN ELEMENTS AND THE AFFECT ENGINE

10 to 15 pages - talk about various game design elements, player, npcs and environment and their connection to the play experience - talk about the sensors and the fuzzy framework for emotion recognition and connect that to the game design elements

# CHAPTER 4

## IMPLEMENTATION AND INTEGRATION

10 to 15 pages talk about various aspects of system's implementation and how it is integrated with the interactive technology

# CHAPTER 5

## EXPERIMENTATION

5 to 10 pages talk about the experimentation adequacy, efficiency, productiveness, effectiveness (choose your criteria, state them clearly and justify them) be careful that you are using a fair measure, and that you are actually measuring what you claim to be measuring if comparing with previous techniques those techniques must be described in Chapter 2 be honest in evaluation admit weaknesses

## CHAPTER 6

### CONCLUSION

5 to 10 pages talk about the conclusion State what you've done and what you've found Summarize contributions (achievements and impact) Outline open issues/directions for future work

## REFERENCES

- [1] Nobody Jr. My article, 2006.



# APPENDIX A

## SAMPLE APPENDIX

Stuff for this appendix goes here.

# APPENDIX B

## ANOTHER SAMPLE APPENDIX

Stuff for this appendix goes here.