Introduction to LUDES

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Programa de Engenharia de Sistemas e Computação/COPPE

UFRJ

Where we are

- **UFRJ**
  - Federal University of Rio de Janeiro
  - Previously: University of Brazil
  - One of best Brazilian universities, 1st or 2nd accordingly to the chosen ranking

- **COPPE**
  - Biggest Engineering Research Institute in Latin America

- **PESC**
  - One of top Computer Science graduate course/research program in Brazil

What is in a name?

- Ludology
  - the study of games and gaming
- Engineering
  - the design and manufacture of complex products
- Simulation
  - imitation or enactment, as of something anticipated or in testing
- Although founded in 2010, LUDES got its new name and logo in 2014. Formerly it was known as CLUE

Main Goals

- LUDES is a laboratory created to research Games and Simulations with the tools of Engineering, aiming to understand:
  - What is a game
  - Why people play games
  - What is quality for games
  - How to develop games
  - What are the impacts of games

Who we are

Geraldo Xexéo
D.Sc.
Lab Leader

Claudio Dipolitto
D.Sc.

Renata Araújo
D.Sc.

D.Sc. Candidates

M.Sc. Candidates

Collaborators

Games?

Current Areas of Research

- Game Quality & Attractiveness
- Game Development Process
- Serious Games & Games with a Purpose

Game Quality & Attractiveness

- Why and how people get interested in games
- What keeps a person playing
- How to adapt games on the fly to make them more attractive
- How to measure game quality properties
- Understanding gamer profiles
- Sports/E-sports studies

Game Development Process

- How to model games
- How to automatically play games
  - General Game Playing
- Testing games
- Analyzing game logs
- Game testing and development tools

Serious Games & Games with a Purpose

- Developing games for business training
  - Channel's Conquer (for Intelig)
    - How to develop a telecom representation
  - Kick-off TIM (for TIM Brasil)
    - How to manage a mobile retail franchise
  - The Boss
    - How to manage a software development company
  - The New Space Race
    - How new markets develop
- Passing messages through games
- Games for government

The Challenge of Gambling

- How/What to research gambling in a public institution in Brazil?
  - The business of gambling
  - New forms of gambling
  - The engineering behind electronic gambling
  - Impacts on society
  - Fraud prevention and detection

LUDES
Ludologia, Engenharia e Simulação

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For papers, games and other work, please consult our website