Boss Generation for Kromaia

SVIT

Saint George University

Session organization

5 minutes

1. Presentation: Kromaia and the context of the problem

50-70 minutes

3. Carrying out exercises and questionnaires.

10 minutes

2. Explanation of the experiment: Form and exercises.

15 minutes

4. Focus Group.

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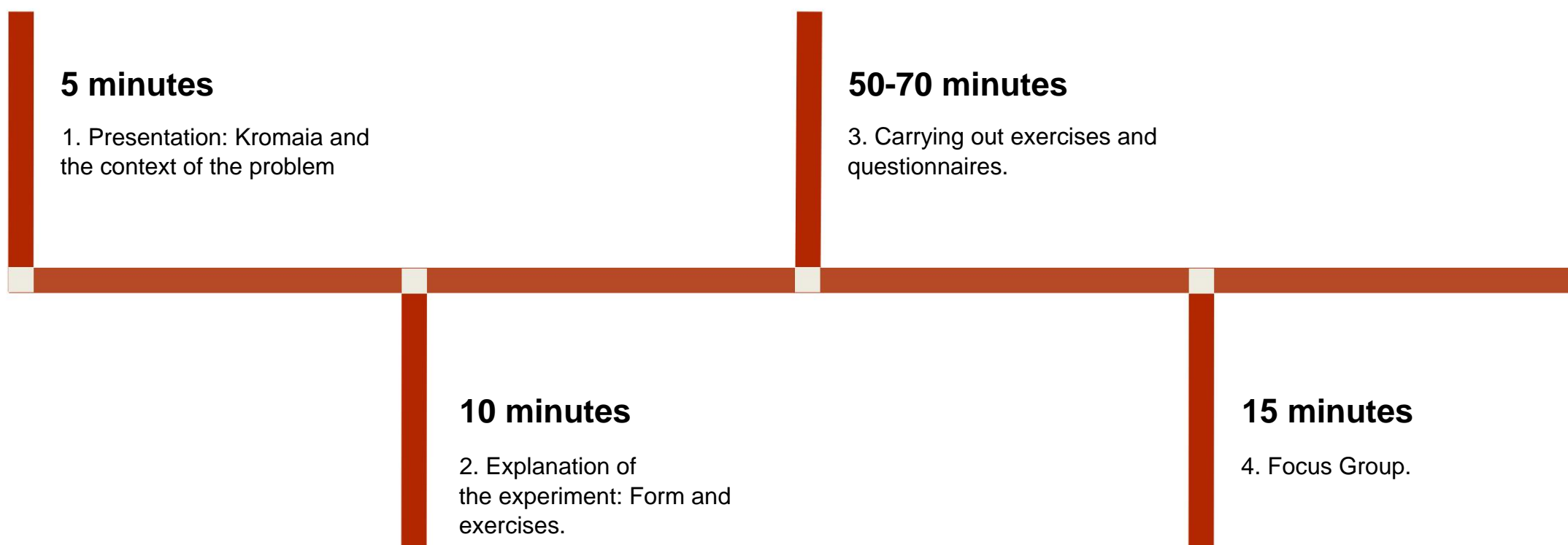
KROMAIA

Frenetic and colorful space shooter for PS4.
In each level the player explores a 3D space
environment with his ship, destroying enemy
'BOSSES' and dodging their attacks.

*A frenetic and colorful space shooter for PS4.
In each level the player explores a 3D space
environment with his ship, destroying 'BOSSES'
enemies and dodging their attacks.*

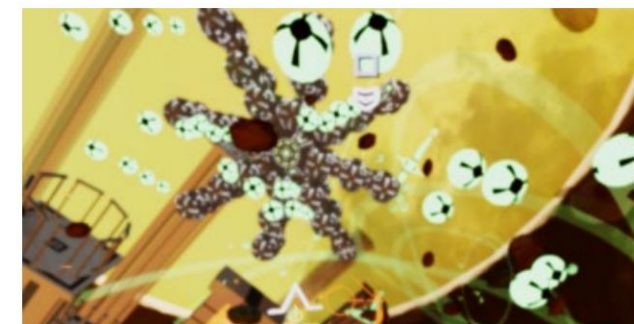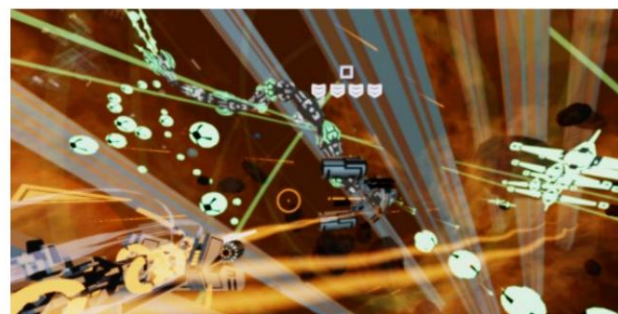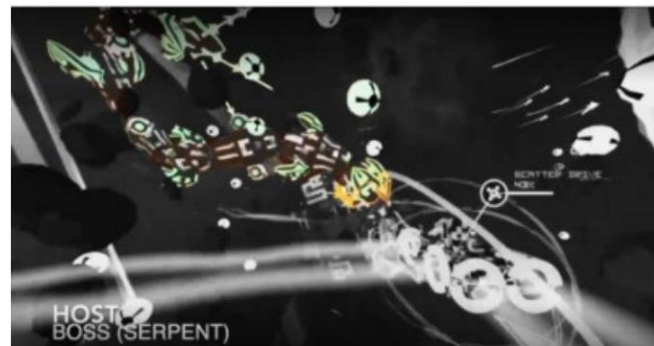**Annual review**   July 25, 2024

KROMAIA
Content generation

From existing bosses and stage elements, new bosses can be generated.

We want to evaluate different boss generation techniques within the Kromaia universe regarding the quality perceived when playing against them.

From existing bosses and scenario elements, new bosses can be generated.

We want to evaluate different boss generation techniques within the Kromaia universe with regard to the perceived quality of playing against them.

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Experiment

1. Information about the experiment (5')

Experimental information

3. MATERIAL AND INSTRUCTIONS BASICS OF THE GAME (10')

MATERIAL AND BASIC GAME INSTRUCTIONS

2. Demographic questionnaire (10')

Demographic Questionnaire

4. Evaluations (x3)

Vermis

Technique 1

Technique 2

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Evaluations x3 (15' approx)

1. Time

(10-15')

Tiempo 1 / *Time 1*

10. ¿Qué hora es? (hh:mm) / *What time is it? (hh:mm)* *

Escriba su respuesta

3. Time

Tiempo 2 / *Time 2*

11. ¿Qué hora es? (hh:mm) / *What time is it? (hh:mm)* *

Escriba su respuesta
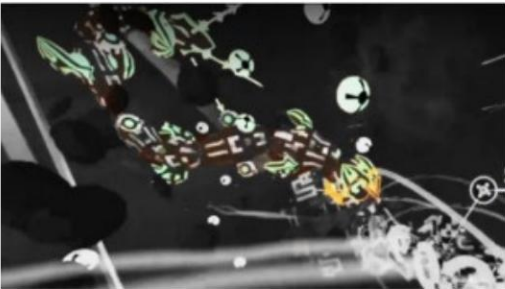
14. Este cuestionario le ofrece la oportunidad de expresar su opinión sobre el contenido del videojuego que ha jugado. Los posibles valores de la puntuación van de:
1 = Totalmente en desacuerdo, hasta 7= **Totalmente de acuerdo**

This questionnaire gives you the opportunity to express your opinion about the content of the video game you have played. The possible score values are from:
1= *Strongly disagree* to 7= *Strongly agree* *

	1	2	3	4	5	6	7
1. El boss está perfectamente integrado en Kromaia/ *The boss is perfectly integrated in Kromaia*	○	○	○	○	○	○	○
2. La dificultad del boss la considero alta / *I think the boss difficulty is high.*	○	○	○	○	○	○	○
3. En ningún momento quise rendirme mientras me enfrentaba al boss / *At no time did I want to give up while facing the boss.*	○	○	○	○	○	○	○

2. Play testing

4. Quiz

Number of games /
Number of games

Number of games
won (boss eliminated) /
*Number of won games
(boss eliminated)*

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Now it's your turn!

FORM

ÿ You each have a letter A, B.

ÿ Choose Link to a form based on
   the letter.

How to access the form?

ÿ PDU of the subject or Chat of the session
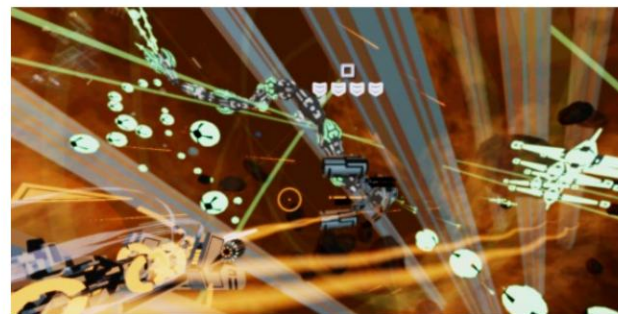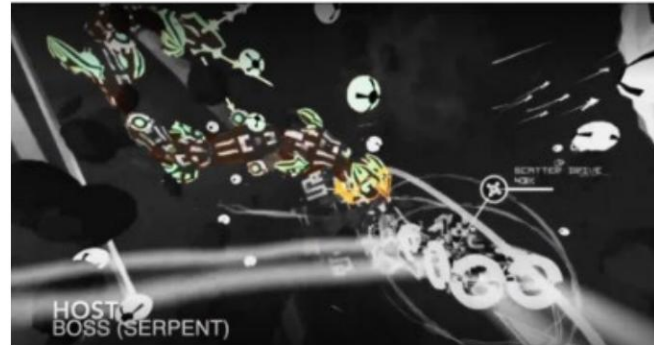   TEAMS

KROMAIA
Content generation

Which Technique

is better?

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Focus Group
(15' approx)

QUESTION 1: Do your results match those of the simulators?
QUESTION 1: Do your results match those of the simulators?

QUESTION 2: Do you think there is an objective way to measure which is the best boss? which is it?
QUESTION 2: Do you consider that there is an objective way to measure which is the best boss? which one(s)?

QUESTION 3: Do you consider it necessary to have a specific profile to be able to evaluate the quality of a video game? Which?
Does it depend on the phase of video game development you are in (design/
implementation/testing/deployment/maintenance)?
QUESTION 3: Do you consider it necessary to have a specific profile to be able to evaluate the quality of a video game? Which one? Does it depend on the development phase of the videogame you are in (design/ implementation/ testing/ deployment/ maintenance)?

QUESTION 4: Do you consider that the questionnaire you have carried out takes into account the profile of the subject who completes it?
QUESTION 4: Do you consider that the questionnaire they have made takes into account the profile of the subject who complete it?

FINAL Have you noticed a difference between the content generated by the two applied techniques?
FINAL Have you noticed any difference between the content generated by the two techniques applied?

Focus Group

QUESTION 1: Which technique do you think is best?

Do your results match those of the simulators?

QUESTION 1: What technique do you think is best?

Do your results match those of the simulators?

Focus Group

QUESTION 2: Do you think there is an objective way to measure which is the best boss? which is it?

QUESTION 2: Do you consider that there is an objective way to measure which is the best boss? which one(s)?

Focus Group

QUESTION 3: Do you consider it necessary to have a specific profile to be able to evaluate the quality of a video game? Which?

Does it depend on the phase of video game development you are in (design/implementation/testing/deployment/maintenance)?

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Focus Group

QUESTION 4: Do you consider that the questionnaire you have carried out takes into account the profile of the subject who completes it?

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Focus Group

FINAL Have you noticed a difference between the content generated by the two applied techniques?

FINAL Have you noticed any difference between the content generated by the two techniques applied?

thank you!

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