

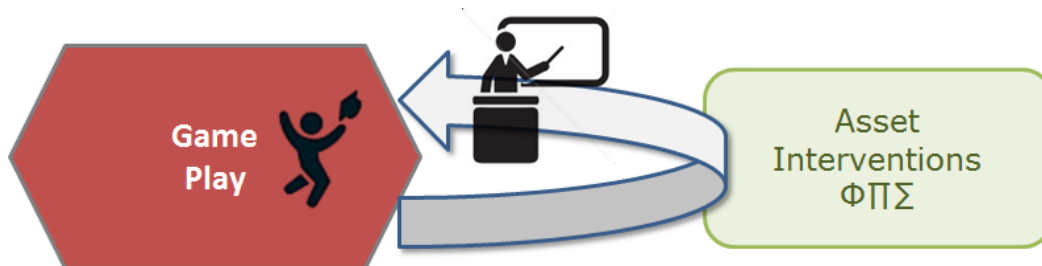
# Cognitive Intervention Asset

TUGraz – T3.4F – Apache 2.0 – Client-side C#



## General Description

This asset enables personalisation to an individual player by specifying and providing interventions (in form of messages or feedback during gaming) that aim at supporting learning – e.g. by prompting reflection on the task goals or by conveying facts. A concrete intervention is triggered based on rules using log data of the players activities. The rules are defined in the authoring tool of the asset. In principle, wanted and unwanted behavior can be modeled and related interventions if such modeled behavior occurs.



## Pedagogical Value

Learners sometimes get stuck on a problem/task or get off from the intended/desired path while playing an applied game. This may lead to difficulties or failure in the achievement of learning objectives. The goal of the Cognitive Intervention Asset is to support players by providing tailored interventions (in form of messages or feedback during game situations) that foster learners' reflection and conscious thinking. The interventions are triggered based on simple rules using basic interaction data (without separate assessment).

## Why a game developer benefits from this asset

The asset provides an easy and meaningful handling of interventions within a game

- Pedagogical model of tailored interventions
  - Responding to problems
  - Enhancing game progress and learning progress
- Explicit modelling of successful action paths and misconceptions
- The asset is generic and can be used by any game
- Authoring tool allows to tailor model of player actions and interventions to individual games

## Further Information

Contact: Alexander Nussbaumer, Christina Steiner, Matthias Maurer

Status: Beta version; Source code and documentation available

Details: <http://css-kti.tugraz.at/projects/rage/assets/>