

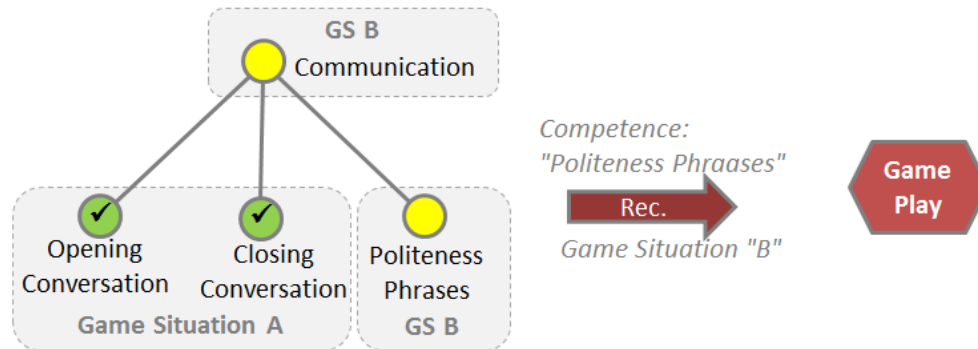


Competence-based Adaptation Asset

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

General Description

The goal of this Competence Recommendation Asset is, given a competence state, to identify competences and game situations that are meaningful to be tackled next. If competences have been assessed before, the current competence state of a player is available. Based on this state, next competences to be acquired and related game situations can be recommended (see example illustration below).



Pedagogical Value

The main value of this asset is to recommend next game situations or competences to learn that fit to the current competence state of a player.

Why a game developer benefits from this asset

These assets allow an easy handling of competences within a game

- Bringing in a psychological model of competence development into game design
- Competences conveyed by a game can easily be defined, structured, and related to the game and its game situations in advance
- The asset enables personalised learning paths during game play
- The same domain model can be reused and shared across 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/>