

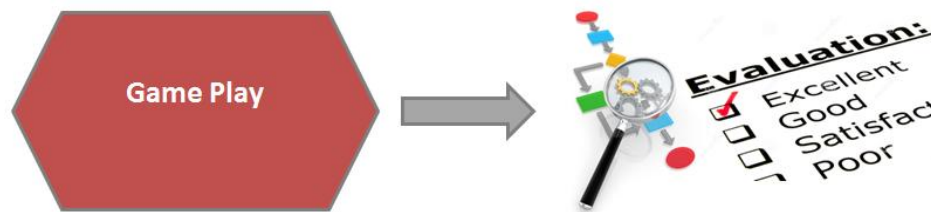
Evaluation Asset



TUGraz – T8.2A – Apache 2.0 (client) and proprietary (server) – Client-side C#, Server-side: Tomcat

General Description

The goal of the Evaluation Asset is to evaluate the RAGE games. This is done by capturing log data of the game, outcomes of selected assets (e.g. motivation assessment, competence assessment), and probably questionnaires. All this data is transmitted to the evaluation service in the background and analysed in terms of their value.



Pedagogical Value

The main value of this asset is to analyse the game including the pedagogical value of a game.

Relations to other assets and components

- Interaction Tracker: The game should send the log data to the interaction tracker, where it is captured and transferred to the evaluation service.

Technical Description and Interface

This asset consists of a client-side and server-side component. The client-side asset collects data from the game and other assets via the Interaction Tracking asset and sends it to the server-side asset through a REST API. The server-side component performs the analysis of this data and provides the evaluation data and results.

Further Information

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Status: Prototype; Available components: application, source code, manual, fact sheet

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