



RAGE

Realising an Applied Gaming Eco-System

EVALUATION ASSET

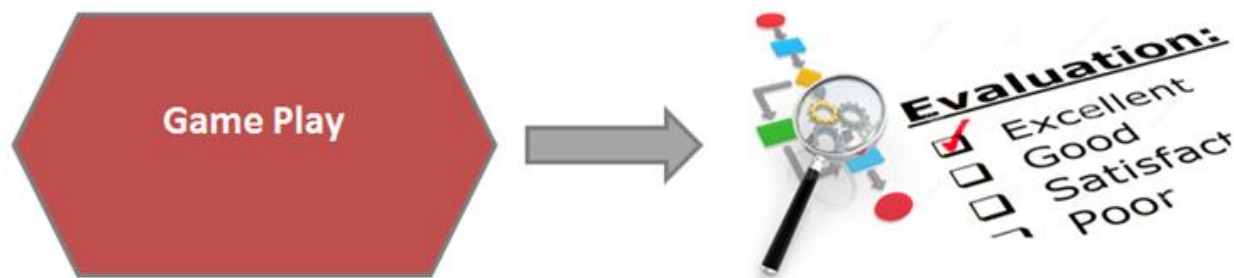
T8.2A

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Overview

- The goal of the Evaluation Asset is to evaluate the RAGE games.
- Capturing log data of the game, outcomes of selected assets.
- All this data is transmitted to the evaluation service in the background and analysed in terms of their value.



Infrastructure / Context

- Implemented as Client side asset
- Sends data to a server in the background.

Needed/Optional Bridges	Needed/Optional Assets
ILog - optional	-
IWebServiceRequest - needed	-

Integration – set up

- The asset needs to be created and server details need to be entered as settings:

```
EvaluationAsset ea = EvaluationAsset.Instance;  
EvaluationAssetSettings eas = new EvaluationAssetSettings();  
eas.PostUrl = "http://tug.....";  
eas.GameId = "testId";  
eas.GameVersion = "version1";  
eas.PlayerId = "testPlayer";  
ea.Settings = eas;
```

Integration – usage

- Submit data to the Asset:

```
ea.sensorData("gameactivity",
              "event=messageplayer&tool=chat&goalorientation=neutral");
```

- Relevant data for the Asset:

Game Event	Parameter	Remarks
gameusage	event	The same for each game.
userprofile	event	Game depending; change of profile settings.
gameactivity	event, goalorientation, tool	Game depending; activities in the game.
gamification	event	Depending on available gamification elements.
gameflow	type, id, completed	Depending on available game flow adaptations.
support	event	Logging of the help functionality/usage.
assetactivity	asset, done	Tracking of the asset activities.

More Information

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