

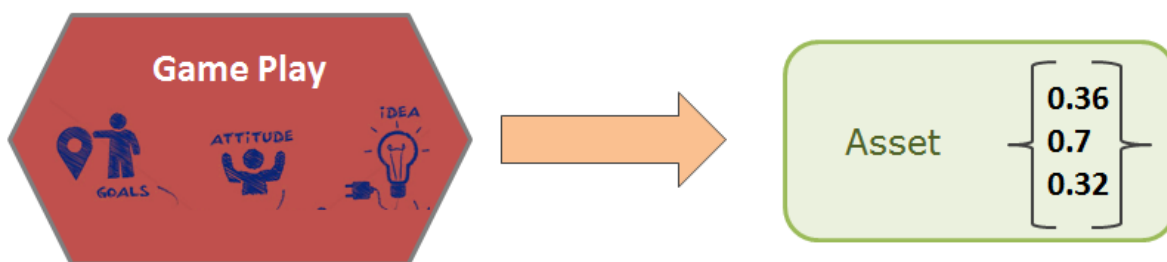
Motivation Assessment Asset

TUGraz – T2.3C – Apache 2.0 – Client-side C#



General Description

The Motivation Assessment Asset aims at assessing the player's motivation to learn while playing a game. One's motivational state is a crucial aspect within a game and strongly influences how often the game is played or if it is positively perceived. By analysing interaction within the game confidence, attention and satisfaction as three components of motivation are measured and provided to other assets for further processing, e.g. to the motivation-based adaptation asset (T3.4) for maintaining or supporting motivation. An initial Demo can be tried out at. [URL]



Pedagogical Value

The key value is that this asset provides information about a gamer's current motivation to learn and its changing states over gaming episodes. The motivation assessment is done non-intrusively and may be used for adaptation of the game in order to maintain and enhance motivation.

Why a game developer benefits from this asset

This asset allows an easy handling of motivation within a game

- Bringing in a psychological model of motivation into game design
- Motivational aspects and their behavioural indicators within the game can easily be defined
- Motivational assessment rules can be adapted without changing the game

Further Information

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Status: Beta version; Source code and documentation available

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