# Motivation-based Adaption Asset

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

General Description

This asset will enable adapting a game to an individual player's current motivational state identified through the motivation assessment asset. Based on a menu of adaptation types and adaptation rules defined in the asset and made available in the game, motivational interventions within a game situation (e.g. encouraging feedback) or adaptations for the next game situation (e.g. change of difficulty) are triggered.
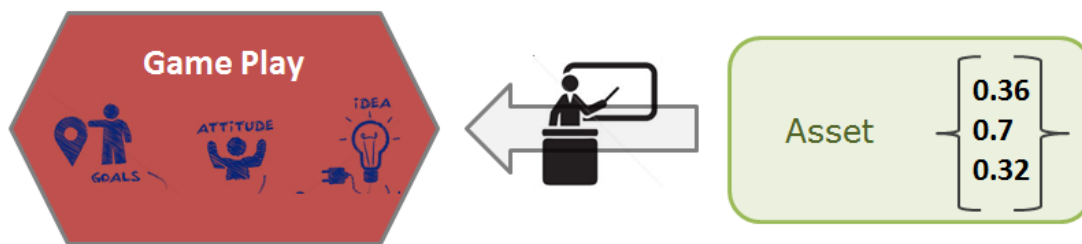
Pedagogical Value

The game can adapt to a players motivational state (monitored via T2.3) in terms of feedback and game play. Motivation to learn and thus, interest to play the applied game is supported. Interventions to maintain motivation can be provided during gaming experience only to those players, for which actually a lack or decrease of motivation is assumed.

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 interventions 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/