

Player Profiling Asset


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



General Description

This asset will allow the adaption of a game tailored to an individual player's characteristics before the start of the game – e.g. game pace or game elements. This is realised as initial adaption when a player enters a game for the first time based on the responses of the player to short questionnaires on relevant characteristics and personality traits (e.g. sensation seeking, goal orientation). The Player Profiling Asset provides such a questionnaire on its Web interface and delivers derived values that define the game adaptation. The authoring tool of the asset allows to modify existing questionnaires and to create new questionnaires.

	Disagree	Partly D.	Unsure	Partly A.	Agree
Are you interested ...	x				
Are you confident ...				x	
Are you capable ...					x
Are you motivated ...			x		



{
 0.3
 0.76
 0.12
 }

Pedagogical Value

Learners differ in many different characteristics – their personality traits and preferences. The Player Profiling Asset takes into account these characteristics and tailors (applied) games to them. This helps creating more enjoyable and motivating game experiences and, in the end, supports learning. Based on personality questionnaires these characteristics are assessed and translated in a set of values that are used by the game for the pre-adaptation.

Why a game developer benefits from this asset

This asset allows adapting a game to personal characteristics

- Established psychological personality questionnaires can easily be used to build a player profile
- Alternatively, custom personality questionnaires can be created
- The calculation of the user profile from the questionnaire results can be adjusted

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/>