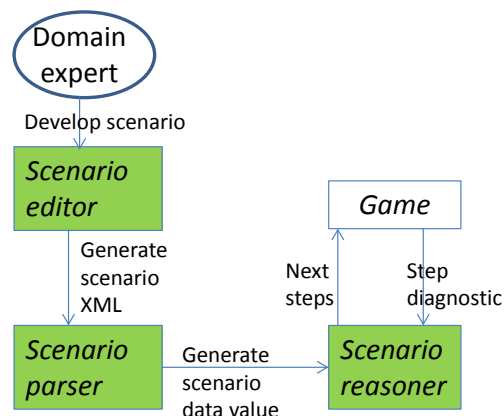


Step-based competency assessment asset

The Step-based competency assessment asset (called scenario reasoner from now on) 'parses' and 'reasons' an communication scenario xml following the schema of <https://github.com/UUDSL/scenario/blob/master/scenarioLanguage.xsd>

This asset is typically used in a game in conjunction with the asset communication scenario editor. It consists of a parser to read the XML output from the editor and a reasoner to provide information to a game about the possible next steps at each step in the series of interactions. The relation with the editor and a game is shown below.



What does the scenario reasoner do?

The scenario reasoner parses an XML file containing a scenario produced in the scenario editor, and returns a value of an (abstract) scenario data-type. A game using the scenario reasoner interacts at run-time with the scenario reasoner using the ID of the parsed scenario. The reasoner then provides information about the possible following steps at each step in the series of interactions. The scenario reasoner also returns incremental scores and emotional effects to the game.

When should a game developer use the scenario reasoner?

The Step-based competency assessment can 'parse' and 'reason' any communication scenario xml that follows the schema of <https://github.com/UUDSL/scenario/blob/v4.0.0/scenarioLanguage.xsd>

Technologies

The scenario reasoner is a web-service that offers its services through JSON-RPC or XML-RPC. The asset is implemented in Haskell and the Ideas framework from Utrecht University. Being a web-service, the services can be called from software implemented in any language (C#, Javascript, etc). Originally developed as a server-side asset, now this asset can also be installed client-side and used for example in a Unity based game. We have also plans to develop a C# library that handle all calls to this assets synchronously. This library would enable easier integration in a C# game.

When can I start using the Communication scenario editor?

The beta version of this asset is available in GitHub (<https://github.com/UURAGE/ScenarioReasoner>).

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