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| **Bachelorarbeit - Anmeldung** | | https://lh4.googleusercontent.com/pueS7Mki8ofzrrccEWJbQUKgmSEnECV4EbOy8uNZR3elFEgmIAwUEb7vlrRzeaa4sNdop_Uwu3C0a8ghUhhH36cyKaNVUzKk4drw5YekjyiRUnMWgjBxENhjDWlBTJX6Rnv6_DMF | | | |
| **Studentenname** | Ansohn McDougall, Benjamin | **BA-Typ** | Intern | **Ausgabedatum** | 01.05.2022 |
| **Abgabedatum** | 01.08.2022 |
| **1. Betreuer** | Fabio Anthony  Studiengang E & I  Büro: 18-2.02  Tel.: +49 (0)451 300-5759  E-Mail: Fabio.Anthony@th-luebeck.de | **Technische Hochschule Lübeck**  **Fachbereich Elektrotechnik und Informatik**  **Mönkhofer Weg 239**  **23562 Lübeck** | | | |
| **2. Betreuer** | Prof. Dr. Norbert Reintjes | | | | |
| **Thema** | *“Unreal Goes Seriously Green - Raising Environmental Awareness through a Serious Game Developed In Unreal Engine 4“* | | | | |
| **Beschreibung** | *Summary:*  *“Serious games are often developed in a far too serious manner. They often lack the fun elements and have a heavy focus on the serious message which is to be conveyed. The goal of this Bachelor thesis is to develop a serious game starting with the game idea and superimposing the serious message, in our case raising environmental awareness, as the underlying story of the game. The Unreal Engine 4.26 is to be used as the development platform and the final game deployed as an Android App.”*  *Task:*   * *Definition and typical weaknesses of “Serious Games”* * *Classification of entertaining elements in Games* * *Development of a “Serious Game’ in Unreal Engine 4.26* * *Facilitation of the Unreal Engine’s visual scripting language “Blueprints”* * *Usage of the C++ language for the base classes of the game.* * *Deployment on Android* | | | | |