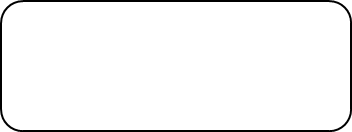
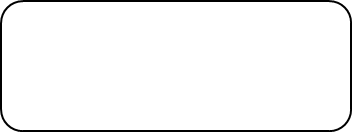
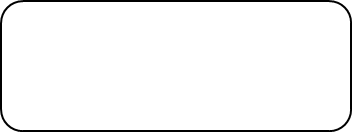
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Automatisch generierte Beschreibung

OLD

**Interface to specify experiment parameters and to update the model implemented in the code**



*Upload function for*

*lists with parameters*

fun

participant-friendly

*Templates of similar experiments that the “game designer” would choose from*

Improve game controller with gamification features and provide an interface

Integrate simple, casual, game mechanics in the game controller (e.g., basic platformer/shooter)

*Interface to change the assets of the game (players, backgrounds, sounds, rewards, etc.)*

easy to use, clean design

update button

*pop-up to change parameters*

must work with the existing app

*buttons/sliders for each adjustable asset*

Unity Plugin

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Automatisch generierte Beschreibung

NEW

Buttons to choose from

**Interface to let user choose from a list of experiment-buttons, which can be updated externally, without having to tinker with the code**

Researcher doesnt have to change anything in the code!!!

Home/Back Button

High score system

Everything must work with the existing implentations of experiment et cetera

Unity plugin

Clear distinction between experiment taker and researcher -

Implement a similar experiment called “reverse-learning” and make an interface for it

Take information from a csv file to generate experiments, change parameters according to the file and generate needed number of buttons, assign the correct experiment code to the correct button

Participant- friendly