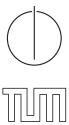# Intelligent Support
for non-linear Serious Games

Bachelor's Thesis in Computer Science

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Outline

1 Introduction

2 Intelligent Learning Framework

3 Outlook

Problem Statement

games, learning, politics, etc.

Overview

what are serious games? serious games are a bussines quote

Frame 3

What do I mean with non-linear games?
What are the problems when supporting non-linear games?

Introduction
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Non Linear Games

Intelligent Learning Framework
○○○○○○○○

Outlook
○○○

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Examples

example of a serious game

Physics

block one

Food Force

block two

Introduction
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Intelligent Learning Framework
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Outlook
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Overview   6

Goals

show whats the goal of the framework

Introduction
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Intelligent Learning Framework
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Outlook
OOO

Overview 7

Pedagogical Agents

short introduction of pedagogical agents

Introduction
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Intelligent Learning Framework
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Outlook
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Game - Framework Communication

how it connects with the game

Use Cases

use cases

Introduction
Intelligent Learning Framework
Outlook
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From Actions To Problems
10

Topology

topology action

Introduction
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Intelligent Learning Framework
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Outlook
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From Actions To Problems   11

Action, Interaction, Event

interaction, event

Introduction
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Intelligent Learning Framework
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Outlook
○○○

From Actions To Problems 12

Flow of Events

flow of events through the system

Introduction
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Intelligent Learning Framework
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Outlook
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From Actions To Problems
13

Problem Detection

pattern matching with state machine, regex, blurry match —¿
object design

Future Work

language to describe interactions and patterns
use AI / machine learning to learn interactions and patterns
extend the framework with above technologies
test the framework with various games

One Laptop Per Child

explain the project, whats the connection to ILF

Developers Programme

how does it work, what do they expect, what do they provide

Literature I