

# Related Work & Background

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## Game Design

- Enjoyment in games
- Game Design Principles
  - Central Factors
  - Testing
- Player Preferences
  - Goal-Directed Design
  - Task-Centred System Design
  - Requirements in Race Games
- Skill level progression and level design
  - Assistance systems
    - Other Games: Aim...
    - Race Games: Break...
  - Level Generation
    - Automated Level Generation
    - Factors a level is fun
    - Laser Scanning
  - Racing simulation

## Racing Algorithms

- Artificial Intelligence
  - Artificial Intelligence in Video Games
  - Autonomous Vehicles
  - Dynamic Competition Balancing
- Ranking Systems
  - Rating systems
  - Sports rating system
  - Elo system
- Measuring Driving Performance
  - Performance Assessment Methods
  - Driver Performance Metrics
  - Spatiotemporal Pattern Recognition

## Games Psychology

- Personality traits
  - Personality Theory
  - Big Five
  - Sensation Seeking
- Learning and Motivation
  - Cooperative Motivation

- Basic Elements of Cooperation
- Competitive Motivation
  - Rivalry in Sport
  - Competition as Motivation
- Measuring Motivation
- Driving and Risk taking
  - Risk Taking Behaviour
  - Reckless driving