Background and Related Work

**Race Games and Simulators**

**Game Design**

Game Design Principles

Idea

Preparation

Development

Deployment

Central Game Innovation Principles

Central Game Creation Principles

Central Game Balance Principles

Central Game Troubleshooting Principles

Enjoyment in Games

Cognitive Benefits

Social Benefits

Emotional Benefits

Motivational Benefits

Incorporate Player Preferences

Understanding the Player-Base

Development Guidelines

**Gamer Psychology**

Personality Theory in Games

Personality Based Individualisation in Games

Big Five Personality

Big Five and Gaming

Big Five and Driving

Sensation Seeking

Sensation Seeking and Gaming

Sensation Seeking and Driving

Learning and Motivation

Cooperative Motivation

Cooperative Motivation in Video Games

Competitive Motivation

Rivalry in Sports

Measuring Motivation

Driving and Risk taking

**Racing**

Race Game Algorithms

Player Skill Level in Race Games

Assistance Systems in Race Games

Ranking Systems

Measuring Driving Performance

Summary