Booyaa - An Interactive Simulation on Transcendent Manifestations*

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ABSTRACT

"the only part of your paper most people will ever read" "describing why you did what you did followed by a brief description of your study design, a synopsis of the results, and a clear what-it-all-means message at the end"

1. INTRODUCTION

- introduce the general topic
- introduce to your idea and your methodology
- in this context you conclude the introduction with an outline of the remainder of the paper, e.g. "[...] in Section 2, we provide a brief survey on related work around developmental systems and interactive art installations. Section 3 presents..."

2. RELATED WORK

- comprehensive background survey
- explanations of the related methodologies
- summaries of their achievements and their shortcomings
- references to seminal publications
- how did other works inform yours?
- what are those other works about?
- how is your work related to other works?
- important: what is different?

3. MODELS AND METHODS

- explain what you did
- explain how you did it
- explain why you did it that way

*"It should convey simply what the paper is about rather than describing its detailed contents [...] Ruthlessly prune unnecessary words and keep it as short as possible."

This is the focus of your report (should make up for about four of the six pages of your report). I recommend first describing the "big picture": summarise the overall flow of your interactive simulation. Then dive into the details. Depict (in figures and diagrams) the different scenes/screens the user finds himself in, explain what he can do and how his actions are intertwined with the simulation model. How does the GUI work, how does the UI work, what is important about the UX, what is the most important usability feat? What is the learning/training/exploration goal, how do you achieve it? Etc.

4. PROJECT REQUIREMENTS

In this section, you should briefly describe, how the aforementioned models and methods that you developed address the project requirements.

4.1 Science

- CoSMoS compliant
- validity
- innovation
- scientific context
- exploration value
- model representation

4.2 Gamification

- interaction possibilities
- interaction guidance
- game elements
- relatedness
- competence
- autonomy

4.3 Complexity

- learning processes
- conveyed complexity
- model complexity
- real-time methods

4.4 Aesthetics

- design principles
- art work/CG design
- novelty
- informativeness
- efficiency

5. SUMMARY & FUTURE WORK

- summarise your work (motivation, concept, implementation, fulfilment of the requirements)
- describe what you would like to do next in the context of the presented work
- why is the presented work a good starting point for these ideas?
- where would be the benefit of the outlined future work?

6. REFERENCES

[1] J. A. Goldsmith, J. Komlos, and P. S. Gold, *The Chicago guide to your academic career: A portable mentor for scholars from graduate school through tenure*. University of Chicago Press, 2010.

[2] J. Lilleyman, "How to write a scientific paper–a rough guide to getting published.," *Archives of Disease in Childhood*, vol. 72, no. 3, pp. 268–270, 1995.

[3] S. M. Rogers, *Mastering scientific and medical writing*. Springer, 2007.

[4] R. Snieder and K. Larner, *The art of being a scientist: a guide for graduate students and their mentors*. Cambridge University Press, 2009.