

CE810 - Game Design 2

Assignment

Joseph Walton-Rivers & Piers Williams

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University of Essex

Last assignment

In groups, take a game developed as part of the game design hack and use AI experiments to determine two experiments for human player testing. Perform play testing on these variants recording relevant results and give a presentation with these findings.

- Form groups

Phase 1

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- Select a game from the hack

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- Tinker Time

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- Tinker Time
- Identify key parameters to explore
- Identify metrics to measure

- Implement experiment and metrics

Phase 2

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- Perform AI Experiments

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- Analyse results to find a good and a bad example

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- Implement experiment and metrics
- Perform AI Experiments
- Analyse results to find a good and a bad example
- Perform user testing on these games to validate AI predictions

- Write report explaining everything

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- Give presentation to others

- Game logs (TBI)

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- AI Logs (TBI)

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- AI Logs (TBI)
- Gameplay metrics are possible

- Slide 5 from evaluation talk

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- Questionnaires (Google forms are good)

- Remember that ...

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 - Only the report and presentation are marked

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 - Don't overlook them

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 - Results not in them, don't exist