Adaptation and Assessment (TwoA) asset in C# (v1.1)

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Title
Adaptation and Assessment (TwoA) asset in C# (v1.1)

Authors
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Abstract
Developed within the RAGE project funded by EU within Horizon2020 program. This asset enables a real-time automatic adaptation of game difficulty to player's expertise level. The adaptation algorithm makes use of a stealth assessment algorithm that assigns difficulty ratings and expertise ratings to the players and the game modules respectively. The asset tracks changes in these ratings allowing assessment of players' learning progress either by players themselves or by instructors. This is the version written in C# language.

Screen shots
none

Version & change log

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Source code
https://github.com/rageappliedgame/HatAsset
https://github.com/rageappliedgame/HatAsset/tree/3e04ee1c1d7df2963c96426be43d717d19b5772d

Source code license
Apache License, Version 2.0

Installing the project
https://github.com/rageappliedgame/HatAsset/tree/3e04ee1c1d7df2963c96426be43d717d19b5772d/TestApp

Dependencies
RAGE Client-side Asset Architecture: https://github.com/rageappliedgame/AssetManager

References