What serious game studios want from ICT research: identifying developers' needs

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RAGE

Realising an Applied Gaming Eco-System

What serious game studios want from ICT research: identifying developers' needs

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Needs analysis:

“What do you want us to do?”

- “Us” = the RAGE project, offering advanced game technologies
- “You” = (serious) game studios

Structured interviews among European (serious) game studios

Overview

1. What is the RAGE project? (90%)
2. What do we want to know? (5%)
3. What are the outcomes? (5%)

Overview

1. **What is the RAGE project?** (90%)
2. What do we want to know? (5%)
3. What are the outcomes? (5%)

The RAGE project

- H2020 Research and Innovation Action in advanced gaming technologies (ICT-21)
- Partners from
 - Games Industry
 - Research
 - Education and Training
 - Business Innovation

To support (serious) game studios with new technologies

Advanced software modules

RAGE software asset architecture

What software assets??

AI reasoning

Covert assessment

Gaming analytics

Natural language understanding

ReaderBench framework

Procedural animation

Game adaptation algorithms

Up to 40 software modules....

- Social gamification
- Player modelling
- Dialogue authoring
- Multiplayer dialogue analysis
- Emotion appraisal
- Emotions and decision making
- Emotion production
- Identity driven agents
- Competence modelling
- Game evaluation
- Storytelling
-

Overview

1. What is the RAGE project? (90%)
2. **What do we want to know?** (5%)
3. What are the outcomes? (5%)

What do we want to know?

Overview

1. What is the RAGE project? (90%)
2. What do we want to know? (5%)
3. **Some of the outcomes** (5%)

Technologies used

Priorities?

Emerging technologies

Connect to RAGE

- Game studios/ game developers
- Teachers/educators
- Researchers
- IT developers

www.rageproject.eu

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