Realising an applied gaming ecosystem

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Realising an Applied Gaming Eco-System

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www.rageproject.eu

Wim Westera, Open University of the Netherlands

ICT components for applied games

Open repository for ICT components

1) Use our ICTs

2) Bring your ICTs

1. Use our ICTs

- 32 alpha components (server-side/client-side)
- Not just for games!

Real-time emotion recognition

Learning analytics

Performance statistics

Software assets inventory

<table>
<thead>
<tr>
<th>Asset name</th>
<th>Short description</th>
<th>More details</th>
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<tbody>
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<td></td>
</tr>
<tr>
<td></td>
<td>client-side</td>
<td></td>
</tr>
</tbody>
</table>

Real-time emotion recognition

Learning analytics

Performance statistics
Virtual human controller

Automated adaptation

Social gamification

and more...

- Competence assessment
- Data tracking
- Domain model
- Arousal through galvanic skin responses
- Emotional appraisal
- Social importance dynamics
- Role play character
- Dialogue editing
- Player profiling
- ...

2. Bring your ICTs

- Make your technologies available
- Adjust to the portability architecture
- Details at

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