

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

Citation for published version (APA):

Nyamsuren, E. (Author). (2016). Adaptation and Assessment (TwoA) asset in C# (v1.1). Software

Document status and date:

Published: 17/03/2016

Document Version:

Peer reviewed version

Please check the document version of this publication:

- A submitted manuscript is the version of the article upon submission and before peer-review. There can be important differences between the submitted version and the official published version of record. People interested in the research are advised to contact the author for the final version of the publication, or visit the DOI to the publisher's website.
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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

Version	Date	URI
1.1	17-March-2016	https://github.com/rageappliedgame/HatAsset https://github.com/rageappliedgame/HatAsset/tree/3e04ee1c1d7df2963c96426be43d717d19b5772d

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

Nyamsuren, E., van der Vegt, W., & Westera, W. (2017). Automated Adaptation and Assessment in Serious Games: a Portable Tool for Supporting Learning. In Proceedings of the Fifteenth International Conference on Advances in Computer Games 2017 (ACG2017).