

Adaptation and Assessment (TwoA) asset in TypeScript (v1.0)

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Title

Adaptation and Assessment (TwoA) asset in TypeScript (v1.0)

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 TypeScript language.

Screen shots

none

Version & change log

Version	Date	URI
1.0	23-Aug-2016	https://github.com/rageappliedgame/HATAsset_TS https://github.com/rageappliedgame/HATAsset_TS/tree/4bdcc1a3f32ac149f2bdd42481d7671ba3298ee8

Source code

https://github.com/rageappliedgame/HATAsset_TS
https://github.com/rageappliedgame/HATAsset_TS/tree/4bdcc1a3f32ac149f2bdd42481d7671ba3298ee8

Source code license

Apache License, Version 2.0

Installing the project

https://github.com/rageappliedgame/HATAsset_TS/tree/4bdcc1a3f32ac149f2bdd42481d7671ba3298ee8

Dependencies

RAGE Client-side Asset Architecture: https://github.com/rageappliedgame/asset-proof-of-concept-demo_TypeScript

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).