Modern game design places an increasing focus on the player, in order to create customised adaptive gameplay experiences. This allows for greater immersion, increased player satisfaction, and a higher replay factor. Academic research, however, is still investigating how best to adapt games to player attributes, such as personality type and preferences.

A previous thesis created a prototypical survival game that allows many different styles of gameplay. Based on the player behaviour, it was able to provide a slight adaptation towards an increased variety of similar game elements (e.g. more opponents for players that liked fighting). The adaptation mechanism holds great promise to explore the player type - game element design space in more detail.

This thesis will build upon the previous thesis's existing prototype to focus on more extensive adaptive game mechanics. Depending on player behaviour, the game should be able to offer more similar game elements and mechanics. Finally, the thesis will investigate how people react to player-based changes in-game. As part of a Master's thesis, this would include the comparison with random game changes, and changes opposite to player preferences.

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