



# Player Type Knowledge Base for PCG in Serious Games

## Open Bachelor Thesis

### Background

Serious games are designed to train and educate players, rather than focusing only on entertainment. With this focus on the player's learning progress, most serious games attempt to provide a high degree of adaptivity to the player. For this purpose, there are a number of player type models in the relevant literature.

### Thesis Focus

The main contribution of this thesis consists of the creation of a knowledge base for different player types, capable of depicting corresponding criteria for the procedural content generation (PCG) of game elements and mechanics. Finally, the association between player types and game elements should be implemented in an exemplary manner within a Unity-based game environment.

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