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## **Event Logging and Analysis in Serious Games**

# **Open Master's Thesis** (potential abridgement as Bachelor thesis)

#### Background

Serious games are designed to train and educate players, rather than focusing only on entertainment. While there are many ways to explicitly detect a learner's affective state and learning progress, serious games also offer the possibility of gaining implicit information about the state of the player, via the real-time logging and analysis of game events.

### **Thesis Focus**

This thesis begins with an investigation of implicit interactions and game events relevant to serious games. Based on the analysis of real-time game events, it should then provide a classification of possible predictions regarding the player's affective state (e.g. "satisfied", or "frustrated"). This is to be implemented with a simple puzzle game. Finally, a user study will be con-

# ducted to evaluate the efficacy of implicit game event logging for serious games.

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