



# Player Motivation & eLearning

## BA & MA Thesis Topic Areas

## Player Motivation in Games

Maximizing player motivation is key to making (serious) games successful. Not only does it increase players' attachment to the game; it has also been found to be beneficial for learning success. Currently, research is lacking in determining which game elements or combinations thereof are especially motivating.

Theses in this area can focus on developing games to showcase specific elements and evaluate their effect in user studies.

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## Player-Game Adaptivity

In an increasingly individualized world, adapting (serious) games to player characteristics is the next big thing. Theses in this area shall research the effect of adapting game elements during runtime. Which elements are eligible for adaption? How could the actual adaption be designed? How far can elements be adapted without negative effects?

Theses in my area will focus on adapting games with the goal of maximising player motivation, based on potential player type and learning preferences. For more topics concerning adaptivity, please see the other bulletins.

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# Games in eLearning

ELearning systems are embraced and adopted more and more in the current education landscape. However, few truly effective learning games exist. For an Ulm University project, theses in this area will focus on designing, implementing and testing eLearning games.

Potential learning content for the games ranges from media informatics to psychology as well as circuit board design.

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## eLearning Technology

Elearning systems can seldomly be used straight out of the box. Each educational institution needs to adapt systems like Moodle for their own specific purposes.

Theses in this area include game design as well as web development.

Can serious games be incorporated seamlessly into Moodle courses? Is it possible to exchange data about progress and achievements between Moodle and HTML5 games? Can Moodle interpret results from multiplayer games? How can Moodle adapt courses based on game information?

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