

Adaptation of Storylines to Facilitate Collaboration in Serious Games

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Serious games are designed with the intention of improving some specific aspect of learning, and players come to serious games with that expectation. Serious games are becoming increasingly important both in education and training environments. Companies are starting to use them either for training their staff or as a way to make advertisements to potential customers.

Although serious games can be very engaging by being visually attractive and by simulating a professional environment, they are often too predictable, impersonal and not so user-centric. To address these issues, a number of research works have recently been performed on adaptations where the virtual scenario adapts according to what and how the players need to learn in a given context. Most of their work focuses on adaptation for single user. But it is also very important to look at serious games with multi-user capabilities. This is challenging as the virtual scenario should adapt according to a group of players having different skills and having to learn a common goal. The adaptation should also aim at re-enforcing collaboration among a group of players performing a certain task in order to give a better sensation of team spirit.

The presentation will describe initial works done on an approach that helps authors to create virtual adaptive storylines for serious games having multi-user capabilities.