

GAMEPLAY MORPHING

ROGER PLANES CAMPRODON

ENRIC MARTÍ GODIA

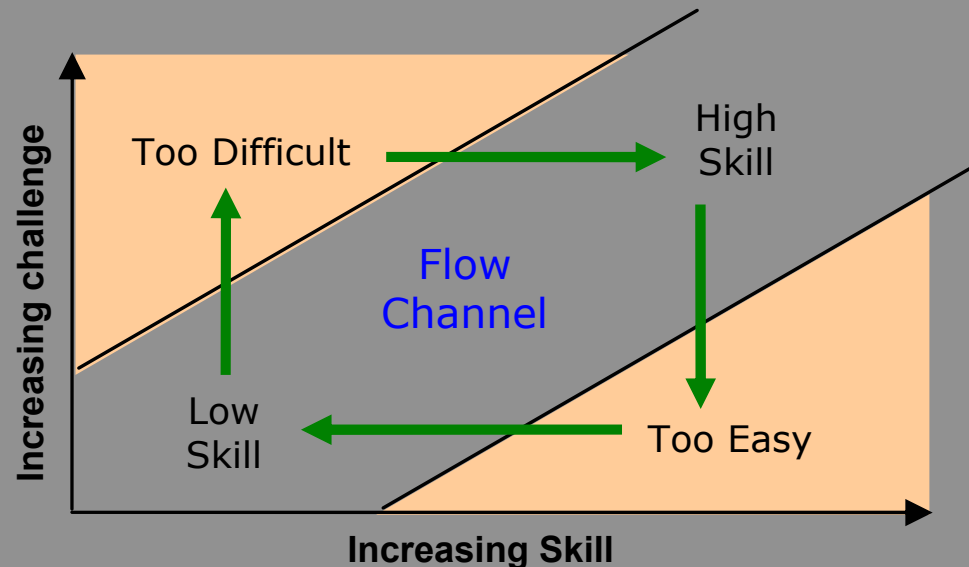
FEBRUARY 2010

CONTENTS

1. INTRODUCTION
2. GAMEPLAY MORPHING REQUIREMENTS
3. PROJECT DEVELOPMENT
4. RESULTS
5. CONCLUSIONS & IMPROVEMENTS

1. INTRODUCTION

- DIFFICULTY ON GAMES
 - SETTABLE DIFFICULTY LEVELS
 - DYNAMIC DIFFICULTY ADJUSTMENT



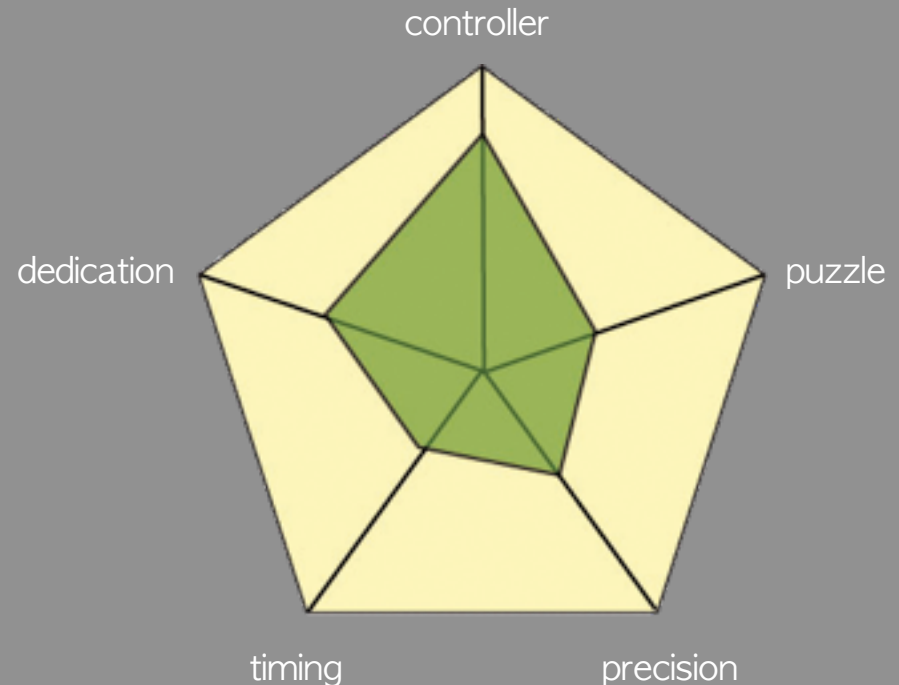
PROJECT GOALS

- DEFINE REQUIRED SKILLS TO PLAY VIDEOGAMES
- CREATE A GRAPHICAL WAY TO DISPLAY THE SKILLS
- DESIGN A TEST TO EVALUATE THESE SKILLS
- IMPLEMENT THIS TEST FOR THE NINTENDO DS SYSTEM

2. GAMEPLAY MORPHING

- SKILLS :
 - CONTROLLER
 - PRECISION
 - PUZZLE SOLVING
 - TIMING
 - DEDICATION

- GAMERSHAPE



GAMEPLAY MORPHING

- SINGLE PLAYER
- MULTIPLAYER
 - COOPERATIVE
 - VERSUS

3. PROJECT DEVELOPING

EVALUATE SKILLS

- PRECISION : THE SHOOTING TARGETS
- CONTROLLER : COMBO MAKING & BUTTON TAPPING
- PUZZLE SOLVING : THE DOOR, HIDDEN NUMBERS & MEMORY TEST
- TIMING: RESPONSE TIME
- DEDICATION : POSSIBLE USE OF HINTS IN THE PUZZLES

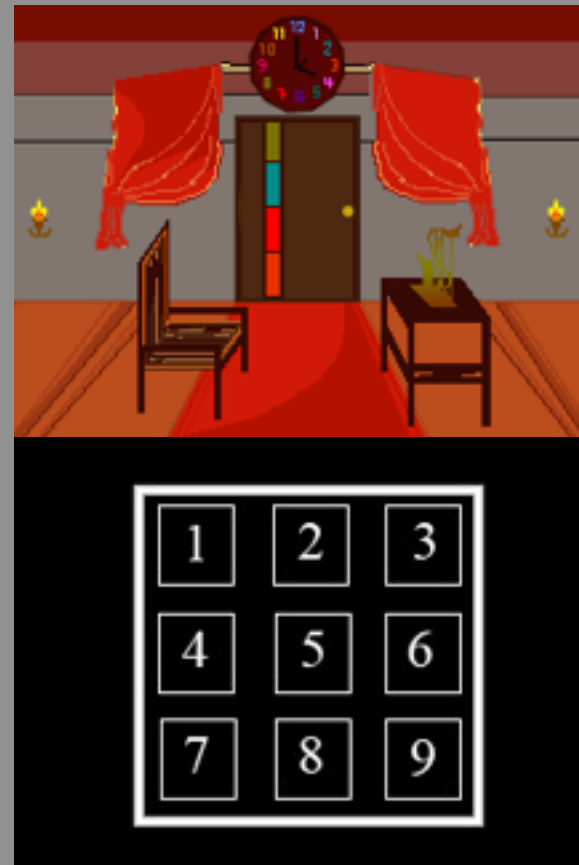
SHOOTING TARGETS

- USE OF SPRITES
- THREE ROUNDS
- OUTPUT = NUMBER OF TOUCHED TARGETS



THE DOOR

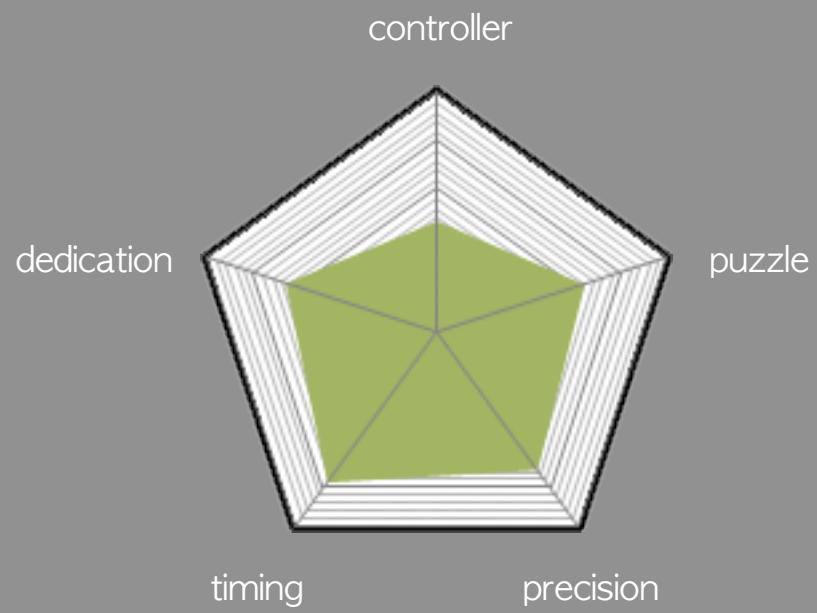
- USER HAS TO FIND THE CORRECT SEQUENCE OF NUMBERS BY WATCHING THE PICTURE
- POSSIBILITY OF GETTING A HINT



4.RESULTS

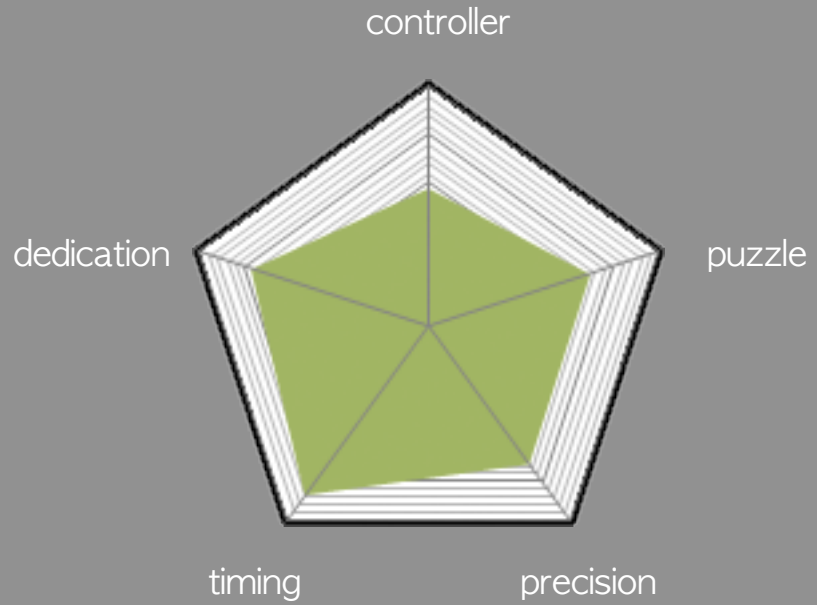
- PEOPLE THAT PLAY VIDEOGAMES HAVE BETTER SKILLS (SURGEONS, ARMY, REACTION TIME).
- RESULTS OBTAINED FROM 50 TEST
- 25 GAMERS & 25 NON-GAMERS
- 33 MEN & 17 WOMEN

AVERAGE GAMERSHAPE

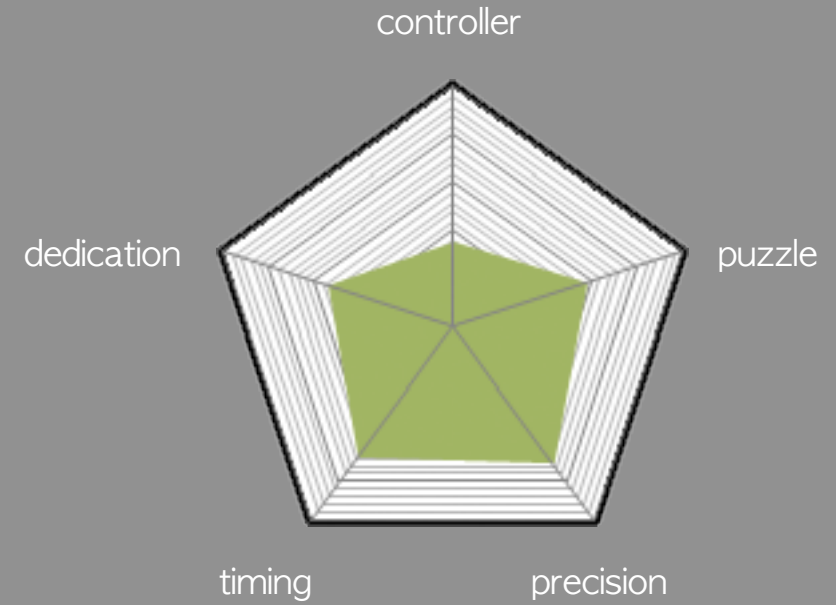


controller	puzzle	precision	timing	dedication
46	64	71	78	66

GAMERS & NON-GAMERS



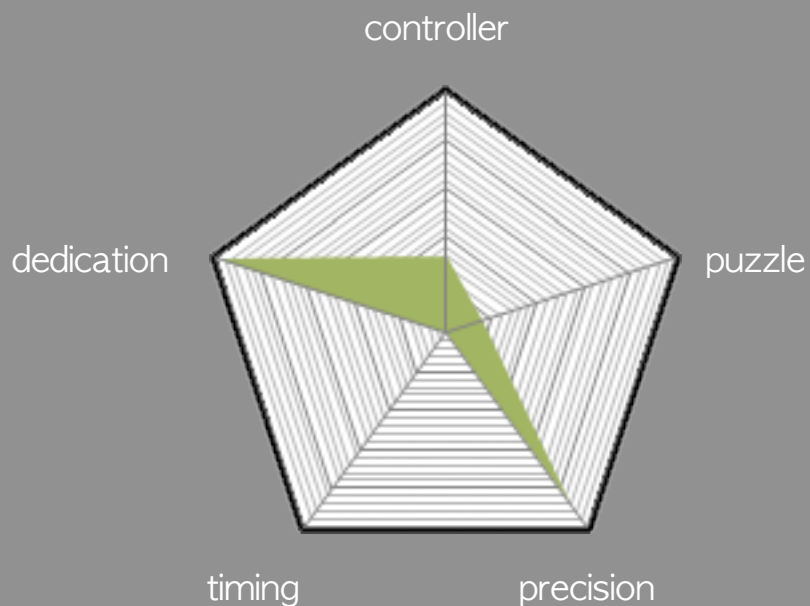
controller	puzzle	precision	timing	dedication
58	71	71	87	77



controller	puzzle	precision	timing	dedication
35	58	71	68	55

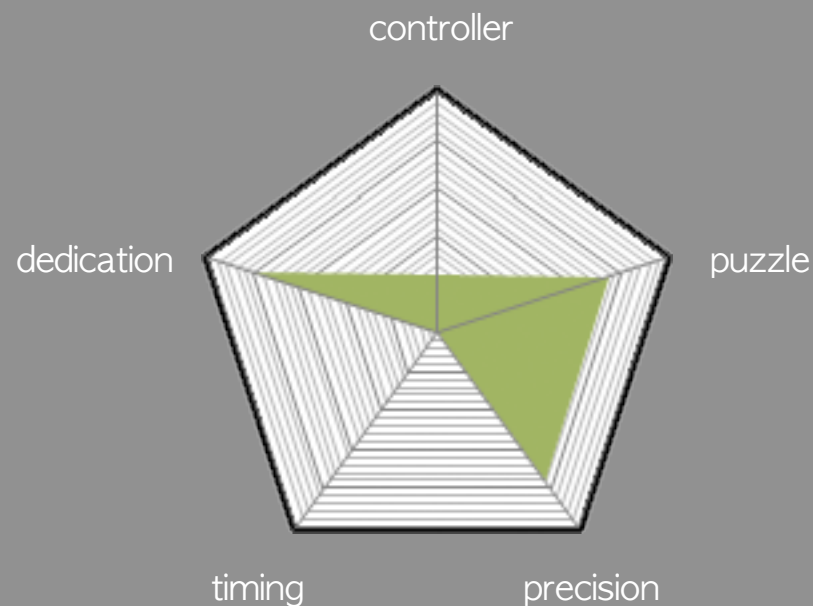
EXAMPLES OF OBTAINED GAMERSHAPES

Female 29 non-gamer



controller	puzzle	precision	timing	dedication
32	16	87	0	100

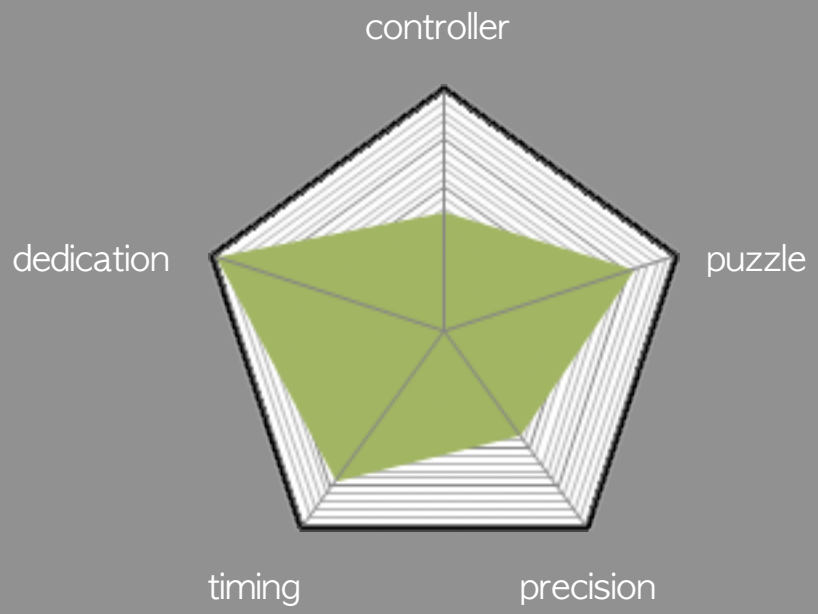
Male 34 non-gamer



controller	puzzle	precision	timing	dedication
24	75	76	0	81

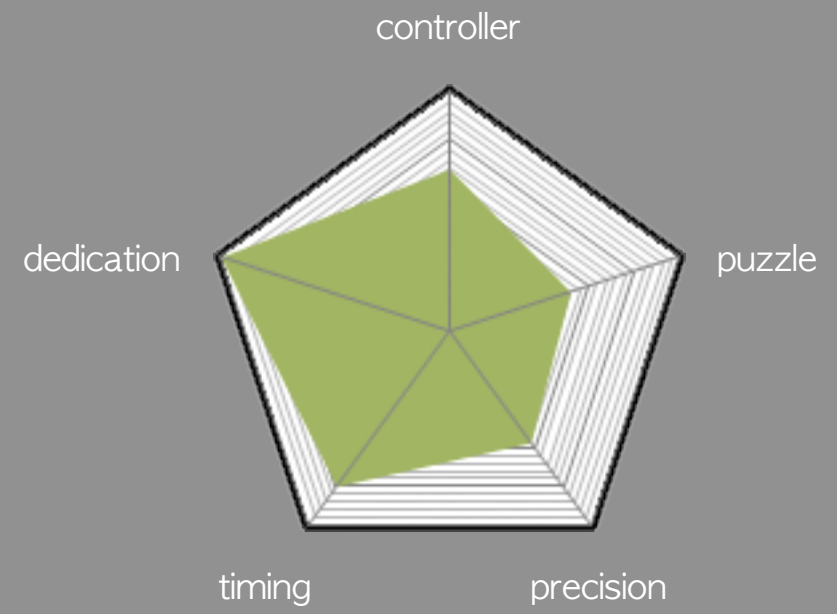
EXAMPLES OF OBTAINED GAMERSHAPES

Male 26 non-gamer



controller	puzzle	precision	timing	dedication
49	83	53	77	100

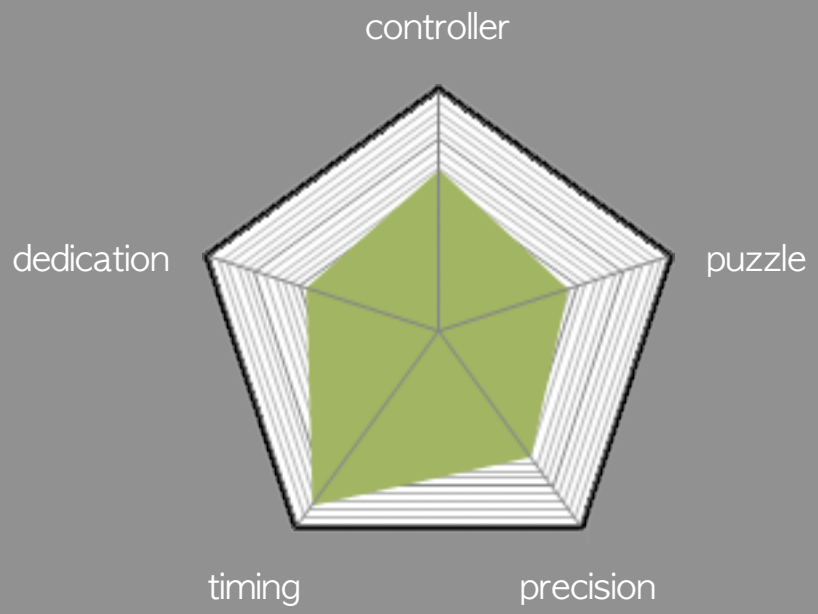
Male 24 gamer



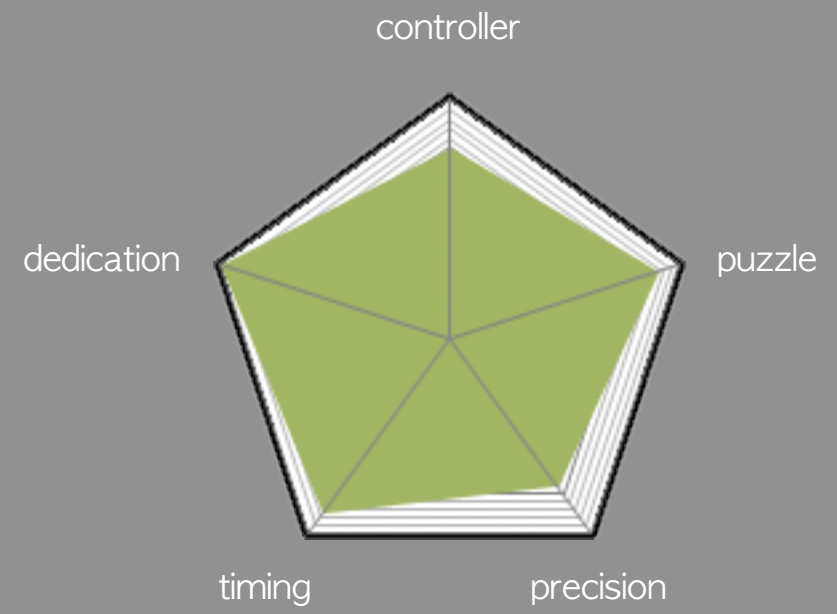
controller	puzzle	precision	timing	dedication
68	53	58	80	100

EXAMPLES OF OBTAINED GAMERSHAPES

Male 29 gamer



Male 24 gamer



controller	puzzle	precision	timing	dedication
67	56	65	90	58

controller	puzzle	precision	timing	dedication
80	91	76	90	100

5. CONCLUSIONS & IMPROVEMENTS

- THE RESULTS CONFIRM THE THEORIES
- GAMEPLAY MORPHING CAN BE A VALID OPTION

- HOW WE UPDATE THE GAMERSHAPE?
- HOW WE MIGRATE THE TEST TO HOME SYSTEMS?

THANK YOU !