ICT components for applied games

Open repository for ICT components

1) Use our ICTs

2) Bring your ICTs

1. Use our ICTs

- 32 alpha components (server-side/client-side)
- Not just for games!

Real-time emotion recognition

Learning analytics

Performance statistics
Virtual human controller

Automated adaptation

Social gamification

and more...

- Competence assessment
- Data tracking
- Domain model
- Arousal through galvanic skin responses
- Emotional appraisal
- Social importance dynamics
- Role play character
- Dialogue editing
- Player profiling
- ...

2. Bring your ICTs

- Make your technologies available
- Adjust to the portability architecture
- Details at

www.rageproject.eu