Game Mastering in Collaborative Multiplayer Serious Games

Collaborative Multiplayer Serious Games
- Combination of Serious Games and Computer-supported Collaborative Learning (CSCL) concepts
- Enables playful learning in groups with didactical concepts from CSCL and inclusion of an instructor

Role of the instructor is vital
- Instructors are often ‘Digital Immigrants’
- Instructors need special mechanisms for observation, analysis, and adaptation

Enabling Game Mastering in collaborative multiplayer Serious Games
- Definition of 3D Multiplayer Serious Games model
- Definition of a generic interface for Game Mastering
- Design of Game Mastering methods and concepts
- Design of rule-based and model-based adaptation algorithms for Game Mastering
- Development of an architecture for interconnecting multiplayer Serious Games to a Game Mastering toolkit and adaptation engine
- Implementation using two prototypes of collaborative multiplayer Serious Games

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