

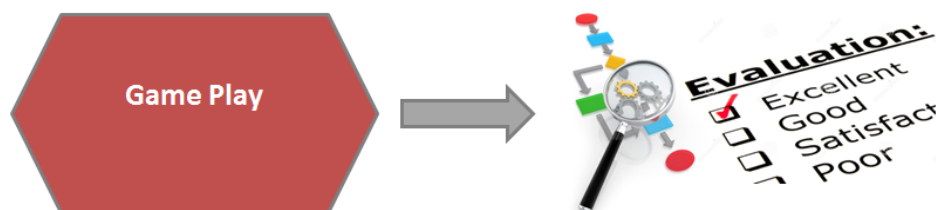
Evaluation Component



TUGraz - T8.2A - Apache 2.0 - Client-side C#, Server-side: Java/Tomcat

General Description

The goal of the Evaluation Component is to support the evaluation of the RAGE games. This is done by capturing log data of the game (e.g. user interactions). All this data is transmitted to the evaluation service in the background and analysed in terms of their value.



Pedagogical Value

The main value of this asset is to analyse a game with respect to relevant pedagogical and user experience aspects.

Relations to other assets and components

- Interaction Tracker: Similar data as sent to the Interaction Tracker should be sent to the evaluation asset.

Technical Description and Interface

This component consists of a client-side and server-side part. The client-side component collects data from the game and sends it to the server-side component through a REST API. The log data can also be sent directly to the server-side asset without using the client-side asset. The server-side component performs the analysis of this data and provides the evaluation data and results.

Further Information

Contact: Alexander Nussbaumer, Matthias Maurer
Status: 1.0; Available components: application, source code, manual, fact sheet
Details: <http://css-kti.tugraz.at/projects/rage/assets/>