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Hendrix, M. , Knutov, E. , Auneau, L. , Protopsaltis, A. , Arnab, S., Dunwell, I. , Petridis, P. and de Freitas, S.

Author post-print (accepted) deposited in CURVE August 2013

Original citation & hyperlink:

Hendrix, M. , Knutov, E. , Auneau, L. , Protopsaltis, A. , Arnab, S. , Dunwell, I. , Petridis, P. and de Freitas, S. (2012). Authoring of adaptive serious games. In A. Ravenscroft, S. Lindstaedt, C. Delgado Kloos, & D. Hernández-Leo (Eds). *21st Century Learning for 21st Century Skills: 7th European Conference on Technology Enhanced Learning, Ec-tel 2012, Saarbrücken, Germany, September 18-21, 2012, Proceedings* (p. 541). Heidelberg: Springer.
http://dx.doi.org/10.1007/978-3-642-33263-0_58

Publisher statement: The final publication is available at <http://link.springer.com>.

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Authoring of Adaptive Serious Games

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Abstract. Game-based approaches to learning are increasingly being recognized as having the potential to stimulate intrinsic motivation amongst learners. Whilst a range of examples of effective serious games exist, creating the high-fidelity content with which to populate a serious game is resource-intensive task. To reduce this resource requirement, research is increasingly exploring means to reuse and repurpose existing games and relevant sources of content. Education has proven a popular application area for Adaptive Hypermedia, as adaptation can offer enriched learning experiences to students. Whilst content to-date has mainly been in the form of rich text, various efforts have been made to integrate Serious Games into Adaptive Hypermedia via run-time adaptation engines. However, there is little in the way of effective integrated authoring and user modeling support for these efforts. This paper explores avenues for effectively integrating serious games into adaptive hypermedia. In particular, we consider authoring and user modeling aspects in addition to integration into run-time adaptation engines, thereby enabling authors to create Adaptive Hypermedia that includes an adaptive game, thus going beyond mere selection of a suitable game and towards an approach with the capability to adapt and respond to the needs of learners and educators.

Keywords: Adaptive Hypermedia; Adaptation; Serious Games; Educational Games; Education; Personalization.

Acknowledgements

This work has been fully supported by the mEducator project, funded by the eContentPlus programme by the European Commission. The authors thank all mEducator partners. Work has also been part supported by the European Commission under the Collaborative Project ALICE "Adaptive Learning via Intuitive/Interactive, Collaborative and Emotional Systems", VII Framework Programme, Theme ICT-2009.4.2 (Technology-Enhanced Learning), Grant Agreement n. 257639.