

Summary of the paper “Assessing the impact of the awareness level on a co-operative game”

Miguel Angel Teruel, Nelly Condori-Fernandez, Elena Navarro, Pascual Gonzalez and Patricia Lago.

Abstract: This paper presents a summary of the article entitled “Assessing the impact of the awareness level on a co-operative game” previously published on the volume 98 of the journal Information and Software Technology [1]. This work contains an assessment of the impact of Gamespace Awareness (GA) elements on several aspects of the design of a video game considering the experience of the players involved. We analyzed the effect of different levels of awareness on the video game score, the players’ happiness and enjoyment and their perception of the usefulness of such GA elements to achieve the game’s goal. The experiment was performed initially in two locations, Amsterdam and Albacete, with the participation of 14 and 29 Computer Science undergraduates respectively. The analysis of the results shows the correspondence between the high awareness level and the good game score. However, the highest level of player happiness was not achieved with the most awareness-enabled configuration. Moreover, we found that the players’ enjoyment depends not only on their awareness level but also on their expertise level. Finally, the awareness elements related to the present and the future were the most useful, as could be expected in a multiplayer action video game. As a conclusion, the results showed that the medium level awareness obtained the best results. We concluded that a certain level of awareness is necessary, but that excessive awareness could negatively affect the game experience.

Notes/Notas:

