

Automatically Generating Summary Visualizations from Game Logs

Yun-Gyung Cheong, Arnav Jhala, Byung-Chull Bae, and R. Michael Young

Úvod do témy:

Advances in game hardware and market demand are motivating game makers to expand the narrative content and style of interaction within new game titles.

Známe informácie, nutné k pochopeniu problematiky:

For most players, the process of playing a game is broken across many relatively short sessions. Players of single player games often play a single game over the course of weeks or months, saving game state at the end of each session and continuing from the saved state upon returning to the game later. Players of Massively Multi-player Online Role Playing Games (MMORPGs) also participate in gameplay over extended periods of time (though in their cases, game play may continue in their absence). It has been reported that players can become extremely involved in these virtual worlds for extended periods of time (Griffiths et al., 2003).

Prečo je práca dôležitá - aký význam má riešenie problému:

As gameplay sessions become shorter relative to the overall length of a game and the complexity of the interaction within game environments increases, a summary of past gameplay can make the gameplay more enjoyable to the player in single player games. Further, game summaries provided to players in multi-player persistent world games could help players maintain context and engagement in their games during times when they are not logged in.

Čo bolo spravené v práci, akým spôsobom, výhody tohto riešenia:

In the work we describe here, we use a 3D game engine to visualize a summary of game play derived from game logs. This visual approach to summarization may be more accessible for gamers used to experiencing the rich 3D interfaces when interacting with their game worlds. Further, since our system generates its summaries using the same engine where the original game engine occurred actions can be recreated (almost) exactly as they were executed.