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A Taxonomy and State of the Art Revision on Affective games

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Abstract

Affective Games are a sub-field of Affective Computing that tries to study how to design videogames that are able to react to the emotions expressed by the player, as well as provoking desired emotions to them. To achieve those goals it is necessary to research on how to measure and detect human emotions using a computer, and how to adapt videogames to the perceived emotions to finally provoke them to the players. This work presents a taxonomy for research on affective games centring on the aforementioned issues. Here we devise as well a revision of the most relevant published works known to the authors on this area. Finally, we analyse and discuss which important research problem are yet open and might be tackled by future investigations in the area of Affective Games.

Keywords: Affective Computing, Affective Games, Taxonomy, Review

1. Introduction

This paper presents the field of Affective Games (AGs), a sub-field within the so-called Affective Computing field of research[1]. Videogames have become a mainstream form of entertainment over the last years, becoming one of the fastest growing industry of entertainment. However, due to the increase of competitiveness in the industry, game designers are constantly encouraged to make their games engaging and attractive to the users.

Although developers have traditionally focused their efforts on improving the graphic quality of videogames, in recent years it has been very difficult to stand out in this regard, forcing them to discover new ways of getting attraction to their games. This is where Affective Games come into play, assessing the emotions of players and adapting the gameplay to them as well as triggering the right emotions into the players in order to improve their overall satisfaction.

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