Abstract

Serious games have become one of the powerful tools in the education field, view of their capability to transmit the knowledge to the players/students, but to judge if a given serious game is effective there must be a system that analyzes the performances and behaviors of the players, to see their level of understanding about a particular topic proposed by the serious game. In this perspective of research and development this paper presents a method for analysis concerning the performances of serious game players, based on educational data mining, with the aim of helping the instructors and the experts to improve their strategies of teaching. An evaluation of how our method proved successful with an outlook on future research concludes this paper.

References

- Kremer, K. 2012. Conducting Game user experience research with preschools, in Proceedings of the CHI Workshop on Game User Research (CHI-GUR 2012). Austin, TX, USA.

- Leap Motion Controller. Available online: https://www.leapmotion.com (accessed on 21 October 2014).
- Margaret H. Dunham “Data Mining Introductory and Advanced Topics”.

Index Terms

Computer Science
Information Science
Keywords

Serious Games  Waste Sorting  Educational Data Mining  K-means  Assessment

Player Performances