Abstract

Games have always been part of human culture since a long time; with the advent of modern day computers there has been a change in trend of human focus towards computer based games. Computer games have seen many evolutions from console based games to modern 3D graphic systems. The question, “which era of games or which version of computer games has been more entertaining?” from the user’s point of view, remains of interest to game developers and researchers. As the entertainment that a game carries is of subjective nature and vary from user to user. In this work we propose set of criteria to measure the entertainment value of game. Based on the proposed criteria we compare a set of representative games of two different genres to analyze which era/version of computer games has been more entertaining. For this purpose we first device a set of entertainment metrics which are utilized by computational intelligence techniques to measure and compare games.
Evolution of Entertainment in Computer Games

- K.Compton and M. Mateas, “Procedural Level Design for Platform Games”, Proc. 2nd Artificial Intelligence and Interactive Digital Entertainment Conference (AIIDE ’06), Stanford, CA, 2006
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Index Terms

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