

PCG & Difficulty Evaluation

14th and 15th







PCG / Game
Experience Metrics

Design Methods

Authoring Tools
for Inter. Media

Accessibility

Perception / Multi
Modality

Interaction
Formalization

Learning

Reading

No Man's Sky



Ghost Recon : Wildlands



Generate gameplay ?

1. Procedural Gameplay Generation relies both **modelisation** and **evaluation** of this gameplay.
2. Modeling and evaluting gameplay is still a very complex problem (Koster, etc...)
3. For instance : **challenge (difficulty)**

Workshop

- Goal :
 - Get a better grasp on procedural generation techniques and difficulty evaluation in games
 - Both from a practical and theoretical point of view

Workshop – Course part

- Short course on procedural content generation techniques
- Short course on difficulty evaluation techniques
- Short focus on two papers on difficulty in video games

Workshop – Practical part

- I give you a difficulty evaluation model that you can use with unity, already embedded in a (poor) gameplay
- You make 5 groups and we spend the rest of the workshop making a procedural game that uses these techniques
 - Assets from procjam
 - Very simple, but very procedural and challenge based

Workshop – Evaluation part

- You'll send me :
 - Your game build
 - A short document explaining what you tried to accomplish
 - If someone ever asks me to, I'll grade them.