What Is at Play?

Meta-techniques in Serious Games and Their Effects on Social Believability and Learning

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• How should police officers interact with civilians?
• Improve social awareness
• Current training limited

Context: Law Enforcement
Approach: Interactive Storytelling

- Interactive storyteller
- Emergent narrative: interaction with autonomous characters in simulated story world
  - No predefined plot
  - Much player freedom
• Embodying fictitious roles
• Distinction between in-character and out-of-character
• Edularp

Live Action Role Play
Serious Game for Social Awareness Training

- Learning by experiencing/enquiring
- Exploring possible approaches
- Receiving feedback
• In-character: experiencing behaviour
• Out-of-character: reflecting on experiences
• Lemniscate Model

Gaining Insight: Lemniscate Model
• **Meta-technique**: communication of out-of-character information
  • Inner monologue
  • Act break
  • Black box (possible events)
Effects of Meta-techniques

- Gain insight → improves believability
- Implementation:
  - Non-intrusive → immersion
  - Intrusive → improved learning
- Lemniscate Model applicable?
• Overview of meta-techniques
• Implementing meta-techniques
  • Intrusion levels
  • Measuring social awareness and insight
  • Believability metrics

Future Work
Thanks for listening!
Let’s discuss.

More information

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To Be Continued...
• *XKCD.com*, comic 1089
• Knutepunkt books: [nordiclarp.org/wiki/Knutepunkt-books](nordiclarp.org/wiki/Knutepunkt-books)