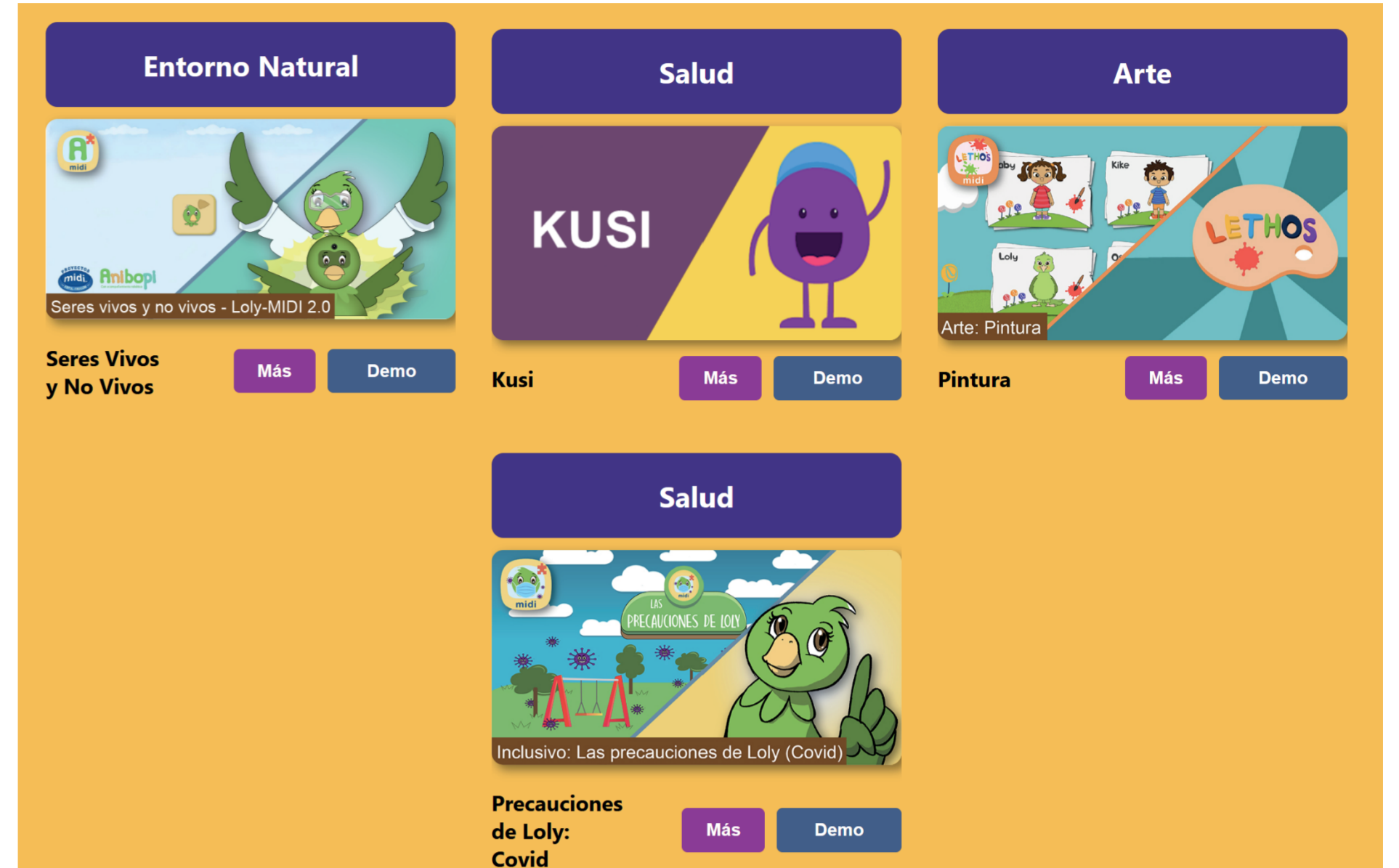


Evaluations of Software Developed as Research Tools to Analyze Trends of Educational Videogames Characters

PROBLEM

Educational digital games aim to provide engaging and interactive learning experiences for children. However, identifying trends and preferences in game characters is crucial for developers to create effective educational tools. This paper addresses the need for evaluating software that analyzes these trends to aid in the design of educational videogames.



Example of serious games from midi.espol.edu.ec

GENERAL OBJECTIVE

To develop and evaluate software tools that can analyze trends and preferences in the characters of educational digital games. This will help game developers understand which character attributes and design styles are most appealing to children and, consequently, enhance the educational value of these games.



Characters set Lethos app images

PROPOSAL

The creation of a series of research tools, including surveys and analytical software, to gather data on game preferences and character designs from both children and adults. These tools will facilitate the collection and analysis of data to identify correlations between game usage patterns and character preferences.

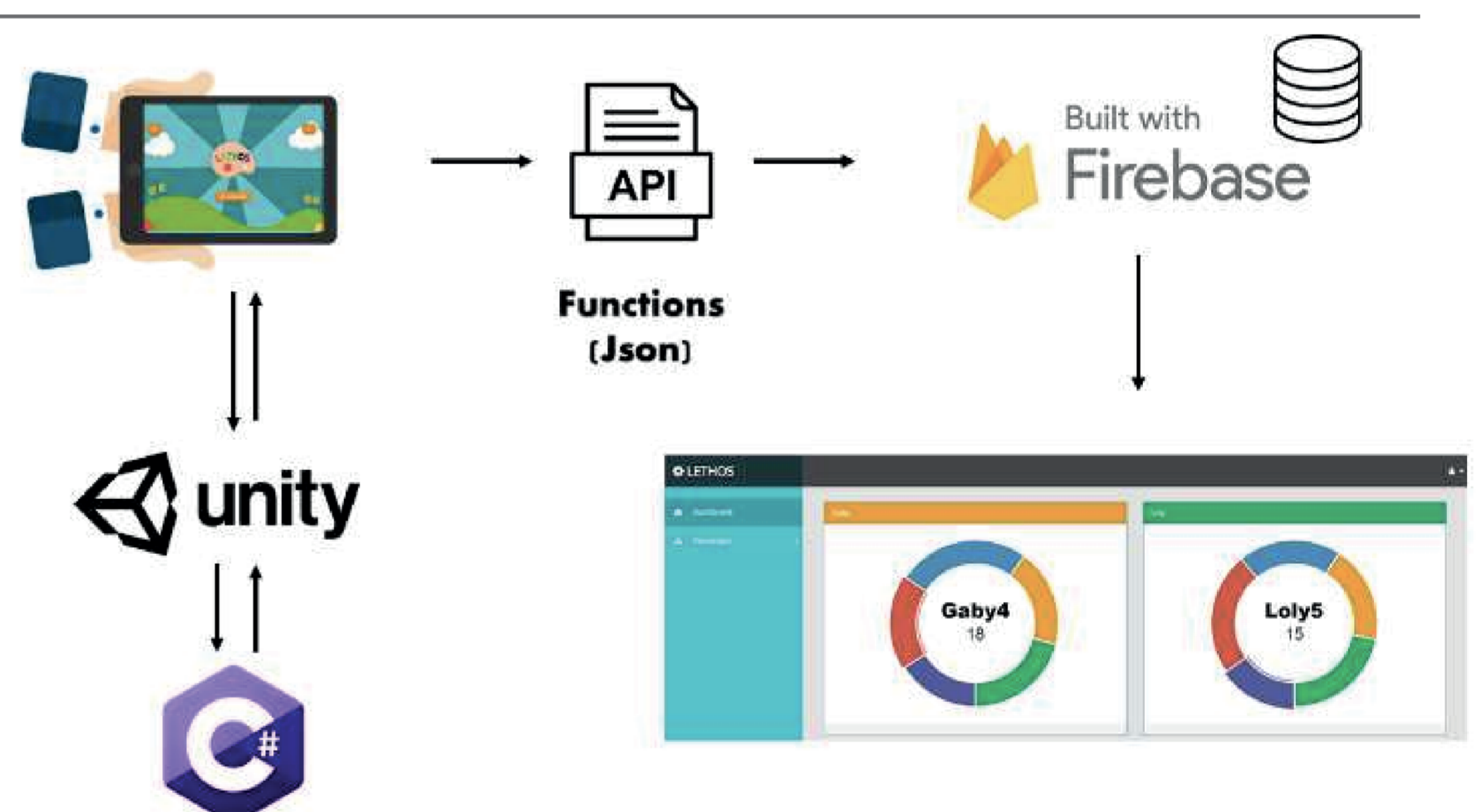
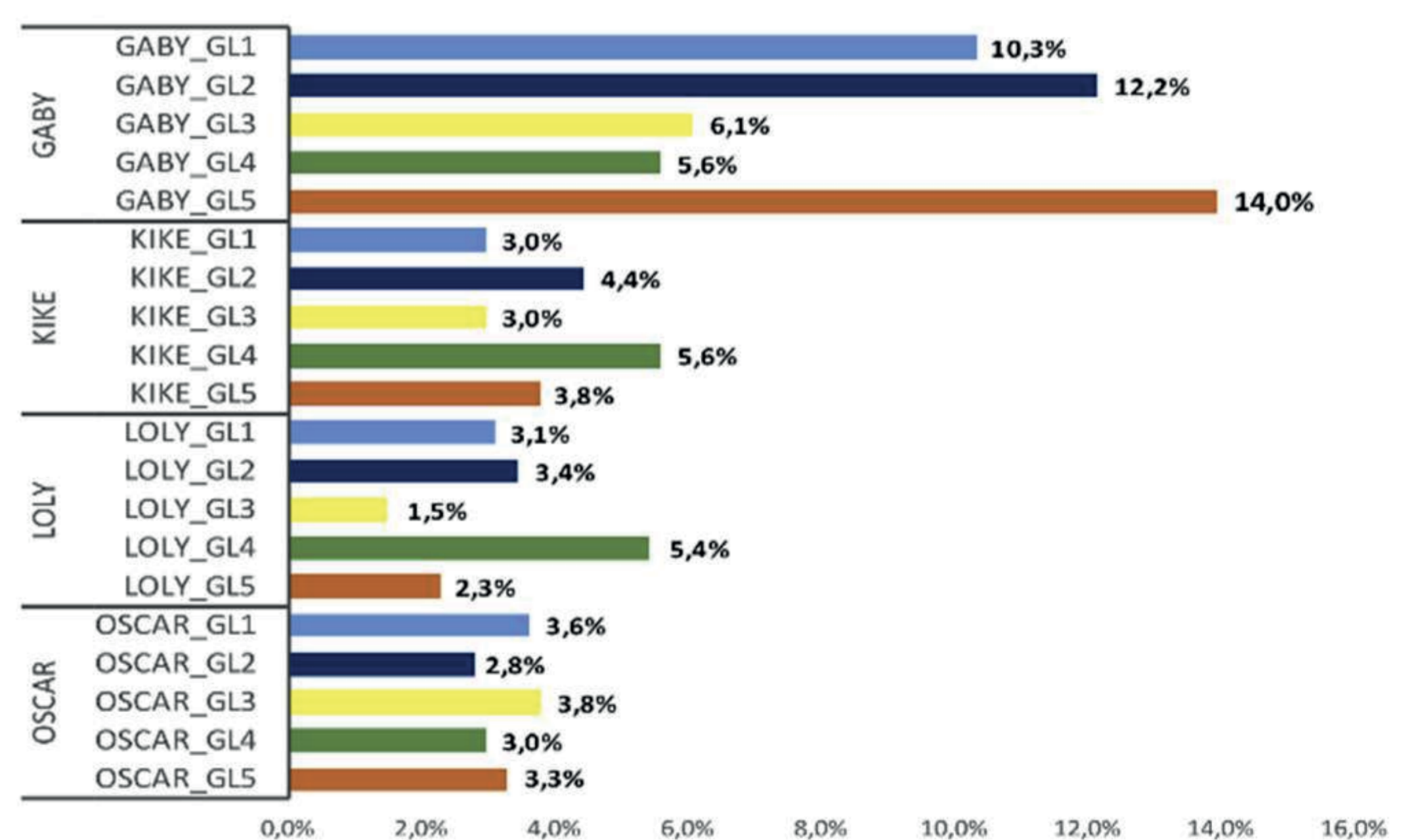


Figure of Lethos architecture

RESULTS

Data from game production have been examined, allowing a broader view of game preferences, graphic line styles, and character archetype design. The results help designers, producers, and other experts to identify games and archetypes as avatars' preferences regarding graphic lines and game usage. This helps propose well-informed graphic designed styles and character archetypes to produce new educational games.



Comparison of "Lethos" results from children's selection

CONCLUSIONS

- The study results allow stakeholders to study trends about the visual interpretation of graphic line styles, characters archetype, and game usage preferences from the point of view of adults and children.
- However, the outcomes obtained for the MIDI-AM series game used as the case examined may vary with a bigger sample size.
- Therefore, more representative data collection is recommended for a well-tested preference of game use and trends of character archetypes styles.

ACKNOWLEDGMENTS

- The authors acknowledge ESPOL Polytechnic University for sponsoring the presentation of this research work.
- We also recognize the contribution of the group of researchers, academics, and students from the Art, Design, and Audiovisual Communication Faculty (FADCOM), the Electric, Electronic, and Computer Science Faculty (FIEC), and the ESPOL Society Link Unit (UVS).