A thesis submitted in 2009 in partial fulfilment of the requirements of the University of Teesside for the degree of Doctor of Philosophy. The research programme was carried out at and with the support of Gotland University.

Mirjam Palosaari Eladhari:

Characterising Action Potential in Virtual Game Worlds Applied With the Mind Module

In Virtual Game Worlds: Applied With the Mind Module

Because games set in persistent virtual game worlds (PVGWs) live inside the minds of players, these games need methods of characterisation for playable characters (PCs). How they can express themselves in ways that make them stand out at and with the support of Gotland University.

Firstly, VGWs are places where players interact with and control elements carrying narrative potential. Secondly, players add narrative potential to the world, which sometimes comes from the ordinary world. Thirdly, narrative potential in the design space is determined by the game design of particular VGWs. Finally, how can VGWs support role-play, which is applied in five experimental game prototypes. In these, the design of CAP is determined by the game design of particular VGWs. By using iterative design, the author explores the design space in expressing consistent characters in VGWs. The design of CAP by building a semi-autonomous agent architecture, the Mind Module, and other game features are intertwined with the design of the Mind Module.

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