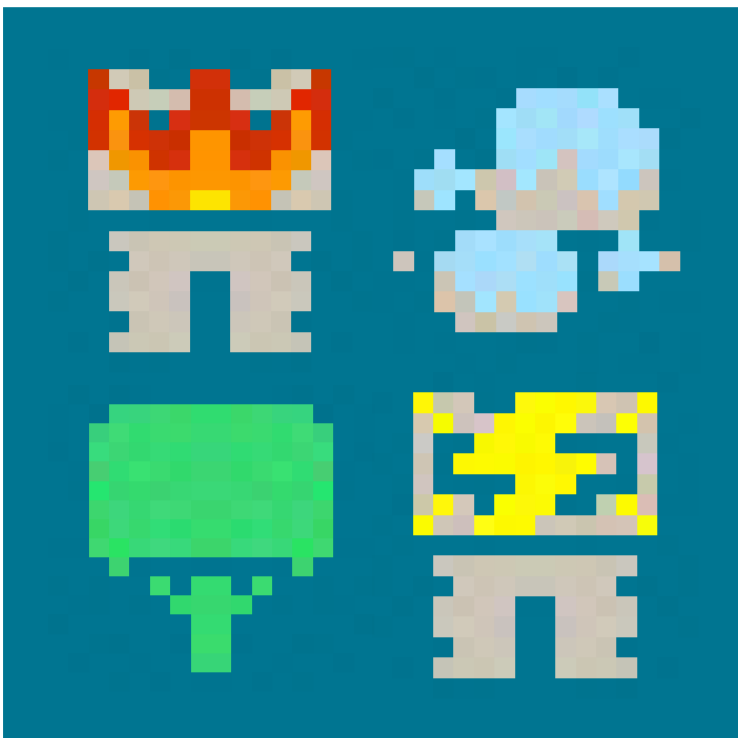


IMMUNE DEFENSE - a video game to measure creativity

Automatic Evaluation

The player's behaviour is automatically evaluated for creativity using the C-Tracer

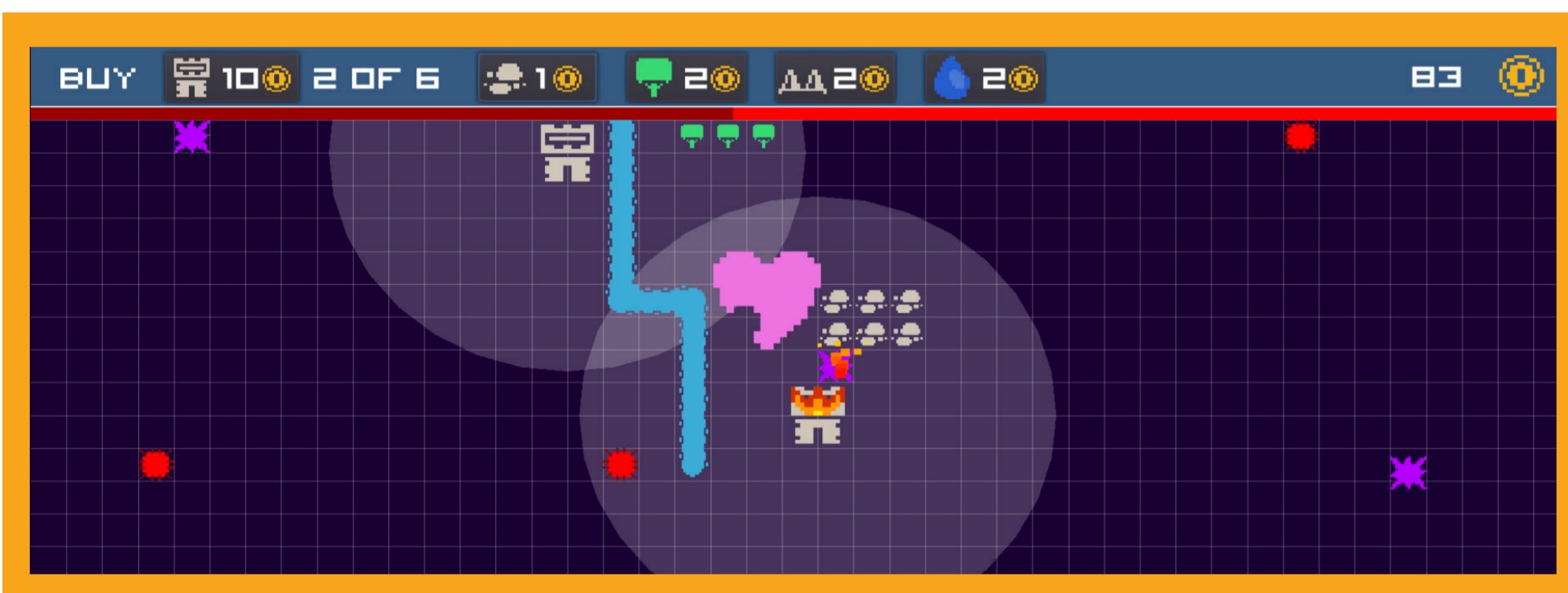


WHY conduct this project?

Creativity is a central phenomenon in life, however, measuring creativity is difficult. Standard tests, like the AUT, are often time intensive to evaluate and rely heavily on language comprehension. Immune Defense, a new type of creativity test, is implemented as a video game in the Tower Defense genre. By strategically placing game elements, such as towers or trees, players defend the heart of an alien from attacking viruses.

WHAT are the outcomes and tools you can use?

Immune Defense is available online for you to try. One game, or test, takes five minutes to complete. A tutorial will introduce you to the game concepts, no experience with video games is needed. If you wish to learn about the results of your test, simply fill out the form shown after completing the game and we will reach out to you.



Try Immune Defense for yourself

Immune Defense is available online for you to try at the following link: hpdtrp.corinna.jme



← scan to play the game



WHOM to contact?

If you want to learn more about the game, or use it for your own creativity assessments, feel free to reach out to us. We look forward to hearing from you!

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Christoph Meinel

Download our Paper

Our paper discussing the data collection and evaluation is available here: https://ieeegames.org/2020/papers/paper_148.pdf



← scan to read our paper

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