



Name Surname, Bsc

# Thesis Title

## Master's Thesis

to achieve the university degree of

Dipl.-Ing./Master of Science

Master's degree programme: Computer Science

submitted to

## Graz University of Technology

Supervisor

My Supervisor

Co-Supervisor

My Co-supervisor

Institute of Human-Centred Computing

Head: My Institute Head

Graz, month year

---

## Affidavit

I declare that I have authored this thesis independently, that I have not used other than the declared sources/resources, and that I have explicitly indicated all material which has been quoted either literally or by content from the sources used. The text document uploaded to TUGRAZonline is identical to the present master's thesis.

---

Date

---

Signature

## Eidesstattliche Erklärung

Ich erkläre an Eides statt, dass ich die vorliegende Arbeit selbstständig verfasst, andere als die angegebenen Quellen/Hilfsmittel nicht benutzt, und die den benutzten Quellen wörtlich und inhaltlich entnommenen Stellen als solche kenntlich gemacht habe. Das in TUGRAZonline hochgeladene Textdokument ist mit der vorliegenden Dissertation identisch.

---

Datum

---

Unterschrift

# Abstract

This is a placeholder for the abstract. It summarizes the whole thesis to give a very short overview. Usually, this the abstract is written when the whole thesis text is finished.

# Kurzfassung

This is a placeholder for the german abstract. It summarizes the whole thesis to give a very short overview. Usually, this the abstract is written when the whole thesis text is finished.

# Acknowledgements

Your acknowledgement text.

# Contents

<b>1. Introduction</b>	<b>1</b>
1.1. Goals and Motivation . . . . .	1
1.2. Methodology and Structure . . . . .	1
<b>2. Background and Related Work</b>	<b>2</b>
2.1. Section 1 . . . . .	2
2.2. Summary . . . . .	2
<b>3. Design &amp; Conceptual Model</b>	<b>3</b>
3.1. Starting Point and Motivation . . . . .	3
3.2. User Target Group . . . . .	3
3.3. Requirement Analysis . . . . .	3
3.3.1. Functional Requirements . . . . .	3
3.3.2. Non-Functional Requirements . . . . .	3
3.4. Conceptual Architecture . . . . .	3
3.5. Summary . . . . .	3
<b>4. Implementation Details</b>	<b>4</b>
4.1. Architecture . . . . .	4
4.2. User Interface . . . . .	4
4.3. Summary . . . . .	4
<b>5. Evaluation</b>	<b>5</b>
5.1. Material and Setup . . . . .	5
5.2. Method and Procedure . . . . .	5
5.3. Participants . . . . .	5
5.4. Results . . . . .	5
5.5. Discussion . . . . .	5
<b>6. Lessons Learned</b>	<b>6</b>
<b>7. Future Work</b>	<b>7</b>
<b>8. Conclusion</b>	<b>8</b>
<b>A. Appendix 1 title</b>	<b>10</b>

## Contents

---

<b>Bibliography</b>	<b>11</b>
<b>Ludography</b>	<b>12</b>

# List of Figures



# List of Tables

# 1. Introduction

The game analyzed in Schiller et al. (2018) is *Destiny*<sup>1</sup>. Valve Corporation (2003) is a gaming platform, and also of type `misc` (without the subtype `game`).

## 1.1. Goals and Motivation



Research Goal 1  
My Research Goal 1

## 1.2. Methodology and Structure

---

<sup>1</sup> Bungie, 2014.

## **2. Background and Related Work**

**2.1. Section 1**

**2.2. Summary**

## **3. Design & Conceptual Model**

### **3.1. Starting Point and Motivation**

### **3.2. User Target Group**

### **3.3. Requirement Analysis**

#### **3.3.1. Functional Requirements**

#### **3.3.2. Non-Functional Requirements**

### **3.4. Conceptual Architecture**

### **3.5. Summary**

## **4. Implementation Details**

### **4.1. Architecture**

### **4.2. User Interface**

### **4.3. Summary**

## **5. Evaluation**

### **5.1. Material and Setup**

### **5.2. Method and Procedure**

### **5.3. Participants**

### **5.4. Results**

### **5.5. Discussion**

# 6. Lessons Learned

Lessons learned

## **7. Future Work**



## **8. Conclusion**

# Appendix

# **Appendix A.**

## **Appendinx 1 title**

Some appendix content.

# Bibliography

- Schiller, M. H., Wallner, G., Schinnerl, C., Monte Calvo, A., Pirker, J., Sifa, R., & Drachen, A. (2018). Inside the group: Investigating social structures in player groups and their influence on activity. *IEEE Transactions on Games*. <https://doi.org/10.1109/TG.2018.2858024> (cit. on p. 1).
- Valve Corporation. (2003, September). Steam. <https://store.steampowered.com> (cit. on p. 1).

# Ludography

Bungie. (2014, September). Destiny [game; Activision, Santa Monica, CA, USA.]. <https://www.destinythegame.com/d1> (cit. on p. 1).