Believable NPCs game pacakge

A game package that students can put into their to add believable NPCs. The system will be very customizable and extendible so that it can be applied to a broad spectrum of student games.

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Context of use: Education
Level of education: Bachelor

Technology Impact Cycle Tool

Believable NPCs game pacakge

Impact on society

What impact is expected from your technology?

This category is only partial filled.

What is exactly the problem? Is it really a problem? Are you sure?

Game projects at Fontys have a lot of trouble going from the greenfield stage to the brownfield. Most of the time this happens during a project transfer between two student groups. The new groups often claim that the old project is in too bad of a condition to continue, and that they need to start over. This causes most projects to stagnate. And there's not a lot of Godot content.

Are you sure that this technology is solving the RIGHT problem?

This question has not been answered yet.

How is this technology going to solve the problem?

This question has not been answered yet.

What negative effects do you expect from this technology?

This question has not been answered yet.

In what way is this technology contributing to a world you want to live in?

This question has not been answered yet.

Now that you have thought hard about the impact of this technology on society (by filling out the questions above), what improvements would you like to make to the technology? List them below.

This question has not been answered yet.

Hateful and criminal actors

What can bad actors do with your technology?

This category is only partial filled.

In which way can the technology be used to break the law or avoid the consequences of breaking the law?

It can't. It's a game package with no connection to the outside world.

Can fakers, thieves or scammers abuse the technology?

This question has not been answered yet.

Can the technology be used against certain (ethnic) groups or (social) classes?

This question has not been answered yet.

In which way can bad actors use this technology to pit certain groups against each other? These groups can be, but are not constrained to, ethnic, social, political or religious groups.

This question has not been answered yet.

How could bad actors use this technology to subvert or attack the truth?

This question has not been answered yet.

Now that you have thought hard about how bad actors can impact this technology, what improvements would you like to make? List them below.

This question has not been answered yet.

Privacy

Are you considering the privacy & personal data of the users of your technology?

This category is only partial filled.

Does the technology register personal data? If yes, what personal data?
No.

Do you think the technology invades the privacy of the stakeholders? If yes, in what way?
This question has not been answered yet.

Is the technology is compliant with prevailing privacy and data protection law? Can you indicate why?
This question has not been answered yet.

Does the technology mitigate privacy and data protection risks/ concerns (privacy by design)? Please indicate how.
This question has not been answered yet.

In which way can you imagine a future impact of the collection of personal data?
This question has not been answered yet.

Now that you have thought hard about privacy and data protection, what improvements would you like to make? List them below.
This question has not been answered yet.

Human values

How does the technology affect your human values?

This category is only partial filled.

How is the identity of the (intended) users affected by the technology?

The product is intended to make the game world it's used in more believable for the player. This is to help them immerse in the game more.

As the package is intended to be very modular, this opens an opportunity for the game developer to make a character completely their own. The way the package affects the identity of the player is mostly in control of the developer.

How does the technology influence the users' autonomy?

This question has not been answered yet.

What is the effect of the technology on the health and/or well-being of users?

This question has not been answered yet.

Now that you have thought hard about the impact of your technology on human values, what improvements would you like to make to the technology? List them below.

This question has not been answered yet.

Stakeholders

Have you considered all stakeholders?

This category is only partial filled.

Who are the main users/targetgroups/stakeholders for this technology? Think about the intended context by answering these questions.

Name of the stakeholder
Michael Schifferling

How is this stakeholder affected?
-

Did you consult the stakeholder?
No

Are you going to take this stakeholder into account?
No

Name of the stakeholder
Dogfood Studios

How is this stakeholder affected?
-

Did you consult the stakeholder?
No

Are you going to take this stakeholder into account?
No

Name of the stakeholder
Game design students

How is this stakeholder affected?
-

Did you consult the stakeholder?
No

Are you going to take this stakeholder into account?
No

Name of the stakeholder
Small game developers

How is this stakeholder affected?
-

Did you consult the stakeholder?
No

Are you going to take this stakeholder into account?
No

Did you consider all stakeholders, even the ones that might not be a user or target group, but still might be of interest?
-

Now that you have thought hard about all stakeholders, what improvements would you like to make? List them below.
This question has not been answered yet.

Data

Is data in your technology properly used?

This category has not been filled yet.

Inclusivity

Is your technology fair for everyone?

This category has not been filled yet.

Transparency

Are you transparent about how your technology works?

This category has not been filled yet.

Sustainability

Is your technology environmentally sustainable?

This category has not been filled yet.

Future

Did you consider future impact?

This category has not been filled yet.