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À : FERTE,Claire

Objet : Re: Prise de contact Idea-list

Hello,

our company, Succubus Interactive in France, is on the lookout for proposals where our skills could be beneficial.

We are specialized in serious and social video game development, with a very strong emphasis on technology transfer (visual authoring tools to let other partners create or repurpose game scenarios, along with trace analysis wonders). We were invited to join the Beaconing consortium, that was recently granted 5.9M€ under H2020. We have also a previous experience on FP7 with the mEducator consortium, in which we developed a scenario repurposing tool.

Some of our techs are very generic, and could be easily applicable outside of video game development. As instance, we can provide a visual scripting language, that lets people without any computer science background create "event based scenarios" by themselves (UI reaction, if this then that, etc.). It's a bit like Scratch from MIT, but easier to manipulate (we even tested it to edit a web page, and it worked out quite well). And it can generate code...

Using this tool also automatically brings in a very peculiar way to handle separation between "engine" and "content". In an MVC approach, it means we can record every user input, and then "replay" this trace later on, thus letting us provide "full resolution traces". It gets interesting when replaying thousands of traces at once, and using pattern matching to find out segments in User Experience (which button was clicked the most, what did users tend to do before and after, etc.). These data can then be used to improve the user experience, but also to dynamically provide suggestions at run time to leverage user engagement and motivation (using a predictive approach, based on other users traces).

Finally, we have a user interface editor, that allows artists to create mockups that actually are ready to use, behavioural complete, responsive, multi-lingual and reskinable user interfaces. All that's left for the developer is to link the core logical features with the UI components where needed.

I'd be happy to give more information on our technologies and portfolio with a pdf description, or along a video chat. Don't hesitate to contact me at laurent.auneau@succubus.fr to discuss further (and yes, our website is currently down, we're working on the new version).

Best wishes,

Laurent Auneau
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