

consequence this approach is not applicable to many of the contemporary console and PC games that can be found in the market. However, it is still applicable to a full range of computer games like Flash or web-based games. Moreover, this approach could also be applied to other point-and-click applications beyond the gaming field.

Next step in the project is to conduct a more comprehensive evaluation in collaboration with the ONCE to evaluate our approach and to better determine the extent to which it is applicable. One of the more important aspects that will be evaluated is the impact that acoustic signals can have in the immersion and engagement of the games. Additionally, a different acoustic clue based on altering the timing of the sound is under study.

In addition several enhancements are being incorporated to the <e-Adventure> game authoring tool to facilitate the authoring process. For example, in the current version sound files have to be processed manually prior to importing them in the game to guarantee they loop seamlessly. As the game creator probably will not be a specialist in audio editing, an enhancement is planned to apply crossfading automatically if necessary in the sound file processing.

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