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# DegreeQuest : An Experiment in Visualization of an Academic Progress Report

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## DegreeQuest : An Experiment in Visualization of an Academic Progress Report

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The goal of this project is to create a 3D environment, similar to a single-person adventure game, in which a Computer Science major can explore the requirements of and assess progress in the IPFW BS in CS degree program. The current visualization approach utilizes a castle theme. Castle layout and content are automatically generated from an XML representation of the degree program. A student may wander through the castle examining and interacting with various aspects of his curriculum including requirements, completed courses, prerequisites and so forth. Only when all requirements have been satisfied may the player enter the degree room and claim his prize.