

## **An Architectural Model of Multi-Agent Systems for Student Evaluation in Collaborative Game Software**

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**Abstract :** The teaching of computer programming for beginners has been presented to the community as a not simple or trivial task. Several methodologies and research tools have been developed; however, the problem still remains. This paper aims to present multi-agent system architecture to be incorporated to the educational collaborative game software for teaching programming that monitors, evaluates and encourages collaboration by the participants. A literature review has been made on the concepts of Collaborative Learning, Multi-agents systems, collaborative games and techniques to teach programming using these concepts simultaneously.

**Keywords :** architecture of multi-agent systems, collaborative evaluation, collaboration assessment, gamifying educational software

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