

FEEDBACK SYSTEM AND METHOD OF PROVIDING FEEDBACK TO A USER

ABSTRACT

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Embodiments provide a method of providing feedback to a user. The method includes: obtaining configuration data in relation to a plurality of items for a game, wherein the configuration data indicates an item promotion associated to each item of the plurality of items; obtaining behavior data in relation to game behavior of the user with respect to a
10 game session of the game; determining at least one feedback item for the user based on the behavior data in relation to the game behavior of the user in accordance with the configuration data, wherein the at least one feedback item corresponds to one or more items of the plurality of items available to the user and one or more associated item promotions, respectively; and displaying a user interface to the user based on the at least one feedback
15 item, the user interface is indicative of a performance of the user during the game session, and comprises at least one feedback element corresponding to the at least one feedback item to be selected by the user.

FIG. 1