

SYSTEM AND METHOD FOR DISTRIBUTING REWARDS IN ELECTRONIC GAMES

ABSTRACT

A system and method for distributing rewards in electronic games are disclosed. The method includes generating a first and a second game character, wherein the first game character is a game character controlled by a player. The method further includes selecting, for display on a device, a reward to be acquired by the first game character. The method further includes determining a character reaction value of the player, wherein the character reaction value represents a prediction of the emotional reaction of the player to the selected reward, and determining a dynamic action to be performed by the second game character based on the determined character reaction value. The method includes manipulating the second game character to perform the dynamic action.

[Figure 2]