
- Master/Diploma thesis - Video Game Watermarking

Language	German or English
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Motivation & Goal	<p>Digital Watermarking is an accepted technology to discourage illegal distribution of multimedia such as audio tracks, images or videos. But in the field of video games it is yet hardly applied.</p> <p>The demand for effective but also user-friendly copyright protection within the huge market for video games has increased rapidly. One solution could be given by watermarking technology.</p> <p>The goal of this thesis is to learn how Watermarking can be applied to a video game. Therefore one typical and significant open source video game should be analyzed. The main focus lies on the media elements which could act as a potential cover for existing watermarking technologies. Based on this analysis one approach applying watermarking technology on this game has to be elaborated. The result should be a prototype showing the operability and functionality of a watermarked video game.</p>
Tasks	<p>Details of implementation are to be discussed</p> <ul style="list-style-type: none">• Become acquainted with watermarking technology and construction of video games• Design of concept to demonstrate the feasibility of copyright protection for video games by watermarking• Adaption of existing watermarking algorithms for video game environment
Requirements	<ul style="list-style-type: none">• Programming skills in C,C++ or Java
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