

Poké Planner: A Web-Based Pokémon Team Builder  
(Technical Report)

Educational Video Games as a Means of Promoting Interpersonal Skills  
(STS Research Paper)

An Undergraduate Thesis Portfolio  
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by

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## Preface

How can digital games be optimized both to promote satisfying gameplay and to improve personal development? Digital games can be entertaining and relaxing, but they can also be used to promote personal development and learning. Games can be designed to promote cognitive, emotional, or social development.

How can Pokémon players create balanced, cost-effective team compositions that boost synergy? A technical project, Poké Planner: A Web-Based Pokémon Team Builder, was developed to simplify the team-building effort in Pokémon. A web application was developed with which users can retrieve Pokémon data through the Pokedex page for analysis so that they can create optimized teams. With this application, users can find any holes in their team's coverage.

How have companies and their clients (schools, employers, and others) promoted videogames as methods of training students, employees, or others in interpersonal skills? Many companies and organizations recognize the potential of video games as a tool for training and developing interpersonal skills. By incorporating digital games into training and learning programs, individuals can develop the skills necessary to succeed in various personal and professional settings.