Evaluating Intelligent Game Design Techniques

CSC591 Fall 2010
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Paper Presentations

Goals

The goals of your paper presentation are to read and critically assess a recently published paper from a computer games conference. The paper you select must have been published already (i.e. not in submission), it must contain an AI or ML approach, and it must have a strong games or interactive entertainment theme. In addition to your evaluation of the AI contribution of the paper, you are also to critique (if appropriate) and propose a human-subjects study to measure the effectiveness of the proposed AI technique.

Requirements

Working alone (this is NOT a group assignment), you are expected to contribute the following:

1. The selection of a research paper, disseminated to the class a minimum of two days prior to your presentation date. (NOTE: I STRONGLY suggest you refrain from delaying starting your presentation until two days prior to your presentation.)

2. A 20 minute presentation of the paper in which you address all of the following:

   - The paper’s hypothesis(es)
   - The paper’s assumptions
   - The particular game or interactive entertainment setting
   - The proposed solution technique
   - The major claims/findings of the paper
   - An evaluation of whether or not those claims/findings are supported
   - A critique of the paper’s evaluation methodology (especially its validity) or, if none exists, a proposed evaluation methodology (including the theoretical, formal, and operational definitions of any concepts you are measuring, the types of instruments you will use, your experimental design, and the statistics you would use for your data analysis).

3. A 5-10 minute class discussion that you will lead immediately following your presentation

You are also expected to read and to come to class prepared to discuss the papers being presented by your classmates.
**Due Dates**

We will have paper presentations in class on 11/2, 11/4, and 11/11. By Thursday 10/21 you must have signed up for a presentation slot, or you will be assigned one.

**Grading Criteria**

This presentation will count for 50% of your homework grade (or 10% of your overall course grade). You will be graded according to the following criteria:

- How well did you summarize the paper? (20%)
- How critically did you assess the validity of the claims? (20%)
- How appropriate and detailed was your proposed experimental design? (30%)
- How clear was your presentation and presentation materials? (30%)

Failure to distribute your selected paper to the class two full days prior to your presentation will result in a loss of 25 points per day on your presentation grade.

**Resources**

You should look for papers in the proceedings of the following conferences:

- Artificial Intelligence and Interactive Digital Entertainment (AIIDE): [http://playground.uncc.edu/aiide/?page_id=21](http://playground.uncc.edu/aiide/?page_id=21)