# SHORT TITLE

YOUR THESIS TITLE, WHICH CAN BE AS LONG AS YOU
WANT ON THE TITLE PAGE

BY
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A REPORT
SUBMITTED TO THE DEPARTMENT YOU BELONG TO
AND THE SCHOOL OF GRADUATE STUDIES
OF MCMASTER UNIVERSITY
IN PARTIAL FULFILMENT OF THE REQUIREMENTS
FOR THE DEGREE OF
MASTERS OF ENGINEERING

Masters of Engineering (YYYY)                          McMaster University
(Department You Belong To)                          Hamilton, Ontario, Canada

TITLE:              Your Thesis Title, Which Can Be As Long As You
                    Want On the Title Page

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NUMBER OF PAGES:    xi, 9

# Lay Abstract

A lay abstract of not more 150 words must be included explaining the key goals and contributions of the thesis in lay terms that is accessible to the general public.

# Abstract

Abstract here (no more than 300 words)

*Your Dedication*
*Optional second line*

# Acknowledgements

Acknowledgements go here.

# Contents

# List of Figures

# List of Tables

# Notation, Definitions, and Abbreviations

## Notation

$A \leq B$          A is less than or equal to B

## Definitions

**Challenge**      With respect to video games, a challenge is a set of goals presented to the player that they are tasks with completing; challenges can test a variety of player skills, including accuracy, logical reasoning, and creative problem solving

## Abbreviations

**AI**          Artificial intelligence

# Declaration of Academic Achievement

The student will declare his/her research contribution and, as appropriate, those of colleagues or other contributors to the contents of the thesis.

# Chapter 1

# Introduction

Every thesis needs an introductory chapter

While you're here, you need to go into `definitions.tex` to set all the information needed for the front matter (e.g. title, author) and page header/footer.

You will also find the School of Graduate Studies' preparation guide (August 2021) for theses and reports. I would give it a quick read so you know what's expected.

# Chapter 2

# Your Chapter Title

This is a sample chapter
   If you need to use quotes, type it "like this".

## 2.1  Referencing

These are some sample references to GAMYGDALA (Popescu et al., 2014) from the `references.bib` file and state effects of cognition (Hudlicka, 2002) from the `references_another.bib` file. These references are not in the same .bib file.

## 2.2  Figures

This is a single image figure (Figure 2.1):



Figure 2.1: This is a single figure environment

This is a multi-image figure with a top (Figure 2.2a) and bottom (Figure 2.2b) aligned subfigures:



(a) Figure 1



(b) Figure 2

Figure 2.2: A Multi-Figure Environment

## 2.3   Tables

Here is a sample table (Table 2.1):

### 2.3.1   Long Tables

A sample long table is shown in Appendix B.

| A | $\longleftrightarrow$ | B |
|---|---|---|
| C | $\longleftrightarrow$ | D |

Table 2.1: A sample table

## 2.4 Equations

Here is a sample equation (Equation 2.4.1):

$$y = mx + b \tag{2.4.1}$$

# Chapter 3

# Conclusion

Every thesis also needs a concluding chapter

# Appendix A

# Your Appendix

Your appendix goes here.

# Appendix B

# Long Tables

This appendix demonstrates the use of a long table that spans multiple pages.

| Col A | Col B | Col C | Col D |
| --- | --- | --- | --- |
| A | B | C | D |
| A | B | C | D |
| A | B | C | D |
| A | B | C | D |
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*Continued from previous page*

| Col A | Col B | Col C | Col D |
| --- | --- | --- | --- |
| A | B | C | D |
| A | B | C | D |
| A | B | C | D |

# Bibliography

Eva Hudlicka. 2002. This time with feeling: Integrated model of trait and state effects on cognition and behavior. *Applied Artificial Intelligence* 16, 7-8 (2002), 611–641.

Adrian Popescu, Joost Broekens, and Maarten van Someren. 2014. GAMYG-DALA: An emotion engine for games. *IEEE Transactions on Affective Computing* 5, 1 (2014), 32–44.